

# 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							
		C					
A	B	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.

CITIZEN 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
2	C2 +1	Major*	Vacc Suit	Advocate	Designer	Job***	One Science
3	C3 +1	Major*	Flyer	Broker	Forensics	Job***	One Trade
4	C4 +1	Minor*	Driver	Bureaucrat	Gambler	Job***	Athlete
5	C5 +1	Minor*	Navigation	Comms	Streetwise	Job***	Hobby****
6	C6** +1	Minor*	Survival	Computer	Teacher	Job***	Hobby****

\*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.

