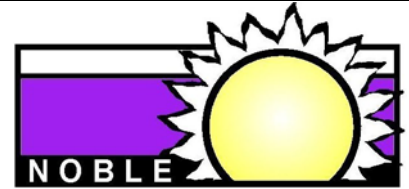


Nobles

Which career should you play? If you want to be a socially powerful character with the freedom to travel, then Noble is the answer.

Noble. One with a higher rank in a political or social class system. Ruler. Politician. Chief. Dilettante. Heir. Heiress.



NOBLES	
To Begin	Automatic*
Return and Intrigue	C2 C3 Int C5
Elevation	Soc
	Mod - Intrigues
	Mod + Exiles
Continue	Soc
*If Soc A+	

SKILL ELIGIBILITY	
Per Term	4 skills
When Elevated	2 skill

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Cr 20,000	Wafer Jack
3	Cr 30,000	Str +1
4	StarPass*	C2 +1
5	StarPass*	C3 +1
6	StarPass*	Int +1
7	Cr100,000	Ship Share
8	Cr100,000	Proxy (2D)
9	Cr100,000	Proxy (2D)
10	Cr100,000	Life Insurance
11	Cr200,000	Int +1
12	Cr200,000	Directorship
13	Cr200,000	TAS Life Member
DM + Terms		

*Upgraded to High as a courtesy.

CAREER CHANGE OPTIONS	
a Noble cannot change careers	

TABLE OF NOBLE RANKS					
Soc	Title	TC*	Hexes	Where?	Base Fame
A	Gentleman	Any	1	Any	
B	Knight	Any	1	Homeworld	13
c	Baronet**	Pa, Pr	2	Same system	14
C	Baron	Ag, Ri	4	Same system	15
D	Marquis	Pi	8	Same Subsector	16
e	Viscount**	Ph	16	Same Subsector	17
E	Count	Hi	32	Same Sector	18
f	Duke**	In	64	Same Sector	19
F	Duke	Any	128	Same Sector	20

* **Preferred Worlds.** The Empire prefers to award noble titles associated with worlds with these Trade Classifications.

** **Similar Titles.** A Character with Soc C is initially a Baronet (and the first Elevation raises him to Baron). A Character with Soc E is initially a Viscount (and the first Elevation raises him to Count). A Character with Soc F is initially a Subsector Duke (and the first Elevation raises him to higher level Sector Duke).

NOBLE INTRIGUE

Intrigue is a political fight for some important policy within the government; intrigue is central to the life of the Noble.

Return From Exile. A Noble in Exile at the start of a Term rolls the current Controlling Characteristic to **Return from Exile**. If he fails, he may not roll for Intrigue or Elevation. Exile is a banishment of a noble to the edges of the empire (orchestrated by the political enemies).

Intrigue. A Noble (not in Exile) rolls the Controlling Characteristic. If he fails, he is sent into Exile and may not roll for Elevation.

ELEVATION

Elevation is Roll High (roll Soc or greater to be Elevated to the next higher Noble rank) and its associated increase in Social Standing (if any).

Total successful Intrigues (in the Noble's lifetime) is a Mod for Elevation.

Flux. Once during character generation after a successful intrigue, a Noble may invoke Flux as a Mod on the Elevation roll.

NOBLE SKILLS								
	1 Personal	2 Academic	3 Space	4 General	5 Noble	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Animals	Leader	Noble	One Art	1
2	C2 +1	Major*	Vacc Suit	Fighting	Leader	Advocate	One Science	2
3	C3 +1	Minor*	Hi-G	JOT	Leader	Bureaucrat	One Trade	3
4	C4 +1	Minor*	Starship Skill	Language	Language	Diplomat	Pilot	4
5	C5 +1	One Trade	Gunner	Battle Dress	Strategy	Liaison	Fighting	5
6	Soc +1	One Trade	Sensors	Strategy	JOT	Counsellor	Gambler	6

*If the character does not have a Major/Minor this benefit is lost.

