

LIFE PURSUITS

Careers are **formal** ways in which a player character can acquire skills and experience. Life pursuits are **informal** ways in which player characters choose to express themselves. Life Pursuits are best understood as specializations, vocations, or hobbies. For example, a career naval officer might have a Life Pursuit of Astrogator (which reflects a career specialization) and another Life Pursuit of Acting (which is a hobby).

Each Life Pursuit represents one area in which the character has an interest and some level of accomplishment or skill. Life Pursuits are defined in terms of a specific description and a required skill, required characteristic, and a required S+C value. In addition, there may be non-skill prerequisites. A character may have any number of Life Pursuits (but most limit themselves to two or three). New Life Pursuits can be established or acquired at any time.

Certification. Life Pursuits can also serve as Certifications of ability. In this role, they represent resumes or the results of competency testing. A character with a Life Pursuit of Astrogation is qualified to be an Astrogator (any potential employers should accept a Life Pursuit of Astrogation as evidence of capability of doing the job of Astrogator).

Aspirations. A character may aspire to a Life Pursuit even if he or she does not meet the requirements; it means he or she "wishes" he or she could do that particular thing. A character may have **one** Aspiring Life Pursuit at a time. The Experience rules allow a character to take any skill listed on an Aspiring Life Pursuit as a Term Experience Skill (if the skill is otherwise possible or available).

S+C. The base S+C value is the value required to assure success 100% of the time in a Difficult task (usually 12).

For Reference. A player may inquire about a particular Life Pursuit (asking, "What's involved in being a Concert Pianist?"). The Game Master can complete a Life Pursuit card and mark it "For Reference." Players may then consider whether they want to pursue that particular Life Pursuit.

Life Pursuit	Primary Skill (Char)- S+C	Secondary Skill (Char)- S+C
Free Lance Military		
Mercenary		
Corsair		
Bandit		
Professions		
Doctor	Medical	
Surgeon	Medical (Dex)-18	Medical (Edu)-18
EMT	First Aid	Dex
Teacher	Instruction	Edu
The Trades		
Mechanic	Mechanical (Dex)-18	
Carpenter	Mechanical (Dex)-18	Craftsman (Dex)-18
Electronicist	Electronics	
Hacker	Computer	
Starship		
Engineer	Engineering	
Astrogator	Astrogation	
Pilot	Pilot	
Gunner	Gunnery	
Steward	Steward	
Other		
Cryptographer	Cryptography	
Miner		
Athlete		
Prospector		

Life Pursuit		Competency	
Prerequisite		<input type="checkbox"/> Base <input type="checkbox"/> Master	
Description Served 1+ term in Marines or Army Served 1+ term in Navy.			
Primary Skill (Characteristic)		Base S+C	Master S+C
Secondary Skill (Characteristic)		Base S+C	Master S+C
Prerequisites		Status <input type="checkbox"/> Aspiring <input type="checkbox"/> Actual <input type="checkbox"/> For Reference	
Other Requirements and Comments			

Life Pursuit Card		Form 34	
Life Pursuit		Competency	
		<input type="checkbox"/> Base <input type="checkbox"/> Master	
Description			
Primary Skill (Characteristic)		Base S+C	Master S+C
Secondary Skill (Characteristic)		Base S+C	Master S+C
Prerequisites		Status <input type="checkbox"/> Aspiring <input type="checkbox"/> Actual <input type="checkbox"/> For Reference	
Other Requirements and Comments			

Life Pursuit Card

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