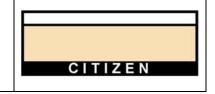
Citizens

Which career should you play? If you can't decide, then you should become a Citizen. There's a chance you will find a career or a hobby that will bring out your true potential. **Citizen:** One loyal to the state. Employee, Civilian, Clerk, Resident.



CITIZENS

To Begin automatic
Citizen Life Str C2 C3 Int

Continue 10

THE ULTIMATE ADVENTURE

When a Citizen fails his **Continue** roll, he has lost his Job and is thrust out into the role of a player-character...

SKILL ELIGIBILITY

Per Term 4 Skills

Job Skill-4 *

Hobby Skill-2 *

*on first receipt; Skill-1 thereafter.

MUSTERING OUT BENEFITS						
1D	Money	Benefits				
2	Cr 5,000	Secret				
3	Cr 10,000	Wafer Jack				
4	Cr 15,000	Str +1				
5	Cr 20,000	C2 +1				
6	StarPass	C3 +1				
7	Cr 30,000	Int +1				
8	Cr 40,000	Life Insurance				
9	Cr 50,000	Soc +1				
10	Cr 50,000	TAS Fellow				

DM +Terms

CAREER CHANGE OPTIONS

Scholar, Entertainer, Craftsman, Scout, Merchant, Spacer, Soldier, Noble, Marine, Functionary.

subject to eligibility

CITIZEN LIFE								
		С						
Α	В	1	2	3	4	5	6	
1	1	Recon	Aeronautic	Admin	Advocate	SoundMimi	ACV	
1	2	Spines	Aquanautic	Artillery	Artist	Biologics	Author	
1	3	Sensors	Automotive	Astrogation	Beams	Computer	Broker	
1	4	Actor	Bureaucrat	Craftsman	Compute	Driver	Mole	
1	5	Flyer	BattleDress	Dancer	Diplomat	Explosives	Medic	
1	6	Empath	Engineer	Designer	Exotics	G-Drive	Grav	
2	1	Flapper	Fluidics	Electronic	Forensics	J-Drive	Math	
2	2	Leader	Hvy Wpn	Engineer	Legged	Liaison	JOT	
2	3	Tracked	Launcher	Gravitics	Mechanic	Athlete	Trader	
2	4	Pilot	Magnetics	Hostile Env	Ordnance	Blades	LTA	
2	5	Animals	Life Spt	Language	P-Plant	Counsellor	Sail	
2	6	Tactics	Photonics	Musician	Sapper	Ortillery	Ship	
3	1	Turrets	Programm	Strategy	Small Craft	Fighting	Rotor	
3	2	Seafarer	Slug Throw	M-Drive	Stealth	Chef	Rider	
3	3	Survey	Naval Arch	Navigate	Survival	Wheeled	Sprays	
3	4	Comms	Streetwise	Polymers	Trainer	Screens	Sub	
3	5	Teacher	Teamster	Spacecraft	Animals	Steward	Wing	
3	6	Unarmed	Vacc Suit	Starships	No Skill	Zero-G	WMD	
Roll A ((reroll if >3), Roll B, Roll C.								

CITIZEN LIFE

The focus of the Citizen is participation in local society.

If Citizen Life is Successful...

The Citizen's first Success provides a Job, randomly rolled (with Dice A, B, C) on Citizen Life, and he receives Skill-4 (subsequent receipts provide Skill-1).

The Citizen's second Success provides a Hobby, selected by the player from Citizen Life; he receives Skill-2 (subsequent receipts are Skill-1).

Once determined, Job and Hobby cannot be changed. In subsequent Terms, successes alternate in providing Job or Hobby skills

If Citizen Life Fails...

The Citizen continues the term stuck in a dull, boring, unfulfilling life (and receives no Job or Hobby skills), hoping that someday things will be different.

CITI	ZEN SKILLS							
	1 Personal	2 Academic	3 Travel	4 Desk Job	5 Interaction	6 Vocation	7 Avocation	
1	C1 +1	Major*	Seafarer	Admin	Counsellor	Job***	One Art	1
2	C2 +1	Major*	Vacc Suit	Advocate	Designer	Job***	One Science	2
3	C3 +1	Major*	Flyer	Broker	Forensics	Job***	One Trade	3
4	C4 +1	Minor*	Driver	Bureaucrat	Gambler	Job***	Athlete	4
5	C5 +1	Minor*	Navigation	Comms	Streetwise	Job***	Hobby****	5
6	C6** +1	Minor*	Survival	Computer	Teacher	Job***	Hobby****	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.
***If the character does not have a Job, this benefit is lost. ***If the character does not have a Hobby, this benefit is lost.

