

# PRIOR HISTORY



In Traveller characters are rarely neophytes released onto an unsuspecting universe, rather they tend to be older, more experienced characters who know what they are doing. Now this doesn't mean it isn't possible or permissible to create and play a character starting from 1<sup>st</sup> level and no experience, it's just not the norm. If you wish to play a 1<sup>st</sup> level character, just skip this section and move straight on to Classes and Levels.

If you do wish to play a more experienced character, there are two ways to do it. The first and easiest way is to simply decide what level you want the character to start the game at and move directly on to Classes and Levels.

The second, and in our opinion preferred method to creating a more experienced character is to use the prior history system detailed herein.

Under the prior history system a character will spend one or more 'terms', usually a four year period, either working or furthering their education. While serving a term, the character will have an opportunity to earn experience points, promotions, decorations, or even cash bonuses. In addition, the events that occur during a term can help shape and develop the background story of the character.

## BEGINNING A TERM

A character faces a dilemma: enter a career or further their education and training? It is up to the player to decide which option best suits their planned career path; the character will earn experience and other bonuses whichever they choose. It is possible to take a career break to attend an educational or training facility later on.

**The Educational Path:** A character with an initial Education score of 10 or higher is considered to be informally educated as a result of personal interest and job-related learning rather than having undertaken a formal course of study at a college or university. Such characters do not have a degree. Therefore the University option remains a viable choice for these highly educated characters, allowing them to earn a formal degree (and the experience acquired from successful University attendance), though they may not necessarily receive an increase in their education score. Other educational and training opportunities are also available.

Attendance to a school, academy, college, or institute does not typically have to be chosen immediately. A character may elect to attend at any point during their Prior History development rather than spending another term in employment. Once they have completed their studies, the character may resume employment if they have not already developed too many terms.

**The Path of Employment:** Whether fresh off the farm or just out of college, a character has to make a living. A character may attempt to enlist into one of the service classes, or develop their experience in their core class. While gainfully employed in such endeavors the character will earn experience and possibly other benefits including decorations, citations, promotions, cash, or equipment.

A character may choose to muster out of any service or employment position at the end of any term, and then seek employment in another service or profession (or attend University) if they have not already spent too many terms in Prior History development. However, common sense must apply. Only in circumstances of the direst need would the Imperial Marines accept a recruit aged 38. Similarly, it seems very unlikely that

someone would leave the Navy to begin a career in the Army. Such a career path would be highly unusual, even by the standards of player-characters.

## THE EDUCATIONAL PATH

A character may spend any term pursuing their education at a university or more specialized educational or training facility. It is assumed that the character has managed to locate an appropriate center of learning of at least TL12, unless the Referee specifies otherwise.

Once admitted to a facility, success is still not guaranteed. The character will spend the next few years in study before sitting a final examination at the end of the program's course. Characters who pass their final exams will earn a the benefits listed for their course of study. Those who fail leave without the benefits listed, but perhaps a bit wiser for their time spent.

*Take10 and Take20 may not be used when resolving Educational events.*

### ELIGIBILITY

Any requirements the character must meet before applying for admission/acceptance.

### ADMISSION/ACCEPTANCE

If a character fails to pass the entrance exam, they may not attend the university this term (no time is lost) and must select another option such as pursuing employment in a career or service, or perhaps applying for admission to another school or program. If the character passes, they are accepted into the given school for the duration of the program.

### GRADUATION/SUCCESS

Failing the final exams means the character has spent only half the specified course length in attendance at the school, but leaves after that time with any benefit other than one-half the normal experience, if any. Passing the final exams means the character has spent the full specified course duration in successful study and has earned any benefits listed for that school.

### HONORS

The truly studious and diligent may be able to graduate with Honors. If the character has successfully graduated from the course, they may see if they earned a position on the school's Honor Roll and some type of additional benefits. Failure to make the honors roll means the character does not earn any benefits for the time they spent, but there is no penalty or censure associated with this.

### COURSE LENGTH

The amount of time the character will spend in his or her studies. At the end of the course, the character will have aged the number of years listed here.

### BENEFITS

The benefits or advantages derived from successfully attending or graduating from the given institution. Benefits may range from Experience bonuses, to improved ability scores, to bonus skill ranks, to commissions and/or promotions in a given service or career.



## THE EMPLOYMENT PATH

The following steps outline how to conduct a character serving a term of employment. Not all steps will apply to the work routine of any given career or service. At the end of each term the player may attempt to reenlist in their current service, continue their current career, take a term off to further their education, or they may choose a new career or service.

Unless otherwise noted, all checks for the employment path are made by rolling 1d20 and adding any listed modifier.

*Take10 and Take20 may not be used when resolving events during Employment.*

### ENLISTING OR FINDING EMPLOYMENT

If a character is attempting to pursue a different career or service from the one they pursued in the previous term, they must first meet any initial requirement listed for the new career or service before a character is accepted as a member and may begin work or training. A character may only be an active member of one service or career at a time during Prior History.

**Basic Training:** Upon successfully enlisting into a military or quasi-military service (Army, Flyer, Law Enforcer, Marine, Navy, Scout, or Sailor) the character spends the first two years of their first four-year term of service in orientation and initial training. This earns the character an automatic 1,000XP bonus. The remaining 2 years of the first term are handled as if it were a normal term of service (see *Serving a Term*). Experience earned for the term is normal (plus the automatic training bonus), but any Commission checks are at a -2 penalty, any cash bonus earned is halved, and no check is made for an XP bonus.

Characters entering a service after completing OTC at the University do not undergo basic training and serve a normal first term.

### DUTY ASSIGNMENT

All employment terms are 4-years in duration unless otherwise noted. At the start of each term, the character must roll 1d20 to see what their duty assignment or job will be for that term. This assignment will determine the Survival, Commission, Promotion, Decoration, Experience Bonus, and Cash Bonus task DCs for the term. Listed at the bottom of each task column are any modifiers that normally will apply to that task check.

### SURVIVAL

Each term the character serves, he or she must check to see if they "survived" the 4-year term without incident. If the character survives he or she earns 4,000 XP. If the Survival DC is rolled exactly, the character was wounded (or otherwise injured) but survived the incident without jeopardizing their career. If serving in the Army, as a Flyer, Marines, Navy, or as a Sailor the character is awarded the Purple Heart medal. Since being injured at work represents an unmistakable learning opportunity, injured characters of all classes earn a 1,000 XP bonus this term.

Failing to survive doesn't actually mean the character has died, but rather that they have suffered some mishap that places their career in jeopardy. Characters failing to survive do not earn any XP this term and forgo any commission, promotion, or XP bonus rolls (but they may take a decoration roll if available; see Decorations below). To find out what went wrong during the term, roll 1d6 on the Survival Mishap table for the appropriate service or profession. If the character was awarded a MCGF, subtract 1 from the Mishap roll. If awarded a MCG, subtract 2 from the roll, and subtract 3 from the roll if awarded an SEH.

*Characters can increase their chance of Survival in a given*

*term by taking an increase to their Decoration, Commission, AND Experience Bonus DCs. For every point that is subtracted from the required Survival DC, one point must be added to the Decoration, Commission, AND Experience Bonus DC for this term. This represents a "head down and take no risks" approach during the term.*

*Alternatively, a character can increase their chance of a Decoration, Commission, AND Experience Bonus in a given term by taking an increase to their Survival DC this term. For every point added to the required Survival DC, the character may subtract one point from the Decoration, Commission, AND Experience Bonus DCs for this term. This represents a daring, risk-taking approach during the term, which can have great benefits or get the character into real trouble. Not all risky situations have the potential for injury, but all have the potential to make the character very unpopular with higher-ups if he or she takes an unnecessary risk and fumbles the ball.*

### COMMISSION

Each term an enlisted character serves, he or she has a chance to be commissioned as an officer. If the roll is successful, the character is commissioned as the lowest rank of officer in the service. A character also receives a 2000 XP bonus when they are commissioned. A character may only be commissioned once in a given career or service.

This does not apply to careers or services that do not have a two tiered rank structure.

### PROMOTION

Promotions in rank or status are available for many services and careers. Each term served in these services or careers will offer a chance of promotion. If the character makes their Promotion DC roll, they rise in rank or title. If the character has already reached the highest enlisted or officer rank, then no promotion is received. An enlisted person is not "promoted" into the officer corps; he or she must be commissioned for this to occur. A character earns 1,000 XP every time they are promoted. If there are parenthesis around the Promotion DC number, that is the DC for enlisted personnel. Officers add 2 to the DC – there are more enlisted positions available than commissioned ones.

Scouts do not have ranks and promotions as such, but any Scout that has served 5 or more terms (20 years) or higher is considered to be a Senior Scout.

A character may add +1 to any promotion check for every two completed terms spent in the current service.

**Enlisted:** Enlisted personnel are the lower levels of the command structure and form the majority of the personnel in any service. Depending upon the service, they represent the junior leaders such as team leaders, foremen and non-commissioned officers, and the "workers" such as technicians, soldiers, deckhands, clerks, nursing staff, couriers, apprentices and other people that do the majority of the actual work in any given profession.

**Officers:** Officers are the overseers and administrators in any service. They are the ones to make the plans and give the orders for the enlisted personnel to carry out. Unless a character enlists into a background class having completed OTC at the University, or having graduated from the University with Honors, the only other way to become an officer is to be commissioned during service.

Merchants entering the profession after completing OTC begin at a rank of O2 rather than O1 as normal.

### DECORATION

For some services, there may also be a chance of earning a decoration, medal, or citation for the character's actions on duty during the term. For those careers or services that award

decorations, the various possible awards and the rolls needed to earn them will be listed.

**EXPERIENCE BONUS**

Every service and profession offers the chance to earn an experience point bonus award each term. Successfully making the character's Experience Bonus DC roll will earn them a 1d4 x 1,000 XP bonus to any XP already earned this term through survival, commissioning, or promotion.

**CASH BONUS**

Characters serving in some services and professions have an opportunity each term to earn a cash bonus. If the Cash Bonus check is successful, the character may roll once on the Cash Benefits table under Mustering Out Benefits for that particular service or profession.

**ENDING A TERM**

The end of any terms carries with it some record keeping and a few decisions.

**KEEPING NOTES**

At the end of each term you should jot down the events of that term for future reference. These notes can be invaluable in helping to more fully develop the events of a character's previous life. The following notation format is recommended:

- Term 1 - Academic
- Lecture Circuit - survived (4000xp)
- Awarded a Foundation Fellowship award (2000xp)
- Earned 1000xp bonus
- Total Experience: 7000xp

**TOTAL EXPERIENCE**

The total amount of experience the character has earned this term should be added together and applied to the character's accumulated experience point total.

**Check Character Level:** If the character's total accumulated experience is enough to earn a new character level (see the Experience Level table below), those benefits should be applied now. Feats earned may be noted for selection later when determining class levels and benefits, but all ability score modifiers should be applied immediately as they may have a direct effect on the events of any future terms served during prior history.

**Table: Experience Level**

Character		
Level	XP	Special
1 <sup>st</sup>	0	Feat*
2 <sup>nd</sup>	1,000	
3 <sup>rd</sup>	3,000	Feat
4 <sup>th</sup>	6,000	Ability
5 <sup>th</sup>	10,000	
6 <sup>th</sup>	15,000	Feat
7 <sup>th</sup>	21,000	
8 <sup>th</sup>	28,000	Ability
9 <sup>th</sup>	36,000	Feat
10 <sup>th</sup>	45,000	
11 <sup>th</sup>	55,000	
12 <sup>th</sup>	66,000	Feat and Ability
13 <sup>th</sup>	78,000	
14 <sup>th</sup>	91,000	
15 <sup>th</sup>	105,000	Feat
16 <sup>th</sup>	120,000	Ability

17 <sup>th</sup>	136,000	
18 <sup>th</sup>	153,000	Feat
19 <sup>th</sup>	171,000	
20 <sup>th</sup>	190,000	Ability

\* In addition to any class and racial starting feats

**Feat:** Characters may select one additional feat from among any they are qualified for. This does not include feats specific to a character's class. For example, a Merchant character could not select Steward as one of these feats.

**Ability:** The character may add one point to any ability score of his choice. This increase is permanent. This is often useful in offsetting aging penalties for older, but more experienced characters. A character may never increase his or her Social Standing to greater than 15. The Referee usually handles an increase in Social Standing over 15, typically as a reward during the course of play.

**APPLY AGING EFFECTS**

The age of a character should be recorded and updated upon the completion of any term of prior history. It should also be checked each term to see if the character's new age puts them into a new age group and if so, what effects that new age group will have on the character's ability scores (if any).

Race	Young		Middle			Max
	Adult	Adult	Age	Old	Venerable	Age
Human	14	18	35	53	80	+2d10
Vilani	14	18	40	58	86	+4d10
Mixed						
Vilani	14	18	45	63	91	+6d10
Aslan	12	14	56	60	70	+1d10
Vargr	14	18	35	53	70	+2d10
Luriani	14	18	35	53	70	+2d10
Sydite	14	18	30	48	65	+2d8
Ursa	10	12	25	43	60	+2d6
Virushi	14	18	35	53	70	+2d10

**The Effects of Age**

The effects of age depend on which age group a character currently falls under.

**Youth:** No aging modifiers.

**Adult:** No aging modifiers.

**Middle Age:** -1 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.

**Old Age:** -2 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.

**Venerable:** -3 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom

**Maximum Age:** Represents the end of the normal lifespan, and a gradual decline until death from the effects of aging. This can be offset by certain methods; notably anagathic treatments.

The effects of aging are cumulative. By venerable age, unless otherwise offset, a character's Strength, Dexterity, and Constitution will have been reduced by 6 points each, while their Education and Wisdom have increased by 3 points each.

A character whose Strength or Dexterity has been reduced to zero is rendered an invalid, no longer able to care for themselves in any physical capacity. If both Strength and Dexterity have been reduced to zero or either Strength or Dexterity has been reduced to less than zero, the character has died.

If a character's Constitution is reduced to zero or less the character has died.

**THE NEXT STEP**

This term is now complete and what the character does next must be decided. Do they continue on working in the same career or service, do they choose to attend one of the available educational opportunities, do they find employment in a new career or service, or do they wrap up their prior history and finish up?

**PRIOR HISTORY****REENLISTMENT/CONTINUED EMPLOYMENT**

After each successfully completed term of employment (i.e. one in which they didn't get thrown out of the service!), the character must check to see if the service or profession "requires" continued enlistment or employment for another term, or even would like the character to stay on at all. If you an unmodified 20 is rolled on the Reenlistment/Continued Employment die roll, the character must serve another four-year term even if this would take them past the normal maximum number of terms. If the Reenlistment/Continued Employment DC roll is made, the character may voluntarily continue for another term if they have served 6 or fewer previous terms. Failing to make the Reenlistment/Continued Employment roll means that the service or profession no longer requires the character's services for some reason, and they may not reenlist or continue.

<i>Race</i>	<i>Maximum Terms</i>
Human	7
Vilani, Mixed	8
Vilani	10
Aslan	13
Vargr	7
Luriani	7
Sydite	6
Ursa	5
Virushi	7

**FURTHERING EDUCATION**

If the character plans to further their education, follow the rules for the Educational Path for the character's next term.

**NEW CAREER OR SERVICE**

A character may choose to enter a different career or service for their next term instead of continuing their current one. As long as they are qualified to enter that career or service and as long that they were not kicked out of that career or service in a previous term, the character may pursue their new job following the normal Employment Path rules for taking on a new career or enlisting into a service.

**FINISHING UP**

If your character is through generating their prior history, you should now move on to the Classes and Levels section of this book.



# EDUCATIONAL OPTIONS



## UNIVERSITY

It is assumed that a character attending the "University" has managed to locate an appropriate center of learning of at least TL12, unless the Referee specifies otherwise. A character may apply for admission to one of three programs of study: Bachelor's Degree, Master's Degree, or Doctorate. She must meet the eligibility requirements for the program and pass the entrance examination, or her application will be rejected. A character who fails to enter University can try again in a later term.

Once admitted to a study program, success is still not guaranteed. The character must specify her chosen field of study (biology, interstellar law, criminology, journalism, etc.). The character will spend the next 2-4 years in study before sitting a final examination at the end of the program's course. Characters who pass their final exams will earn an appropriate degree in their chosen field of study. Those who fail leave the university without their degree, but perhaps a bit wiser for their time spent.

### BACHELORS PROGRAM

The first of the degree programs, and required before one may attempt to earn higher degrees in a subject. Upon successful admission, the character must specify what their chosen field of study will be; Criminology, Law, Medicine, Journalism, or any other reasonable field that is acceptable to the Referee. Characters that successfully graduate from this program earn a Bachelor of the Arts, Sciences, etc., degree as appropriate. The character may add the initials BA, BSc, etc. to the end of their name as appropriate to reflect their new status, and they may apply for admission into the University's Masters Program for their chosen field if desired.

#### Eligibility

No requirements.

#### Admission

INT check vs. DC (22-EDU) to be admitted.

#### Graduation

INT check vs. DC (22-EDU) to successfully graduate.

#### Honors

INT check vs. DC (28-EDU) to earn a place on the University Honor Roll.

#### Course Length

4 years if graduated, 2 years if failed to graduate. Characters with an EDU ability score of 12+ may complete the course and graduate after 3 years.

#### Benefits

If the character successfully graduates, they obtain a degree, and earn 3000xp. If the character's EDU score is 11 or less, it is automatically raised to 12.

Honor graduates gain a 1,000xp bonus, and add +1 to their current EDU score (after graduation).

## MASTERS PROGRAM

A character with a Bachelors degree in a field of study may elect to further their education and pursue a Master's degree. A character's field of study for this program must be the same as their chosen field of study for their Bachelors degree. Characters that successfully graduate from this program earn a Master of the Arts, Sciences, etc., degree as appropriate. The character may add the initials MA, MSc, etc, to the end of their name as appropriate to reflect their new status, and they may apply for admission into a Doctorate Program for their chosen field if desired.

#### Eligibility

An appropriate Bachelors degree.

#### Admission

INT check vs. DC (26-EDU) to be admitted.

#### Graduation

INT check vs. DC (26-EDU) to successfully graduate.

#### Honors

INT check vs. DC (32-EDU) to earn a place on the University Honor Roll.

#### Course Length

2 years if graduated, 1 year if failed to graduate.

#### Benefits

If the character successfully graduates, they obtain a degree, and earn 1,500xp. If the character's EDU score is 13 or less, it is automatically raised to 14.

Honor graduates gain a 500xp bonus, and add +1 to current EDU score (after graduation)

## DOCTORATE PROGRAM

A character with a Masters degree in a field of study may elect to complete their education by obtaining their Doctorate degree. A character's field of study for this program must be the same as their chosen field of study for their Masters degree. Characters that successfully graduate from this program earn a Doctorate of the Arts, Sciences, etc., degree as appropriate. The character may add the initials Ph.D. to the end of their names as appropriate to reflect their new status, and they may apply for admission into the University's Doctorate Program for their chosen field if desired. Characters that have graduated with Medicine as their field of study may legally call themselves Physicians, and may append the initials M.D. (Medical Doctor) after their names.

#### Eligibility

An appropriate Masters degree.

#### Admission

INT check vs. DC (26-EDU) to be admitted.

#### Graduation

INT check vs. DC (26-EDU) to successfully graduate.

#### Honors

INT check vs. DC (32-EDU) to earn a place on the University Honor Roll.

#### Course Length

2 years if graduated, 1 year if failed to graduate.



**EDUCATIONAL OPTIONS****Benefits**

If the character successfully graduates, they obtain a degree, and earn 1,500xp. If the character's EDU score is 15 or less, it is automatically raised to 16.

Honor graduates gain a 500xp bonus, and add +1 to current EDU score (after graduation).

**COURSE TITLES**

Players should specify a suitable degree title for their character. Many courses are entirely standard and result in titles such as "BSc Physics." However (and always in agreement with the Referee), a character may earn a degree with a more unusual title, such as "BA Medical Administration." Many universities offer such vocational courses in addition to purely academic studies. Note that a Masters or PhD must be in the same *field* as a character's Bachelor's degree, but need not have the same *title*. Higher degrees are often more specialized than bachelor's programs.

There are four basic types of degree that can be earned in the **Traveller** universe: Arts, Sciences, Engineering, and Education. These are abbreviated as follows, with examples:

**BSc: Bachelor of Science.** These are "pure" science courses, e.g. Physics, Planetology, Xeno-Biology, Metallurgy, Biochemistry, etc.

**BA: Bachelor of Arts.** These are the most "academic" courses, e.g. Literature, Law, History, Linguistics, Virushi Cultural Studies, Military Studies, etc.

**B.Eng: Bachelor of Engineering.** These are "Applied Science" courses for the most part, e.g. Starship Engineering, Mining Studies, Information Systems.

**B.Ed: Bachelor of Education.** This is a specialist vocational course that trains characters to work as instructors or educators, and includes a minor in a specialist subject, e.g. Physics, History etc. Graduates are not so knowledgeable about their specialist subject as their peers leaving a "straight" BA or B.Sc course, but they will have a good working knowledge of psychology and instruction-related skills.

Higher degrees are usually a specialization of a bachelor's course. Thus a B.Sc Physics graduate may then take an M.Sc in Jumpspace Dynamics, Astrophysics, or something really esoteric like Gravomagnetic Flux Dynamics. Doctorates are even more specialized.

**Optional:** *A member of the Academic career (at the Referee's discretion) need only ever take one Bachelor's degree, and can then undertake several courses of study at Masters level. A Masters is required as the foundation for each and every Doctorate. Thus a truly information-obsessed Academic might take a BA in History, then MA in Vargr Military History, a second MA in Interstellar Warfare Studies, a PhD (Doctorate) in the tactics of the Vargr Kforuzeng Empire, ANOTHER MA, this time in Planetary Defense Systems, and finally a B.Ed in History (General) in order to secure a teaching job at the Imperial War College. This kind of spectacular academic career is not for everyone. Most people take a Bachelor's and maybe a Master's degree, and then get out in the world to start a career. To an Academic, however, study can BE a career...*

**OFFICER TRAINING CORPS (OTC)**

A character studying for a Bachelor's degree may apply for enrolment in the University's Officer Training Corps or OTC. How easy it is to get accepted into OTC depends on which service branch you are planning to join upon graduation. If a character fails to be accepted into OTC, they may continue with other University studies normally. Only one OTC application (successful or not) can be made during a course of study.

If a character accepted into OTC successfully graduates from the University, he or she will be automatically commissioned as an officer in their chosen service and earns a 1,000 experience point bonus. If a character is accepted into OTC but fails to graduate from the University, they receive neither a commission nor the experience bonus, and must continue into the appropriate service class. A character who earns a commission in one of the services through OTC must spend the next term of Prior History immediately following graduation employed as a member of the service in which they were commissioned.

Note that while the Scouts are considered a *service* they do not have an OTC program. Also note that while the Merchants are not considered a service, they do have an OTC program available. The same requirements and rewards apply to Merchant OTC as to military OTC.

**TABLE: OTC Enrolment**

<i>Planned Service</i>	<i>Check</i>
Army (any tech)	STR Ability Check vs. DC10
Flyers	DEX Ability Check vs. DC12
Marines	INT Ability Check vs. DC12
Navy	INT Ability Check vs. DC12
Merchants	INT Ability Check vs. DC10
Sailors	EDU Ability Check vs. DC12
Scout/Other	Not Available

**OTHER INSTITUTIONS**

It is possible to attend other institutions than the university to obtain training or education. Other institutions include:

- COACC Academy
- Command College
- Flight School
- Medical School
- Merchant Academy
- Military Academy
- Naval Academy
- Performing Arts Academy
- Psionics Institute
- Reservist Training
- Sporting Academy
- Staff College
- Technical College

These institutions each have unique characteristics, as described below. Most give specific benefits instead of or in addition to experience, and most allow graduates to enter the associated profession or service as an officer, in a manner similar to OTC. In most cases, it is possible to attend university, then an academy.

*Take10 and Take20 may not be used to resolve activities at the academies and schools listed here.*

**EDUCATIONAL OPTIONS****COACC ACADEMY**

COACC Academy is a special school set up to train elite personnel – mainly pilots and supporting personnel such as fighter control officers – for Close Orbit and Airspace Control Command.

**Eligibility**

COACC academy is open to beginning characters and university graduates who have not begun a career.

**Acceptance**

The candidate must meet the requirements of the COACC service, and additionally pass a DEX Ability Check vs. DC14

**Success**

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a DEX Ability Check vs. DC16 and an INT Ability check vs. DC (30-EDU).

**Course Length**

COACC academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates of the COACC academy enter the Flyer service at rank 01. They may apply to flight school.

Honors graduates of the COACC academy enter the Flyer service at rank 01. They may automatically attend flight school, and receive +1 on all promotion checks during their term of service.

Graduates of the COACC academy receive a skills package rather than experience points: Pilot\* (3 ranks), Survival (1 Rank), Gunnery\*\* (2 ranks).

Honors Graduates receive an additional rank in Pilot and 1 rank in Leader.

\* Characters without an aircraft vessel feat may choose one, but this is counted against their starting feats when entering the Flyer career.

\*\* Characters gain the Weapon Proficiency (Vehicular Weapons) feat at this point.

**Other Requirements**

Characters who fail to compete the COACC academy must enter the Flyer service and spend their next term there. They cannot receive a commission during this term, but may in subsequent terms.

Characters who complete the COACC academy must enter the Flyer service and spend their next term there. This service can be deferred only to attend flight school.

**COMMAND COLLEGE**

Command College trains military and starship officers in command skills, enabling them to take command of a combat unit, a department within a ship crew, or even to become a starship captain. It is possible to achieve this without attending Command College, but graduation is likely to speed up the process.

**Eligibility**

Command college is open to any member of the Army, Flyer, Marine, Merchant, Navy or Sailor services who has been promoted to rank O2, O3, O4 or O5 in the last term and to

graduates of the military and naval academies. The character may apply to Command College before commencing their next term of service. If successful, the character attends the college then enters the next term in their chosen career. The character MUST complete at least one more term of service before mustering out of the career. Command College can be attended only once.

**Acceptance**

The candidate must have been promoted as noted above, and must in addition succeed in an INT ability check vs. DC (26-EDU)

**Success**

The character must pass a CHA Ability check vs. DC (20) to pass the course successfully. A bonus of +1 is awarded for every 3 fill ranks in Leader skill the character has.

**Honors**

Command College has no honors equivalent

**Course Length**

Command College takes 1 year. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates of the Command College receive a +1 bonus on promotion rolls for the rest of their career in the service whose college they attended.

Graduates receive a skills package rather than experience points: P/Admin (2 ranks), Leader (2 ranks)

**Other Requirements**

Characters who fail to complete the course must serve their next term in the service whose college they attended. They cannot be promoted in this term.

**FLIGHT SCHOOL**

Flight School is a special institution set up to train elite pilots and crews for Navy, Marine, and COACC forces.

**Eligibility**

Flight School is open only to officers who have completed the course at a military academy (NOT university OTC graduates unless they have subsequently completed an academy course) and have not yet begun their career. Failure rate is high.

**Acceptance**

The candidate must meet the requirements of their chosen service, and additionally pass a DEX Ability Check vs. DC16

**Success**

The character must pass an INT Ability check vs. DC (30-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a DEX Ability Check vs. DC18 and an INT Ability check vs. DC (36-EDU).

**Course Length**

Flight School takes 1 year. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates of the flight school enter the Flyer, Navy, or

4

PRIOR HISTORY

**EDUCATIONAL OPTIONS**

4

PRIOR HISTORY

Marines service at rank O1.

Graduates of flight school also receive a skills package rather than experience points: Pilot\* (2 ranks), Gunnery\*\* (1 rank), Navigation (1 Rank)

Honors Graduates receive an additional rank in Pilot and 1 rank in Leader.

\* All characters may take the Vessel (Ship's Boat) or Vessel (Jet Aircraft) feat if their homeworld has a high enough TL. Navy pilots may take the Vessel (Starship) feat instead.

\*\* All characters may take the Weapon Proficiency (Vehicular Weapons) feat at this point. Characters from a TL9+ service may take Weapon Proficiency (Starship Weapons) instead.

**Other Requirements**

All characters who attend flight school must enter their chosen service and spend their next term there. Graduates (i.e. those who complete the course) must sign up for two terms at least.

**MEDICAL SCHOOL**

As expected medical school trains physicians in their medical arts. Many graduates continue on to serve one or more terms in military service before moving on to private practice.

**Eligibility**

Medical school is only available to characters who graduated the university with honors or graduated from the military academy, or naval academy.

**Acceptance**

The candidate must pass an EDU Ability Check vs. DC16

**Success**

The character must pass an INT Ability check vs. DC (32-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a EDU Ability Check vs. DC19.

**Course Length**

Medical school takes 4 years. Failure occurs after 2 years, and gains no benefits.

**Benefits**

Graduates of medical school who came from the military or naval academy enter their appropriate service at a rank of O1.

Graduates of medical school receive a skills package rather than experience points: T/Medical (4 ranks) and P/Administration (2 ranks). All graduates also add +1 to their Education ability score.

Honor graduates receive an additional rank in T/Medical and gain 1 rank in T/Computer as well.

**Other Requirements**

Characters who came to medical school from the military academy or naval academy, or from the University after completing OTC, must spend their next term in their appropriate branch of service.

**MERCHANT ACADEMY**

The Merchant Academy trains promising young people in the commercial and technical skills required to be a successful merchant crewperson.

**Eligibility**

Merchant academy is open to beginning characters and university graduates who have not begun a career.

**Acceptance**

The candidate must meet the requirements of the Merchant service, and additionally pass an INT Ability Check vs. DC14

**Success**

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass. A CHA ability check vs. DC16 and an INT Ability Check vs. DC (30-EDU).

**Course Length**

Merchant academy takes 4 years. Failure occurs after 2 years, and gains no benefits.

**Benefits**

Graduates of the Merchant academy enter the Merchant service at rank O3.

Honors graduates of the Merchant academy enter the Merchant service at rank O4.

Graduates of the Merchant academy receive a skills package rather than experience points: P/Admin (2 Ranks), Broker (2 Ranks), T/(any) (2 Ranks), Trader (2 Ranks), and the Crewmember feat if they do not already have it.

Honors Graduates receive an additional 2 ranks in Leader.

**Other Requirements**

Characters who fail to compete the Merchant academy must enter the Merchant service and spend their next term there.

Characters who complete the Merchant academy must enter the Merchant service and spend their next two terms there.

**MILITARY ACADEMY**

A Military Academy trains future officers for the planetary army (which includes Maritime Force Command – the "wet" navy – but not COACC)

**Eligibility**

Military academy is open to beginning characters and university graduates who have not begun a career.

**Acceptance**

The candidate must meet the requirements of the Army service, and additionally pass a CON Ability Check vs. DC15

**Success**

The character must pass an INT Ability check vs. DC (24-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a CON Ability Check vs. DC 16 and an INT Ability check vs. DC (30-EDU).

**Course Length**

Military academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates of the Military academy enter the Army or Sailor



**EDUCATIONAL OPTIONS**

service at rank O1.

Honors graduates of the Military academy enter the Army or Sailor service at rank O1 and receive +1 on all promotion checks during their term of service. They may choose to attend Command College (no application roll needed) before commencing their first term.

Graduates of the academy receive a skills package rather than experience points: Leader (2 Ranks), P/Admin (2 Ranks), Liaison (2 Ranks)

Honors Graduates receive an additional rank in Leader.

**Other Requirements**

Characters who fail to compete the military academy must enter the Army or Sailor service and spend their next term there. They cannot receive a commission during this term, but may in subsequent terms.

Characters who complete the course must enter the Army or Sailor service and spend their next term there.

**NAVAL ACADEMY**

Naval Academy is a special school set up to train elite naval personnel.

**Eligibility**

The academy is open to beginning characters and university graduates who have not begun a career.

**Acceptance**

The candidate must meet the requirements of the Navy, and additionally pass a SOC Ability Check vs. DC16

**Success**

The character must pass an INT Ability check vs. DC (26-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a SOC Ability Check vs. DC16 and an INT Ability check vs. DC (32-EDU).

**Course Length**

Naval Academy takes 4 years. Failure occurs after 2 years, and gains no benefits.

**Benefits**

Graduates of the Naval academy enter the Marine or Navy service at rank O1. They may apply to flight school.

Honors graduates of the Naval academy enter the Marine or Navy service at rank O2. They may automatically attend flight school, and receive +1 on all promotion checks during their term of service. They may also choose to attend Command College before beginning their first term of service.

Graduates of the Naval academy receive a skills package rather than experience points: Pilot\* (2 ranks), T(any) (2 Ranks), Leader (2 Ranks)

Honors Graduates receive an additional 2 Ranks in Leader and 2 Ranks in T/Astrogation

\* Characters choose either the Vessel (Ship's Boat) or Vessel (Starship) feat at this point, but this is counted against their starting feats when entering their career.

**Other Requirements**

Characters who fail to compete the Naval academy must enter the Navy or Marines service and spend their next term there. They cannot receive a commission during this term, but

may in subsequent terms.

Characters who complete the course must enter the Navy or Marines service and spend their next two terms there.

**PERFORMING ARTS ACADEMY**

The Performing Arts Academy is a special school set up to train performers in their craft. It increases the graduate's career prospects. Graduates are not obliged to enter the Entertainer career.

**Eligibility**

Performing arts academy is available to any character who has not yet begun a career. It can be taken after university or a period in the reserves but not after attending any other academy.

**Acceptance**

The candidate must meet the requirements of the Entertainer service, and additionally pass a CHA Ability Check vs. DC10

**Success**

The character must pass an INT Ability check vs. DC (20-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass a CHA Ability Check vs. DC20.

**Course Length:**

Performing Arts academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates may make a CHA ability check vs. DC16 to enter the Entertainer service at rank O1. If failed, they may enter at rank E3

Honors graduates may enter the Entertainer career at rank O2.

Graduates of the academy receive a skills package rather than experience points: Entertain (any) (4 Ranks), Entertain (any) (2 Ranks)

Honors Graduates receive no additional skills but gain +1 CHA.

**Other Requirements**

Characters who fail to compete the course age 1 year but suffer no additional penalty. Graduates need not enter the Entertainer career.

**PSIONICS INSTITUTE**

The Psionics Institute represents any one of a variety of training methods a character might undertake in order to attain basic psionic capability. In areas where psionics are legal, this might be a formal school. In most regions, however, the character will have to find an underground training facility or a lone "master" to learn from. The search can be hazardous, and success is not guaranteed.

**Eligibility (Finding An Institute)**

To find a source of teaching, a character must make a DC15 Gather Information check. Success indicates that someone who may be able to teach the character has been found. Failure means that the character spent an entire year searching. She may try again next year, but psionic strength diminishes with age and the clock is ticking...



**EDUCATIONAL OPTIONS**

There is a 50% chance that any school found will fail to train the character. This might be because the school is a fake, or because the authorities hounded the students out of the region. If the school turns out to be unsuitable, the character can try again next year somewhere else.

**Acceptance**

A candidate who finds a psionic institute will be automatically accepted if she has the Natural Talent feat. If not, the character will be tested for psionic ability. Once this is completed, make a Psi check at DC 15 to determine whether the school is willing and/or able to train the character. Failure means that the character has wasted her time but may continue to search for another institute.

**Success**

If a character is accepted for training, he will automatically succeed. He is now trained as per chapter 10 of this book or the Travelers Handbook.

In addition, the character receives the skill of K/Psionics (2 Ranks).

**Honors**

It is not possible to achieve honors in psionic training

**Course Length**

Whether the character finds a school or not, is trained or not, the process of searching takes 1 year.

**Benefits**

The character is now Psionically trained and may enter the Psionist prestige class.

**Other Requirements**

It is possible for characters to obtain psionic training during play, as per Chapter 10 of this book. At that point they become eligible for the Psionist class. The process of finding a school and obtaining training described here applies only during Prior History.

**RESERVIST TRAINING**

Some cultures train part of the population as reserve troops or as militia. Such troops are mainly infantry or support specialists, and may be drawn upon to expand standing forces at need.

**Eligibility**

Reservist training is available to all characters.

**Acceptance**

To qualify for reservist training, a character must have CON of 8 or more. Make a straight check at DC16. If successful, the character has been drafted for training as a militia member or army reservist. Only characters who have not yet attended university or an academy, or begun a career, can be called up in this manner.

**Success**

The character must pass an INT Ability check vs. DC (8) to learn anything useful from her period in the reserves.

**Honors**

A reservist who so chooses may make a WIS check vs. DC20. If successful, she is offered the chance to enlist in the Army on a fast-track promotion scheme. The character enters the army at rank E2 and gains a +2 bonus on promotion and

commission checks that term.

**Course Length**

Reservist service is normally for 2 years. Failure means that the character serves her time but learns nothing useful.

**Benefits**

Reservists may automatically enlist in the Army career, even if they are not normally eligible. They receive a skills package rather than experience.

Reservists gain 2 skill ranks in any 2 of: T/Mechanical, T/Communications, T/Electronics, T/Medical, Survival, Combat Engineering, Forward Observer and in addition receive the Weapons Proficiency (Marksman) feat. Characters who make a CON check vs. DC15 are put through more complete infantry training and receive the Weapon Proficiency (Combat Rifleman) feat.

**Other Requirements**

Characters trained as reservists may be called up for service with the army. On a successful straight check vs. DC16, made when the character completes her term as a reservist, the character is drafted into the armed forces and must spend the next term there.

**SPORTING ACADEMY**

Training facilities exist for top-flight athletes, who hone their abilities in an environment of fierce competition.

**Eligibility**

Sporting academy is available to any character who has not yet begun a career. It can be taken after university or a period in the reserves but not after attending any other academy.

**Acceptance**

The candidate must meet the requirements of the Athlete service, and additionally pass a DEX, CON or STR Ability Check vs. DC18

**Success**

The character must pass a CON Ability Check vs. DC12 to complete the training.

**Honors**

To achieve Honors, the character must pass a DEX, CON or STR Ability Check vs. DC18 and a CHA Ability check vs. DC 16.

**Course Length**

Sporting academy takes 2 years. Failure occurs after 1 year, and gains no benefits.

**Benefits**

Graduates of the sporting academy may choose to enter the Athlete career at rank O2. If so, they must spend the next 2 terms in that career.

Honors graduates of the academy may choose to enter the Athlete service at rank O3. If so, they must spend the next 2 terms in that career.

Graduates of the Sporting academy receive a skills package rather than experience points. They receive 3 ranks in any one of: Climb, Jump, Ride, Swim, Tumble and 1 Rank in P/Sports Professional

Honors Graduates gain +1 to STR, CON, or DEX.

**EDUCATIONAL OPTIONS****Other Requirements**

Characters who complete the sporting academy do not have to embark upon a career in sport.

**STAFF COLLEGE**

Staff college trains military and starship officers in operational and organizational skills, enabling them to devise, support and organize, large scale plans and operations.

**Eligibility**

Staff college is open to any member of the Army, Flyer, Merchant, Navy, or Sailor services with a rank of O1 or higher. The character may apply to Staff College before starting their next term. If successful, the character attends the college that term, but must spend the following term in the service in which they served during term before they attended the college.

**Acceptance**

The character must pass an INT ability check vs. DC (26-EDU).

**Success**

The character must pass an INT ability check vs. DC18 to pass the course successfully.

**Honors**

Staff College has no honors equivalent.

**Course Length**

Staff College takes 1 years. Failure occurs after 1 year and gains no benefits.

**Benefits**

Graduates receive a +1 bonus on their promotion roll their next term.

Graduates also receive a skill package rather than experience points: P/Administration (2 ranks), Liaison (2 ranks), T/Computer (1 rank).

**Other Requirements**

Characters who fail to complete the course must serve their next term in the service whose college they attended. They cannot be promoted in this term.

**TECHNICAL COLLEGE**

Technical College is a special school set up to train technical personnel for military or civilian careers.

**Eligibility**

Technical College is open to characters who have not yet begun a career, but not to university graduates.

**Acceptance**

The candidate must pass an INT Ability Check vs. DC14

**Success**

The character must pass an INT Ability check vs. DC (20-EDU) to pass the course successfully

**Honors**

To achieve Honors, the character must pass an INT Ability Check vs. DC (26-EDU).

**Course Length**

Technical College takes 2 years. Failure occurs after 1 year,

and gains no benefits.

**Benefits**

Graduates of the Technical Academy may choose to enter the Engineer career at rank E3. If so, they must serve at least one term in that career.

Honors graduates of the Technical Academy may choose to enter the Engineer career at rank O3. If so, they must serve at least two terms in that career.

Graduates receive a skills package rather than experience points: T/Any (3 Ranks), K/Any (1 Rank)

Honors Graduates receive the Gearhead feat.

**Other Requirements**

Characters who fail to compete the course suffer no penalty other than a wasted year.

# EMPLOYMENT OPTIONS

## ACADEMIC

### Career

The Academic is inclined towards sedentary and studious pursuits. Academics range from "true" academics – students and college professors – through accountants and bureaucrats to field scientists who may experience some danger and action in their daily work. This career covers anyone whose primary function is to collect and apply knowledge, usually from a comfortable chair. The Academic may be a scruffy teenage computer wizard; a balding, bespectacled, and distinctly erratic genius; a respectable (and wealthy) individual whose hobby is science or a savvy archaeologist specializing in dangerous and unorthodox research out on the frontiers.

### FINDING EMPLOYMENT

A character must have an Education 14+ and Intelligence 12+, or must make a Wisdom check (DC5) to become an Academic. Most Academics will usually (but not always) attend University before entering into this career, in an attempt to earn their degree.

**Continued Employment:** DC2

### RANKS

There are no ranks in the Academic service.

### EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr2000	2	Middle Passage
3	Cr5000	3	High Passage
4	Cr10,000	4	+1 Social Standing
5	Cr20,000	5	Gun
6	Cr30,000	6	Lab Ship
7	Cr40,000	7	No benefit

### DUTY ASSIGNMENT

1d20	Assignment	XP		
		Survive DC	Deco DC	Bonus DC
1-4	School	auto	none	4
5-10	Teaching Assignment	2	20	12
11-14	Lecture Circuit	4	8	10
15-17	Field Research	6	10	8
18-19	Classified Project	8	14	6
20	Top Secret Research	8	16	4
	Ability Modifier	EDU	None	None

## SURVIVAL MISHAPS

1D Mishap

- No further action
- Tenure ends with Emeritus honors. (In effect the character is honorably discharged)
- Lecture on questionable subject matter draws ridicule from academic community. Lose 1 point SOC.
- Accused of dishonorable conduct with a student. Ensuing scandal leads to dismissal. Lose all benefits.
- Accusations of lecturing on seditious subject matter (e.g. Psionics) leads to a conviction. Dismissed and forced to serve an extra 4 years in prison. Lose all benefits.
- A temporarily debilitating mental illness forces early end of tenure. Lose 1d6-3 (minimum 1 point) points from either INT or WIS.

## ACADEMIC DECORATIONS

These decorations should be used for Academics in place of those described under the Decoration section earlier for military personnel.

**FF** (Foundation Fellowship): An award of merit from one of the multitude of independent charitable and research foundations throughout charted space. Received if the Decoration roll was successful.

**SA** (Science Academy): Enlisted in the ranks of scholars who have made a serious contribution to their fields. (A peer-review process). Received if the Decoration roll was greater than the DC by at least 5. Supersedes the FF award.

**ZP** (The Zhunastu prize): A prize awarded by a committee once every 4 years in various categories (Literature, Physics, Medicine etc), it is the pinnacle in scholarly recognition. The prize was established by Emperor Cleon II, after his abdication, and funded by a large endowment provided from Zhunastu Industries profits at the time. Received if the Decoration roll was greater than the DC by at least 10. Supersedes the FF and SA awards.



**EMPLOYMENT OPTIONS**

**ARMY**

*Service*

Most worlds maintain Ground Forces for their own defense. Characters who have served in the Army will have gained experience in one of the three main combat arms (Infantry, Artillery, Cavalry) or the support formations (Technical, Logistics, Intelligence etc). Most characters are likely to have served in the infantry. Army characters (of all arms) learn how to operate infantry weapons plus some specialist skills, for example dealing with vehicle operations, hostile-environment survival, or combat engineering.

**ENLISTING**

The character must be from a world with some form of military or paramilitary ground forces. Strength 10+ and Dexterity 8+ are also required. You may choose to defer the enlistment term and attend University or an Academy first if desired.

**Reenlistment:** DC9

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Private	O1	Lieutenant
E2	Corporal	O2	Captain
E3	Sergeant	O3	Major
E4	Sergeant First Class	O4	Lieutenant Colonel
E5	First Sergeant	O5	Colonel
E6	Sergeant Major	O6	General

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr10,000	5	Middle Passage
6	Cr20,000	6	High Passage
7	Cr30,000	7	+1 Social Standing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Comm DC</i>	<i>Rank Promo DC</i>	<i>Deco DC</i>	<i>XP Bonus DC</i>
1-4	Training	auto	none	(6)	none	8
5-10	Garrison	auto	none	(8)	none	none
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	10	12	14	8
18-19	Counter Insurgency	4	12	14	17	12
20	Raid	6	4	6	6	4
	<i>Ability Modifier</i>	<i>EDU</i>	<i>CON</i>	<i>EDU</i>	<i>None</i>	<i>None</i>

**SURVIVAL MISHAPS**

*1D Mishap*

1	No further action
2	Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

**MILITARY DECORATIONS**

The following decorations, medals, and awards can be earned by military personnel.

**Purple Heart:** This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty.

**MCUF** (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful.

**MCG** (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration.

**SEH** (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations.



## EMPLOYMENT OPTIONS

## ATHLETE

## Career

The Athlete is a dedicated sports person, whether amateur or professional. Some are extremely proficient within a narrow range of activities, while others are multi-discipline competitors. The career can also represent someone who is simply "into" physical activity for its own sake.

## FINDING EMPLOYMENT

A character must have Strength and DEX of 10+ and Constitution of 12+.

**Continued Employment:** DC4

## RANKS

O1	Beginner
O2	Amateur Athlete
O3	Semi-Professional Athlete
O4	Professional
O5	Respected Professional
O6	Famous Athlete

## EARNED BENEFITS

Cash Benefits		Material Benefits	
1	Cr1000	1	Low Passage
2	Cr2000	2	Middle Passage
3	Cr5000	3	High Passage
4	Cr10,000	4	+1 Social Standing
5	Cr25,000	5	Sponsorship deal
6	Cr50,000	6	Middle Passage
7	Cr100,000	7	Middle Passage

## DUTY ASSIGNMENT

1d20	Assignment	Rank			XP
		Survive DC	Promo DC	Deco DC	Bonus DC
1-4	Day Job	auto	18	none	19
5-10	Minor League Events	2	16	18	16
11-13	Major League Events	3	10	16	14
14-17	Special Training	4	14	none	6
18	Championship Events	5	8	12	6
19-20	Illegal Competition	8	10	none	4
	Ability Modifier	CON	INT	None	None

## SURVIVAL MISHAPS

1D	Mishap
1	Close call, no further action.
2	Persistent injury puts the character out of contention for a long time (effectively honorable discharge).
3	Involved in event fixing scandal. Lose 1d3 SOC.

- Fail dope test. Athletic career ends. Lose all benefits.
- Negligence results in fatal injuries to another competitor. Dismissed with loss of all benefits, serve 4 years in prison for Manslaughter.
- Serious injury incurred. Lose 1d6-3 (minimum 1 point) points from STR or End.

## ATHLETIC DECORATIONS

These decorations should be used for Athletes in place of those described under the Decoration section earlier for military personnel.

**SSA** (Sports Service Award): The character is honored for sporting achievement or promotion of health among the underprivileged. Received if the Decoration roll was successful.

**SFM** (Sports Fellowship Member): The character is granted a place in sport's "Hall of Fame" as a member of the Sports Fellowship. Automatic advancement to rank O4 if not already at that rank, with no extra experience. Received if the Decoration roll was greater than the DC by at least 5. Supersedes the SSA award.

**IMSE** (Imperial Medal for Sporting Excellence): The character is honored as one of the all-time heroes of sport. Rank immediately advances to O6 with no extra experience, and SOC is raised by 1d3. If the character qualifies for a knighthood as a result, this may be granted. The IMSE is awarded only on a roll of 20 exactly during competition in a Championship Event. Supersedes the SSA and SFM awards.

**EMPLOYMENT OPTIONS**

**BARBARIAN**

*Career*

The Barbarian hails from a rural low-tech society. This may be the outback of a developed world or the towns of a low-tech planet. Not all Barbarians are muscular sword-wielding heroes. Many are craftsmen, merchants or professionals such as priests or scribes, but for the most part Barbarian characters will be familiar with outdoor life and will possess survival, hunting or low-tech combat skills. Barbarians are not stupid; they are merely uneducated in the technological marvels of the universe and unfamiliar with life in the big city.

**FINDING A CLAN**

A character must usually be from a Very Low technology homeworld (TL0-3) to become a Barbarian, though the Referee may choose to allow Barbarian characters to hail from higher technology worlds if desired. Barbarians begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Barbarian Prior History before taking a term of Prior History in any other service or career.

**Continued Employment:** Automatic

**RANKS**

- O1 -
- O2 Hunter
- O3 Warrior
- O4 War Chief
- O5 Tribe/Clan Chief
- O6 Elder

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	None	1	Low Passage
2	None	2	Blade
3	Cr1000	3	Blade
4	Cr2000	4	Blade
5	Cr3000	5	No Benefit
6	Cr4000	6	High Passage
7	Cr5000	7	High Passage

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>		
		<i>Survive</i>	<i>Promo</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Village	4	18	16
5-10	Migration	6	16	12
11-14	Hunting	8	14	8
15-17	Raid	8	12	6
18-19	War	10	10	4
20	Exploration	10	12	8
	<i>Ability Modifier</i>	<i>STR</i>	<i>INT</i>	<i>None</i>

**SURVIVAL MISHAPS**

*1D Mishap*

- 1 No further action
- 2 Loss of Face before tribe, lose one rank (e.g. a Warrior becomes a Hunter)
- 3 Sent into the larger world for good of Tribe (effectively discharged)
- 4 Disgraced the Tribe and banished. Lose all benefits.
- 5 Dishonored the Tribe, and forced into slavery for 4 years. Lose all benefits.
- 6 Believed to be cursed. Beaten almost to death and driven out of the Tribe. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**PRIOR HISTORY**

**BELTER***Career*

Belters are asteroid miners or prospectors. Many operate small starships while others live and work in small, close-knit communities. Belters have a wide range of skills from starship operations to engineering and working in hostile-environments. Belters range from scruffy "one-mule" prospectors who spend months at a time alone in space to highly educated mining engineers with impressive degrees.

**PROSPECTING FOR WORK**

Must be from a High Technology world (TL10+). Belters begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Belter Prior History before taking a term of Prior History in any other service or career.

**Continued Employment:** DC9

**RANKS**

There are no ranks in the Belters service.

**EARNED BENEFITS***Cash Benefits**Material Benefits*

1	None	1	Low Passage
2	None	2	+1 Intelligence
3	Cr1000	3	Weapon
4	Cr1000	4	High Passage
5	Cr100,000	5	TAS Membership
6	Cr100,000	6	Seeker
7	Cr100,000	7	No Benefit

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Cash Bonus DC</i>	<i>XP Bonus DC</i>
1-4	Portside	4	none	18
5-10	Contract Work	9	22	14
11-14	Rush Region	14	20	10
15-17	Trojan Points	16	18	10
18-19	Belt Fringe	18	16	8
20	Rumor	16	14	10
	<i>Ability Modifier</i>	<i>+1 per term</i>	<i>WIS</i>	<i>None</i>

**SURVIVAL MISHAPS***1D Mishap*

1	No further action
2	Robbed. Lose any cash bonus for this term
3	Claim-Jumped. Lose any cash bonus for this term and any prior terms
4	Fired/Banned. Discharged from employment. Lose all benefits.
5	Stranded/Betrayed. Choose between spending 4 years in low berth or 4 years in prison. Lose all benefits.

6 Severely Injured. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

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PRIOR HISTORY



**EMPLOYMENT OPTIONS**

**CONVICT**

*Service*

Characters convicted of a crime (rightly or otherwise) will often be sentenced to a period of servitude or confinement. Although their liberty is restricted, characters can still learn a great deal during time spent "inside" or attached to a punishment unit. The Convict career is open to any character receiving Prison as a mishap result in character generation. Normally, a single term (4 years) is served. However, the re-enlistment check is replaced with an Appeal check for this class. Characters who fail to make their Appeal check **MUST** serve another term in prison before attempting it again.

**GETTING CONVICTED**

The only way to spend a term in this service is to suffer a survival mishap while serving a term in another service or career.

**GETTING OUT**

At the end of a term as a convive, rather than checking for continued employment or reenlistment, the character may appeal their sentence (CHA ability check vs. DC5; +1 per term served after the first). If the appeal check fails, the character must serve another term as a convict.

**RANKS**

There are no ranks in the Convicts service.

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	None	1	Low Passage
2	None	2	+1 Intelligence
3	None	3	Mid passage
4	None	4	Mid Passage
5	None	5	+1 Education
6	Cr100,000	6	No Benefit
7	Cr250,000	7	No Benefit

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>XP</i>	
		<i>Survive*</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>
1-4	Open Prison	2	12
5-10	Minimum Security	4	14
11-14	Maximum Security	10	16
15-17	Hard Labor	8	10
18-19	Secret Facility	12	14
20	Death Camp	16	8
	<i>Ability Modifier</i>	<i>INT</i>	<i>None</i>

\* Failure to survive does not lose the character any XP, unless noted. Characters gain 4000 XP per term, plus any bonus.

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Sentence extended. Automatically serve another term

- 3 Case dragged through the media. Lose 1d3 SOC
- 4 Long periods in solitary confinement. Halve basic XP gained, no bonus possible
- 5 Subjected to torture/illegal experiments. Lose 1 point from any stat
- 6 Severely Injured in beatings. Lose 1d6-3 points (minimum of 1 point) from any one of: STR, DEX, CON, or CHA.



**PRIOR HISTORY**

**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**CORSAIR**

*Service*

Corsairs are pirates and raiders who make their way by preying on commerce or looting weakly defended outposts. In Vargr society, "Corsair" is an honorable profession, but to most Humans the term refers to an amoral starfaring murderer. Corsairs operate in organized bands, and may even form small fleets for a very daring raid in force. Personnel tend to have both ground and shipboard combat skills, plus the technical skills necessary to operate a ship.

**ENLISTING**

The character must come from a world with some form of starport military forces. Strength 12+ and Constitution 12+ are also required. You may choose to defer the enlistment term and attend University or an appropriate Academy first if desired.

**Reenlistment:** DC6

**RANKS**

O0	Captive Technician
O1	Recruit
O2	Spacehand
O3	Corporal
O4	Sergeant
O5	Lieutenant
O6	Captain

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	-1 Social
6	Cr50,000	6	High Passage
7	Cr100,000	7	Corsair

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Survive</i>	<i>Promo</i>	<i>Cash</i>	<i>XP</i>
				<i>Bonus</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-5	Lying Low	3	16	None	None
6-10	Piracy	8	14	16	14
11-15	Planetary Raid	10	14	12	12
16-19	Mercenary Work	6	16	18	15
20	Multiship Operations	8	12	16	14

*Ability Modifier*    *CON*    *INT*    *CHA*    *None*

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action

- 2 Demoted, lose one rank of service (e.g. a corporal becomes a spacehand).
- 3 Suspected of concealing loot. Effectively dismissed the service.
- 4 Group broken up by authorities. Lose all benefits and leave the service.
- 5 Captured. Narrowly avoid the death penalty by testifying against your comrades. Serve 2 terms in jail and lose all benefits.
- 6 Injured in combat. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**EMPLOYMENT OPTIONS**

**DIPLOMAT**

*Service*

The Diplomat is an expert at negotiation and liaison. Diplomats can be found in all walks of life, from business to the military and law enforcement, and most worlds and nations maintain a corps of diplomats to further their interests. Diplomacy is a career often followed by distinguished military officers or nobles. Diplomats tend to be cultured but fairly sedentary individuals, but in their own way they can be as deadly as any sniper.

**ENLISTING**

A starting character must have an Education 12+ and Charisma 12. A character who has attended University or holds a noble title enters the service at rank O0. Otherwise, the character enters the diplomatic service at the "ground floor" – rank E1. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

**Reenlistment:** DC4

**RANKS**

<i>Support Staff</i>		<i>Ambassadorial Staff</i>	
E1	Admin Assistant	O0	Supernumerary (Unofficial attached staff)
E2	Admin Supervisor	O1	Liaison Officer/ Attaché
E3	Functionary	O2	Negotiator
E4	Junior Staff Member	O3	Assistant Ambassador
E5	Staff Member	O4	Ambassador*
E6	Staff Supervisor	O5	Ambassador*
		O6	Ambassador*

\*Higher rank reflects more important postings

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr5000	1	High Passage
2	Cr10,000	2	TAS Membership
3	Cr20,000	3	High passage
4	Cr50,000	4	+1 SOC
5	Cr100,000	5	+1 EDU
6	Cr250,000	6	+1 INT
7	Cr500,000	7	+1 SOC

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>			
		<i>Survive</i>	<i>Commis</i>	<i>Promo</i>	<i>XP Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC*</i>	<i>DC</i>
1-6	Political Campaigning	2	14	8	16
7-10	Treaty Negotiations	6	12	12	14
11-13	Corporate Dispute	4	16	18	12
14-15	Internal Strife	8	10	12	8

16-20	Ambassadorial Posting	6	12	14	10
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*Ability Modifier*    *WIS*    *CHA*    *INT*    *None*

\* Characters with rank O1 or higher suffer a penalty equal to their rank when checking for promotion (e.g. O3 suffers a -3 penalty).

**SURVIVAL MISHAPS**

*1D*    *Mishap*

1	No further action
2	Serious embarrassment, lose one rank (e.g. a Negotiator becomes a Liaison Officer)
3	No suitable appointment (effectively discharged)
4	Involved in political scandal. Lose all benefits and suffer -1 loss to SOC
5	Involved in criminal activity. Go to prison for 4 years. Lose all benefits.
6	Injured in riots or foreign protests against your government. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**PRIOR HISTORY**

**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**ENGINEER**

*Service*

The Engineer career has a lot of overlap with the Professional, but there are some important differences. The Engineer is a specialized equipment-user and problem-solver, who is not usually at home in the boardroom or dealing with his financial backers. A Professional working as an engineer will generally be better at such matters; the Engineer is more focused on finishing the job at hand.

15-17	Government Service	2	12	14	18
18-19	Shipboard Contract	6	10	8	12
20	Major Project	4	6	8	6
	<i>Ability Modifier</i>	<i>DEX</i>	<i>INT</i>	<i>EDU</i>	<i>None</i>

**FINDING EMPLOYMENT**

To become an Engineer, a starting character must have INT 9+. This service may be deferred to allow the character to attend University.

**Continued Employment:** DC4

**RANKS**

Enlisted Engineers are normally termed Technicians. Commissioned ranks are fully qualified Engineers. This status may well have no link to actual skill level.

<i>Enlisted/Technician</i>		<i>Professional</i>	
E1	Trainee	O1	Assistant Engineer
E2	Apprentice	O2	Engineer
E3	Advanced Apprentice	O3	Experienced Engineer
E4	Journeyman	O4	Chartered Engineer
E5	Technician	O5	Consultant Engineer
E6	Technical Expert	O6	Industry-Wide Expert

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr10,000	1	High Passage
2	Cr20,000	2	+1 Intelligence
3	Cr40,000	3	+1 Education
4	Cr60,000	4	Vehicle
5	Cr80,000	5	TAS Membership
6	Cr100,000	6	High Passage
7	Cr250,000	7	Imperial Charter*

\* An Imperial Charter indicates the character has worked for the authorities at a high level and has the approval of a senior Imperial noble (count, Duke or above). It bestows +1 SOC and an annual retainer of Cr1000. Holders of an Imperial Charter received preference when tendering for contracts, and command higher fees for consulting work.

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>			<i>XP</i>
		<i>Survive</i>	<i>Promo</i>	<i>Commis</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Civil Projects	2	12	16	16
5-10	Odd Jobs	4	14	14	12
11-14	Frontier Contracts	6	16	14	8

**SURVIVAL MISHAPS**

- 1D Mishap*
- No further action.
  - Minor injury. Lose 1 point from either STR or DEX.
  - Contracts dry up. Effectively discharged.
  - Fired. Discharged with no benefit this term. Other terms' benefits are retained.
  - Prosecuted for negligence after a disaster. Lose 1 points of SOC and spend 4 years in prison. Lose all benefits.
  - Serious injury. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**EMPLOYMENT OPTIONS**

**ENTERTAINER**

*Career*

The Entertainer is an individual who makes his or her way by amusing others, distracting them from their cares and anxieties. While there are numerous superstars, there are far more mid-level entertainers making a modest living on the circuit, and even more that live more or less hand-to-mouth.

**FINDING EMPLOYMENT**

A starting character must have Dexterity 12+ and Charisma 12+.

**Continued Employment:** DC5

**RANKS**

\* "Commissioned" rank represents an entertainer who has been "discovered" and made it out of the starport clubs and into the mass media.

<i>Amateur/Semiprofessional</i>		<i>Professional</i>	
E1	Unknown	O1	Professional
E2	Unknown	O2	Respected Professional
E3	Newbie	O3	Borderline Famous
E4	Local talent	O4	Minor Celebrity
E5	Semi-professional	O5	Celebrity
E6	Rising Talent	O6	Sector-wide sensation

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr500	1	Low Passage
2	Cr1000	2	+1 Intelligence
3	Cr20,000	3	+1 Charisma
4	Cr10,000	4	+1 Social Standing
5	Cr50,000	5	Middle Passage
6	Cr75,000	6	High Passage
7	Cr150,000	7	Yacht

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>				<i>XP</i>
		<i>Survive</i>	<i>Discovery</i>	<i>Promo</i>	<i>Deco</i>	<i>Bonus</i>
	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Bad Patch	10	None	18	None	16
5-10	On Tour	4	16	16	20	12
11-14	Entertaining Troops	6	18	14	14	10
15-17	Steady Gig	2	16	12	19	18
18-19	Movies	6	12	10	17	16
20	Big Movie Roles	6	8	8	12	12
	<i>Ability Modifier</i>	<i>CHA</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>	<i>None</i>

**SURVIVAL MISHAPS**

1D Mishap

- 1 No further action
- 2 Out of favor with the masses: effectively demoted, lose one rank of service (e.g. a celebrity becomes a minor celebrity)
- 3 Decide to pack it all in: effectively honorably discharged from the service.
- 4 Indiscretions dragged through the media: effectively discharged from the service. Lose all benefits and 1 point of SOC.
- 5 Convicted of serious crimes: Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits and 1 point of SOC.
- 6 The masses turn on you; you become a cultural villain. Lose 1d6-3 (minimum 1 point) points from CHA and 2 points of SOC. Effectively dismissed the service with the loss of all benefits.

**ENTERTAINMENT DECORATIONS**

Entertainers can win awards or the equivalent for their work.

**Year of Popularity (YP)** Not an award as such, but the character is on every talk show, advertising hoarding and sports drink bottle for ten parsecs. The character gains no extra experience for this, but may treat the next Assignment roll as if it were the next category down the chart (e.g. a steady gig becomes a movie role), with an additional +2 modifier on all checks for discovery and promotion in the next term. Awarded if the character makes the decoration check.

**Mike (M):** The character is a nominee for a Golden Microphone ('Mike') award. Automatic advancement to rank O3 if not already at that rank, with no extra experience, and all other effects of the YP award. Received if the Decoration roll was greater than the DC by at least 5.

**Iridium Globe (IG):** The character is honored as one of this year's heroes of entertainment. Rank immediately advances to O5 with no extra experience, and SOC is raised by 1d3. If the character qualifies for a knighthood as a result, this may be granted. The IG is awarded only on a roll of 19-20 exactly during a term in which the character has a big movie role, or on a 20 exactly in a steady gig or ordinary movie role. Also gives the benefits of a YP.



PRIOR HISTORY

**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**FLYER**

*Service*

Most worlds maintain some form of army for their own defense. Usually the army includes a corps of "flyers" responsible for air support, transport, and logistics, and on more advanced worlds, aerospace defense. This force, Close Orbit and Airspace Control Command (COACC) is a branch of the army that mans tracking stations, ground defense batteries, and aerospace or even orbital interceptor craft. The crews of the latter, a relatively small proportion of the total personnel assigned, are termed "Flyers."

**ENLISTING**

The character must be from a world with some form of organized aerospace forces. INT 12+ and DEX 10+ are also required. You may choose to defer the enlistment term and attend University or COACC Academy first if desired.

**Reenlistment:** DC10

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Aircrafthand	O1	Pilot Officer
E2	Leading Aircrafthand	O2	Flight Lieutenant
E3	Crew Chief	O3	Squadron Leader
E4	Flight Sergeant	O4	Group Captain
E5	Senior Flight Sergeant	O5	Wing Commander
E6	Flight Sergeant Major	O6	Air Marshal

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	Middle Passage
6	Cr30,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

**DUTY ASSIGNMENT**

<i>1d20 Assignment</i>	<i>Survive DC</i>	<i>Rank</i>			<i>Deco DC</i>	<i>XP Bonus DC</i>
		<i>Comm DC</i>	<i>Promo DC</i>	<i>None</i>		
1-4 Training	auto	none	(6)	none	8	
5-10 Garrison	auto	none	(8)	none	none	
11-14 Patrol	2	18	(6)	20	none	
15-17 Interceptor	4	10	12	14	8	
18-19 Strike	6	12	14	17	12	
20 Battle	8	4	6	6	4	
<i>Ability Modifier</i>		<i>DEX</i>	<i>EDU</i>	<i>INT</i>	<i>None</i>	<i>None</i>

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action

- 2 Demoted, lose one rank of service (e.g. a flight sergeant becomes a crew chief)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

**MILITARY DECORATIONS**

The following decorations, medals, and awards can be earned by military personnel.

**Purple Heart:** This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty.

**MCUF (Meritorious Conduct Under Fire):** A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful.

**MCG (Medal for Conspicuous Gallantry):** A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration.

**SEH (Starburst for Extreme Heroism):** The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations.



**EMPLOYMENT OPTIONS**

**LAW ENFORCER**

*Service*

There are many types of Law Enforcer, from beat cops to detectives, from corporate security officials to bounty hunters and skip tracers. What they all have in common is a mission to keep the peace and enforce the rules (though the laws they uphold may be very different, depending upon their background). Most Enforcers start out in an organized police or security unit, and most stay there. Those that move on to freelance work often operate on the fringes of the law themselves, breaking a few rules to keep the general peace or to eliminate serious felons.

**FINDING EMPLOYMENT**

A starting character must have Intelligence 10+ and Wisdom 10+ to become a Law Enforcer. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

**Continued Employment:** DC5

**RANKS**

NB: Other titles are possible, for example in private security units. Ministry of Justice (MoJ) personnel are divided into Security and Investigative branches. Freelancers are divided into guard/security personnel and pursuit/investigative operatives

*Enlisted/Security*

Rank	Police	MoJ	Freelance
E1	Rookie Patrolman	Probationary Deputy	Rookie
E2	Patrolman	Deputy	Guard
E3	Senior Patrolman	Senior Deputy	Senior Guard
E4	Veteran Patrolman	Veteran Deputy	Squad Leader
E5	Police Sergeant	Marshal	Watch Commander
E6	Veteran Police Sergeant	Senior Marshal	Security Chief

*Commissioned/Investigative*

O1	Lieutenant/Detective	Junior Agent	Enforcer
O2	Senior Lieutenant/Detective	Agent	Skip Tracer/Bounty Hunter
O3	Junior Captain	Special Agent	Experienced Skip Tracer/Bounty Hunter
O4	Senior Captain	Special Agent	Veteran Skip Tracer/Bounty Hunter
O5	Commissioner	Coordinator	Legendary Skip Tracer/Bounty Hunter
O6	Police Chief	District Coordinator	-

**MUSTERING OUT BENEFITS**

*Cash Benefits*

*Material Benefits*

1	Cr1000	1	Low Passage
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2	Cr2000	2	+1 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr25,000	5	+1 Wisdom
6	Cr50,000	6	High Passage
7	Cr75,000	7	TAS Membership

**DUTY ASSIGNMENT**

		Survive	Comm	Rank Promo	XP Bonus	Cash Bonus
1d20	Assignment	DC	DC	DC	DC	DC
1-4	Training	auto	none	12	10	none
5-14	Patrol/Enforcement*	3	18	(6)/16	none	none
14-16	Riot Duty	4	none	(8)	none	none
17-18	Counterterrorism	6	10	12	10	16
19	Undercover	6	12	14	8	12
20	Special Duty	8	6	8	6	14
<i>Ability Modifier</i>		WIS	EDU	INT	None	Rank
<i>(Officers 2x rank)</i>						

\* Enlisted personnel promoted on DC 6, commissioned on DC 16

**SURVIVAL MISHAPS**

1D	Mishap
1	No further action
2	Demoted, lose one rank of service
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**PRIOR HISTORY**



**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**MARINES**

*Service*

The Marine Corps is a specialized fighting force. Its troopers gain impressive combat skills and some shipboard experience. Marines are adept at fighting in zero-g and other hostile environments.

**ENLISTMENT**

The character must be from a world with some form of spacefaring or starfaring military forces. Strength 10+, Dexterity 10+ and Intelligence 8+ are also required.

**Reenlistment:** DC7

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Private	O1	Lieutenant
E2	Lance Corporal	O2	Captain
E3	Corporal	O3	Force Commander
E4	Sergeant	O4	Lieutenant Colonel
E5	Gunnery Sergeant	O5	Colonel
E6	Sergeant Major	O6	Brigadier

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+2 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	TAS Membership
6	Cr30,000	6	High Passage
7	Cr40,000	7	+2 Social Standing

**DUTY ASSIGNMENT**

<i>1d20 Assignment</i>	<i>Survive DC</i>	<i>Comm DC</i>	<i>Rank</i>			<i>XP</i>	
			<i>Promo DC</i>	<i>Deco DC</i>	<i>Bonus DC</i>	<i>Bonus DC</i>	
1-4 Training	auto	none	(6)	none	8		
5-10 Ship's Troops	2	none	(6)	20	6		
11-14 Internal Security	2	none	(6)	20	none		
15-17 Police Action	4	14	12	12	8		
18-19 Counter Insurgency	4	16	14	14	12		
20 Raid	6	8	6	4	4		

*Ability Modifier* EDU CON EDU None None

**SURVIVAL MISHAPS**

*1D Mishap*

1	No further action
2	Demoted, lose one rank of service (i.e. a sergeant becomes a corporal)
3	Honorably discharged from the service.

- 4 Dishonorably discharged from the service. Lose all benefits.
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA

**MILITARY DECORATIONS**

The following decorations, medals, and awards can be earned by military personnel.

**Purple Heart:** This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty.

**MCUF** (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful.

**MCG** (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration.

**SEH** (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations.





**EMPLOYMENT OPTIONS**

**MARTIAL ARTIST**

*Service*

Anyone can learn to fight, and anyone can get some martial arts training. However, those who wish to truly master the arts of personal combat must devote considerable time and effort to the task, and for this reason the study of martial arts can be considered to be a service.

**FINDING EMPLOYMENT**

A character must have Constitution 10+ and Dexterity 12+ to become a Martial Artist.

**Continued Employment:** DC4

**RANKS**

There is no unified ranking structure to the martial arts world. Many arts use a system of colored belts or sashes to denote ranking, while others have no desire for outward display. Whatever system is used (belts, sashes, pins, gloves, shirts, tattoos or "pecking order") can be equated to the belt system demonstrated here. Note that it is not possible to gain a "commission" in the martial arts except by promotion from the "enlisted" ranks. "Enlisted" ranks represent students engaged in initial studies, while "Commissioned" rank implies that the individual has become qualified to teach, demonstrate or represent the art at a high level, perhaps in open competition. A character who is E6 and receives a promotion must immediately roll again. If she is successful, she advances to O1. If not, she remains a "mere" black belt student.

*Enlisted*

E1	White Belt
E2	Yellow Belt
E3	Green Belt
E4	Blue Belt
E5	Brown Belt
E6	Black Belt (1 <sup>st</sup> Dan)

*Commissioned*

O1	Black Belt (2 <sup>nd</sup> Dan)/Junior Instructor/ Competitor
O2	Black Belt (3 <sup>rd</sup> Dan)/ Instructor/ Experienced Competitor
O3	Black Belt (4 <sup>th</sup> Dan)/ Senior Instructor/ Regional Champion
O4	Black Belt (5 <sup>th</sup> Dan)/ Master of the Art/ Planetary Champion
O5	Black Belt (6 <sup>th</sup> Dan)/ Master of the Art/ Multi-Systems Champion
O6	Red Belt (7 <sup>th</sup> +Dan)/ Master of the Way/ Legendary Champion

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr100	1	Low Passage
2	Cr250	2	+1 Intelligence
3	Cr500	3	+1Charisma
4	Cr1000	4	Weapon

5	Cr2500	5	+1 Wisdom
6	Cr10,000	6	High Passage
7	Cr25,000	7	TAS Membership

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>			<i>XP</i>		<i>Cash</i>	
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Bonus</i>	<i>Bonus</i>	<i>Bonus</i>	
		<i>DC</i>	<i>DC</i>	<i>DC***</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-6	Training	2	18	(8)/16	18	none		
7-12	Security Work	4	18	(6)/18	16	16		
13-16	Competition	6	16	(6)/16	14	14		
17-18	Seeking*	6	10	16	12	none		
19-20	Special Training**	8	6	8	2	none		
	<i>Ability Modifier</i>	<i>CON</i>	<i>INT</i>	<i>CON</i>	<i>None</i>	<i>None</i>		

- \* Wandering, seeking new teachers or styles
- \*\* Training with a legendary master or at a famous school
- \*\*\* Numbers in brackets represent promotion DC for enlisted ranks. Commissioned ranks must meet the higher DC in order to be promoted.

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Disgraced and punished, lose one rank of service. O1 and higher demoted straight to E6
3	School dissolved/master retires. Treat as honorable discharge.
4	Disgraced and expelled from the art or school. Treat as dishonorably discharged from the service. Lose all benefits
5	Arrested for illegal competition or otherwise convinced of a crime. Dishonorably discharged from the service after serving an extra 4 years in prison. Lose all benefits
6	Seriously injured in training or competition. Treat as medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



PRIOR HISTORY

**EMPLOYMENT OPTIONS**

**MEDIC**

*Service*

The medic is a member of the medical profession. She may be a surgeon, a nurse, a paramedic, starship medical orderly, or a mad old hermit with knowledge of herbal remedies. What all medics have in common is a desire to heal and save others. Usually this is accompanied by an oath to "do no harm."

**ENLISTING**

A starting character must have an Education 8+ and Intelligence 12+ to enlist in the Medic career.

**Reenlistment:** DC6

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Orderly	O1	Medical Student
E2	Paramedic	O2	Intern
E3	Nurse*	O3	Doctor
E4	Specialist Nurse	O4	Senior Doctor
E5	Senior Nurse	O5	Specialist
E6	Disaster Medic	O6	Consultant

\* A character commissioned from E3 or above receives rank O2 rather than O1

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr3000	2	+1 Intelligence
3	Cr5000	3	+2 Education
4	Cr10,000	4	Instruments
5	Cr25,000	5	Middle Passage
6	Cr50,000	6	High Passage
7	Cr100,000	7	+1 Social Standing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>			<i>XP</i>
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Training/Teaching	auto	none	16	8
5-10	Hospital	auto	none	18	14
11-14	Starship Medic	2	18	16	10
15-17	Incident	4	18	14	8
18-19	Disaster	5	16	14	6
20	War Zone	8	14	10	4
	<i>Ability Modifier</i>	<i>INT</i>	<i>EDU</i>	<i>WIS</i>	<i>None</i>

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action
2	Demoted, lose one rank of service (e.g. a nurse becomes a paramedic)

3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**EMPLOYMENT OPTIONS**

**MERCENARY**

*Career*

The Mercenary is inclined towards combat and violence. Some are actual mercenary soldiers, while others are bar fighters, gunmen, bouncers, martial artists, security officers and so on. The Mercenary finds it easy to learn about combat and related matters such as stealth and hostile-environment skills.

**FINDING EMPLOYMENT**

A starting character must have Strength 12+ and Dexterity 8+ to become a Mercenary.

**Continued Employment:** DC9

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Private	O1	Second Lieutenant
E2	Corporal	O2	First Lieutenant
E3	Sergeant	O3	Captain
E4	Gunnery Sergeant	O4	Lieutenant Colonel
E5	First Sergeant	O5	Colonel
E6	Sergeant Major	O6	-

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr10,000	5	Middle Passage
6	Cr20,000	6	High Passage
7	Cr30,000	7	Mercenary Cruiser

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Survive DC</i>	<i>Comm DC</i>	<i>Rank</i>	<i>XP</i>	<i>Cash</i>
				<i>Promo DC</i>	<i>Bonus DC</i>	<i>Bonus</i>
1-4	Training	auto	none	(8)	10	none
5-8	Recruiting	auto	none	(10)	none	none
9-14	Cadre	4	none	(8)	none	16
15-17	Security Forces	6	10	12	10	14
18-19	Commando Raid	6	12	14	12	10
20	Striker Mission	8	6	8	4	8

*Ability Modifier*    *EDU*    *CON*    *EDU*    *None*    *Rank*  
*Rank (Officers 2x rank)*

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action

- Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
- Honorably discharged from the service.
- Dishonorably discharged from the service. Lose all benefits
- Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



PRIOR HISTORY

**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**MERCHANTS**

*Career*

The Merchant is usually a trader rather than a shopkeeper. He or she may be a highly paid corporate factor or a member of the crew of a beat-up old merchant starship. Merchants are adept at thinking on their feet, seeking out new business opportunities, and at talking or shooting their way out of situations their business sense has got them into.

**FINDING EMPLOYMENT**

A starting character must have Strength 12+ and Intelligence 14+, or must make a Wisdom check (DC8) to become a Merchant. You may choose to defer the enlistment term and attend University first if desired (see Higher Education).

**Continued Employment:** DC4

**RANKS**

O1	Apprentice
O2	Crewman
O3	Petty Officer
O4	Junior Officer
O5	Senior Officer
O6	Executive Officer

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr5000	2	+2 Intelligence
3	Cr10,000	3	Middle Passage
4	Cr20,000	4	High Passage
5	Cr30,000	5	Weapon
6	Cr50,000	6	TAS Membership
7	Cr90,000	7	Free Trader

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>		<i>XP</i>	<i>Cash</i>
		<i>Survival</i>	<i>Promotion</i>	<i>Bonus</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Planetside	auto	20	12	none
5-10	Route	auto	16	8	20
11-14	Charter	2	18	8	20
15-17	Exploratory	3	12	4	18
18-19	Speculative	3	10	6	16
20	Special*	6	none	4	6

*Ability Modifier*    *EDU*    *CON*    *EDU*    *None*

\* Piracy, smuggling, free trading, or similar risky venture.

**Cash Bonus:** If the Cash Bonus check is successful, roll once on the cash benefits table under Mustering Out. The character receives one-half the amount indicated.

**SURVIVAL MISHAPS**

<i>1D</i>	<i>Mishap</i>
1	No further action

- 2 Pirate Attack. Lose any cash bonus for this term.
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



**EMPLOYMENT OPTIONS**

**NAVY**

*Service*

The Navy and the various system defense squadrons require educated, intelligent personnel to operate technical systems and weapons, or to fly and navigate the spacecraft and starships of the service. Naval service is very prestigious. Ex-Navy characters will have basic skills in routine shipboard tasks and vac suit operations, plus the skills of their specialist department. This is most likely to be Engineering, Gunnery, Flight, or "Crew." The latter are general personnel who fulfill many jobs aboard ships and at installations. Highly educated characters or those from a good family are likely to be officers.

**ENLISTING**

The character must come from a world with some form of starfaring or spacefaring military forces. Intelligence 12+ and Dexterity 12+ are also required. You may choose to defer the enlistment term and attend University or an Academy first if desired.

**Reenlistment:** DC6

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Recruit	O1	Ensign
E2	Space Hand	O2	Lieutenant
E3	Petty Officer	O3	Lt. Commander
E4	Chief Petty Officer	O4	Commander
E5	Senior Chief	O5	Captain
E6	Master Chief	O6	Admiral

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr1000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr5000	3	+1 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	TAS Membership
6	Cr50,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>				<i>XP</i>
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Deco</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Training	auto	none	(6)	none	8
5-10	Shore Duty	2	none	(8)	20	8
11-14	Patrol	2	10	8	19	6
15-17	Siege	4	14	12	16	6
18-19	Strike	6	10	8	8	4
20	Battle	6	8	6	6	4
	<i>Ability Modifier</i>	<i>INT</i>	<i>SOC</i>	<i>EDU</i>	<i>None</i>	<i>None</i>

**SURVIVAL MISHAPS**

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a petty officer becomes a spacehand.)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

**MILITARY DECORATIONS**

The following decorations, medals, and awards can be earned by military personnel.

**Purple Heart:** This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty.

**MCUF** (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful.

**MCG** (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration.

**SEH** (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations.



**EMPLOYMENT OPTIONS**

**NOBLE**

*Career*

Nobles generally move in high-powered circles, meeting rich, powerful or well-respected individuals in the course of their activities. They often serve as diplomats or act as representatives for interest groups. Many Nobles have a specific vocation, such as Naval Officer or Diplomat, while others are freelance trouble-shooters or members of a higher noble's household or court.

**TITLES REQUIRED**

A starting character must have Social Standing 16 + to become a Noble.

**Reenlistment:** automatic

**RANKS**

Rank among nobles is based on one's standing in society, i.e. Social Standing ability score.

*SOC Noble Rank*

16	Knight, Knightess, Dame
18	Baron, Baroness, Baronet
20	Marquis, Marquesa, Marchioness
22	Count, Countess
24	Duke, Duchess
26	Archduke, Archduchess
28	Crown Prince, Crown Princess
30	Emperor

**MUSTERING OUT BENEFITS**

*Cash Benefits*

1	Cr10,000
2	Cr50,000
3	Cr50,000
4	Cr100,000
5	Cr100,000
6	Cr100,000
7	Cr200,000

*Material Benefits*

1	High Passage
2	High Passage
3	Weapon
4	Weapon
5	TAS Membership
6	Yacht
7	Nothing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>		<i>XP</i>
		<i>Survive</i>	<i>Promo</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Grand Tour	3	23	9
5-10	Government Post	4	22	8
11-14	Diplomatic Post	4	21	8
15-17	Family Business	3	20	9
18-19	Moot Meetings	5	19	7
20	Secret Mission	6	18	6
	<i>Ability Modifier</i>	<i>INT</i>	<i>INT</i>	<i>None</i>

**SURVIVAL MISHAPS**

*1D Mishap*

1	No further action
2	Dueling injury. Lose 1 point from DEX or STR
3	Enemies ascendant at Moot. Effectively discharged
4	Family involved in scandal. Effectively discharged. Lose benefits
5	Anger the Emperor, drop to SOC 11 + 1d4, expelled from service
6	Convicted of High Crime by Moot. Drop to SOC 9 + 1d6 (SOC must drop at least 1 point). Serve 4 years in prison.



**EMPLOYMENT OPTIONS**

**PROFESSIONAL**

*Career*

Professionals are individuals whose job is highly skilled and technical but essentially hands-on. This includes many engineers, medical professionals, and scientists. Note that a scientist may be either an Academic or a Professional depending on how inclined to field work he or she is. Professionals are better able to handle themselves in the field than Academics, but otherwise have similar skills.

- 4 Declared overqualified in private sector. Effectively honorably discharged.
- 5 Shady business dealings revealed to public. Lose 2 points of SOC and spend 4 years in prison. Lose all benefits.
- 6 Chronic medical problems prohibit continued employment. Lose 1d6-3 points (minimum 1 point) from either STR or CON. Discharged.

**FINDING EMPLOYMENT**

Any starting character may become a Professional.

**Continued Employment:** DC2

**RANKS**

<i>Employees</i>		<i>Management</i>	
E1	Employee	O1	Junior Assistant
E2	-	O2	Assistant
E3	-	O3	Manager
E4	Supervisor	O4	Senior Manager
E5	-	O5	Vice-President
E6	-	O6	Board Member

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr5000	1	Low Passage
2	Cr10,000	2	+1 Intelligence
3	Cr20,000	3	+1 Education
4	Cr30,000	4	Weapon
5	Cr50,000	5	High Passage
6	Cr75,000	6	Gold Watch
7	Cr100,000	7	Vehicle

**DUTY ASSIGNMENT**

<i>1d20 Assignment</i>	<i>Survive DC</i>	<i>XP</i>		<i>Rank</i>	
		<i>Bonus DC</i>	<i>Comm DC</i>	<i>Promo DC</i>	
1-4 Government Service	3	9	12	(8)	
5-10 Corporate Service	4	8	10	(6)	
11-14 Consulting Firm	4	8	10	6	
15-17 Private Practice	5	7	8	8	
18-19 Service to Noble House	5	6	6	6	
20 Frontier Assignment	6	5	6	8	
<i>Ability Modifier</i>	<i>INT</i>	<i>None</i>	<i>SOC</i>	<i>INT</i>	

**SURVIVAL MISHAPS**

- 1D *Mishap*
- 1 No further action.
- 2 Minor industrial accident. Lose 1 point from either STR or DEX.
- 3 Laid off with no call back date. Effectively discharged.



PRIOR HISTORY

**EMPLOYMENT OPTIONS**

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PRIOR HISTORY

**PSIONICIST**

Ability Modifier      WIS      None

*Prestige Class*

Many individuals who possess psionic powers belong to another career or service and leave perfectly normal lives; psionics are merely a part of such a life. Others study psi phenomena and may or may not possess actual abilities. These are Academics for the most part. The Psionicist is someone for whom the main focus in life is the use and development of psionic skills. They will make their living any way they can while searching for insight into the nature of their powers and new sources of teaching. The Psionicist may hold down a steady job or wander randomly throughout known space; each is very different.

**FINDING EMPLOYMENT**

A character must first locate a Psionics Institute and successfully complete the training there.

**Continued Employment:** Automatic

**RANKS**

There are no ranks in the Psionic service.

**EARNED BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr10,000	1	Low Passage
2	Cr10,000	2	+1 Intelligence
3	Cr10,000	3	+1 Education
4	Cr20,000	4	Middle Passage
5	Cr50,000	5	High Passage
6	Cr70,000	6	TAS Membership
7	Cr90,000	7	-

**PSIONIC SPHERES OF INFLUENCE**

- Telepathy
- Clairvoyance
- Telekinesis
- Awareness
- Teleportation

Each sphere of influence is developed separately, as if it were a class skill for the Psionicist.

A Psionicist 's skill rank with a Sphere of Influence dictates which Psionic Talents they are able to use. Each Talent lists the Sphere of Influence that must be available to the Psionicist, along with a minimum skill rank in the Sphere that must be possessed before it may be employed. Of course the Psionicist must also have sufficient Psi strength with which to power the Talent as well before using it.

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>XP</i>	
		<i>Survival DC</i>	<i>Bonus DC</i>
1-4	Training	8	auto
5-10	Displaced	12	10
11-14	In Hiding	14	6
15-17	On the Run	16	8
18-19	Recruiting	10	12
20	Teaching	8	16

Note: Survival DCs are very high in the Psionicist class. This reflects a society hostile to the use and learning of psionic talents. In a neutral society, reduce these DCs by 4 points and in a pro-psionic culture such as the Zhodani Consulate, reduce them by 6 points.

**SURVIVAL MISHAPS**

*1d6 Mishap*

- 1 No further action.
- 2 Deported and banned from world.
- 3 Tarred and Feathered. -1 to Charisma. Deported and banned from world.
- 4 Imprisoned for 4 years. Deported and banned from world upon completion of sentence.
- 5 Lynched, beaten, and left for dead. Lose 1d6-3 points from CHA and CON. Deported and banned from world.
- 6 Lobotomized. Lose all Psi abilities and rating, and 1d6-3 points from INT. Deported and banned from world.





## ROGUE

### Career

Rogues vary, from out-and-out criminals to those who live by their wits on the edge of the law or like to take an unconventional, indirect approach to a problem. Some are conmen, swindlers, or bank raiders, while others are smugglers and thugs. However, many Rogues actually have quite legal occupations including soldiers, merchants, bodyguards, martial artists, and even certain kinds of archaeologist.

### FINDING EMPLOYMENT

Any starting character may become a Rogue.

**Continued Employment:** DC2

### RANKS

There are no ranks among Rogues.

### EARNED BENEFITS

#### Cash Benefits

1	Cr5000
2	Cr10,000
3	Cr20,000
4	Cr30,000
5	Cr50,000
6	Cr75,000
7	Cr100,000

#### Material Benefits

1	Low Passage
2	+1 Intelligence
3	+1 Education
4	Weapon
5	High Passage
6	Vehicle
7	Nothing

### DUTY ASSIGNMENT

1d20	Assignment	XP		Cash
		Survive	Bonus	Bonus
		DC	DC	DC
1-4	Free-lancing	6	6	20
5-10	Information Gathering	5	7	20
11-14	Smuggling	6	6	18
15-17	Acquisition	6	6	16
18-19	Enforcement	7	5	18
20	Big Caper	8	4	14
	Ability Modifier	INT	None	INT

### SURVIVAL MISHAPS

#### 1D Mishap

- No further action.
- Violent incident. Lose 1 point from either STR or DEX.
- Gang or group smashed by law enforcement; character escapes. Effectively discharged.
- Gang leaders retire on the profits and disband the group. Effectively honorably discharged.
- Caught and convicted. Lose 2 points of SOC and spend 4 years in prison. Lose all benefits.
- Injured in serious violent incident or arrest attempt. Lose 1d6-3 points from either STR or CON. Discharged.

**EMPLOYMENT OPTIONS**

**SAILOR**

*Service*

Most worlds maintain some form of armed forces. Of these, Ground Force Command is usually the largest in terms of manpower. Maritime Force Command (the 'wet navy') is generally the smallest branch of the Ground Forces. However, wherever there are bodies of water it is necessary to police and secure them, and in some cases (such as water worlds) Maritime Force Command can be very large indeed.

**ENLISTING**

The character must be from a world with at least hydrographic rating 3. INT 10+ and EDU 10+ are also required. You may choose to defer the enlistment term and attend University or an appropriate Academy first if desired.

**Reenlistment:** DC8

**RANKS**

<i>Enlisted</i>		<i>Commissioned</i>	
E1	Crewmember Recruit	O1	Midshipman
E2	Crewmember	O2	Sublieutenant
E3	Able Crewmember	O3	Lieutenant
E4	Specialist	O4	Executive Officer
E5	Petty Officer	O5	Captain
E6	Chief Petty Officer	O6	Commander

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr2000	1	Low Passage
2	Cr5000	2	+1 Intelligence
3	Cr10,000	3	+2 Education
4	Cr10,000	4	Weapon
5	Cr20,000	5	Middle Passage
6	Cr30,000	6	High Passage
7	Cr50,000	7	+1 Social Standing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>Rank</i>				<i>XP</i>
		<i>Survive</i>	<i>Comm</i>	<i>Promo</i>	<i>Deco</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>	<i>DC</i>
1-4	Training	auto	none	(6)	none	8
5-10	Patrol	auto	none	(8)	none	none
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	10	12	14	8
18-19	Counter Insurgency	4	12	14	17	12
20	Blue Water Combat	6	4	6	6	4
	<i>Ability Modifier</i>	<i>WIS</i>	<i>EDU</i>	<i>INT</i>	<i>None</i>	<i>None</i>

**SURVIVAL MISHAPS**

1D *Mishap*

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a specialist becomes an able crewmember)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.

**MILITARY DECORATIONS**

The following decorations, medals, and awards can be earned by military personnel.

**Purple Heart:** This medal is not earned through the Decoration roll, rather it is earned if the character's Survival check roll was exactly equal to the DC needed. It represents an injury in the line of duty.

**MCUF** (Meritorious Conduct Under Fire): A decoration for outstanding service under hostile conditions. Received if the Decoration roll was successful.

**MCG** (Medal for Conspicuous Gallantry): A medal awarded for unusually brave or selfless act, short of putting one's life in immediate danger. Received if the Decoration roll was 5 or greater than the DC needed. Supercedes the MCUF decoration.

**SEH** (Starburst for Extreme Heroism): The highest award a soldier, sailor, or spacer can earn, often posthumously. Received if the Decoration roll was 10 or more higher than the DC required. Supercedes all other awards, medals, or decorations.



**EMPLOYMENT OPTIONS****SCOUTS***Service*

The Interstellar Scout Service is an excellent place to gain experience as an adventurer. The Scouts train their personnel in a wide range of skills ranging from starship operations to planetary survival. Most personnel will have served in Communications, Survey, or Exploration and will have specialist skills to match the office they served in.

**ENLISTING**

The character must come from a world with some form of interstellar or spacefaring capability. Intelligence 10+ and Dexterity 8+ are also required. You may choose to defer the enlistment term and attend University first if desired.

**Reenlistment:** DC2

**RANKS**

There are no ranks in the scouts, although any scout who has served 5 or more terms is considered a Senior Scout.

**MUSTERING OUT BENEFITS**

<i>Cash Benefits</i>		<i>Material Benefits</i>	
1	Cr20,000	1	Low Passage
2	Cr20,000	2	+2 Intelligence
3	Cr30,000	3	+2 Education
4	Cr30,000	4	High Passage
5	Cr50,000	5	Weapon
6	Cr50,000	6	Scout Ship
7	Cr50,000	7	Nothing

**DUTY ASSIGNMENT**

<i>1d20</i>	<i>Assignment</i>	<i>XP</i>	
		<i>Survival</i>	<i>Bonus</i>
		<i>DC</i>	<i>DC</i>
1-4	Training	auto	auto
5-8	Base	2	10
9-14	Routine	4	8
15-17	Mission	6	6
18-19	Special Mission	8	6
20	War Mission	6	6
	<i>Ability Modifier</i>	<i>CON</i>	<i>None</i>

**SURVIVAL MISHAPS***1D Mishap*

1	No further action
2	Minor, but prolonged injury, Lose any service feat earned this term.
3	Placed on Detached Duty (effectively discharged from the service, but may be recalled in times of need)
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits

- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.



# TRAVELLER

## Career

The Traveller is someone who makes his or her living away from home. Travellers need a balance of abilities – specialist career skills and enabling skills in the interpersonal or combat fields, to allow them to get the job done without interference. Travellers may be starship crew, corporate employees, particularly rugged field scientists, or freelancers such as engineers or journalists.

## FINDING EMPLOYMENT

Any starting character may become a Traveller.

**Continued Employment:** DC2

## RANKS

There are no ranks among Travellers.

## EARNED BENEFITS

### Cash Benefits

1 Cr10,000

2 Cr20,000

3 Cr40,000

4 Cr60,000

5 Cr80,000

6 Cr100,000

7 Cr250,000

### Material Benefits

1 High Passage

2 +1 Intelligence

3 +1 Education

4 Vehicle

5 TAS Membership

6 Ship

7 Nothing

## DUTY ASSIGNMENT

<i>1d20</i>	<i>Assignment</i>	<i>XP</i>	
		<i>Survive</i> <i>DC</i>	<i>Bonus</i> <i>DC</i>
1-4	Personal Business	3	9
5-10	Corporate Troubleshooting	4	8
11-14	Service to Noble House	4	8
15-17	Government Service	3	9
18-19	Frontier Opportunity	5	7
20	Secret Mission	6	6
	<i>Ability Modifier</i>	<i>INT</i>	<i>None</i>

## SURVIVAL MISHAPS

### *1D Mishap*

1 No further action.

2 Minor injury. Lose 1 point from either STR or DEX.

3 Became disaffected with Travelling for a time. Effectively discharged.

4 Settled down to a steady job. Effectively honorably discharged.

5 Shady escapade leads to arrest. Lose 1 points of SOC and spend 4 years in prison. Lose all benefits.

6 Serious injury. Lose 1d6-3 (minimum 1 point) points from any one of: STR, DEX, CON, or CHA.