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CAREER BOOK 2

TRAVELLER

Compatible Product

CAREER BOOK 2

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SPICA
P U B L I S H I N G

INTRODUCTION

Career Book 2 is the second of three career books from *Spica Publishing* offering new career options for *Traveller* character generation. This book contains 14 completely new careers for your *Traveller* game.

CHARACTERS AND CAREERS

Characters are central to any role-playing game; they are the alter-egos of the players in the game universe. Within each game universe, there are many thousands of ways a character can live, work or otherwise occupy their time. This book presents players and Referees with new character generation options that allow players greater choice in the characters they choose to play, and Referees a wider range of sources for generating non-player characters.

Within a science fiction RPG setting, the number and types of careers available to characters (both human and alien) can be massive, and each race or species has its own unique take and influence on careers, often offering skills or benefits not available to other races in similar or identical careers.

All of these careers are suitable for human player or non-player characters; some are more suitable than others for various alien species. Players should discuss their idea of how an alien character should be generated with the Referee responsible for the current game.

SKILLS AND NEW CAREERS

This book is divided into five distinct subsections. The first subsection provides two alternative methods for determining a character's background skills and an alternative injury table. The second subsection offers University and Graduate School options for characters, arranged in the manner of careers. The third subsection presents two new skills and revisits the Trade skill from *58 TMB*.

The fourth section provides 14 new careers: *Athlete, Chancer, Companion, Cosmonaut, Enforcer, Insurgent, Media, Mystic Warrior, Politician, Port Authority, Prisoner, Secret Police* and *Slave*. Each career includes:

- A brief description of the career and its assignments;
- Its own unique set of character generation tables, including ranks (where applicable) and mustering out benefits tables;
- Mishap and Events tables.

The fifth section of this book provides a number of pre-generated non-payer characters.

REQUIRED MATERIALS

To get the most from this book you will need at least the following items:

- The *Traveller Main Rulebook* by *Mongoose Publishing*;
- At least two six-sided dice;
- Some pens/pencils and paper or a computer.

Referees and players will find *Career Book 1* from *Spica Publishing* useful, particularly when generating *Port Authority* characters.

References to Other Books: In this work, references to specific pages in other *Traveller* books and products are shown as the page number followed by a code for the relevant book, both in italics, thus: *28 TMB* or *(28 TMB)*.

- Traveller Main Book: *TMB*
- Traveller Supplement 4: *Central Supply Catalogue: CSC*.
- Allies, Contacts, Enemies & Rivals: *ACER*.
- Career Book 1: *CB1*.
- Career Book 2: *CB2*.
- Nemesis Class Pursuit Ship: *NEM*.

Die Throw & Notation Conventions The die throw and notation conventions used in this book are the same as those described on *3 TMB*.

Tasks and Skills: The rules for tasks (and the use of skills in tasks) in this book are the same as those in the Tasks and Skills chapter on *48 TMB*.

Injury Table: Wherever this book refers to the use of an Injury Table, you can either use the Injury Table shown on *37 TMB* or the alternative injury table on *5 CB2*.

ABOUT THE AUTHORS

JOHN GRIFFITHS started playing *Traveller* in 1980 whilst at upper school. After working as a postman, he eventually trained as a mental health nurse, having been told the job involved indoor work with no heavy lifting. This turned out to be untrue. He currently works as a manager for a specialist mental health team. John has two young sons and lives with his wife and dogs in the south east of the United Kingdom. He started *Spica Publishing* in 2006.

RICHARD HAZLEWOOD has been playing *Traveller* since 1977. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US airline. He has two grown sons and lives with his wife and two dogs in the mid-western United States.

NIK KRAAKENES has been a space cadet since seeing *Star Wars* at the age of five. This sparked a lifelong interest in not only all things space but also in storytelling which, through writing, role playing games, comics, and the rise of computers, lead him to art college. After several years working in the digital arts and completing a Master's Degree in Multimedia, Nik found himself in education, and decided he liked it. Teaching animation, comic art, and video game theory in a rainy northern British city is quite a bit of fun.

FEEDBACK

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<http://www.spicapublishing.co.uk/phpbb3/index.php>

BACKGROUND SKILLS

ALTERNATIVE METHOD 1

This first alternative background skills method is similar to the method on 6 *TMB*. Your character receives a number of background skills based on the character's Education score and homeworld Technology Level.

Homeworld Technology Levels are defined in three broad categories: Low Tech (0 to 5), Mid Tech (6 to 11) and High Tech (12 and above). This gives between 0 and 6 skills, depending on your character's Education score and homeworld Tech Level, as shown in the Background Skills table below. Players may choose skills from both the Homeworld Skills and Education Skills tables.

BACKGROUND SKILLS

Education Score	Low Tech	Mid Tech	High Tech
0	0	0	1
1, 2	0	1	2
3, 4, 5	1	2	3
6, 7, 8	2	3	4
9, 10, 11	3	4	5
12, 13, 14	4	5	6
15	5	6	6

Homeworld Skills: Players can select any skill that matches their character's homeworld trade codes in the Homeworld Skills 1 table. Record the trade codes chosen for your character's homeworld. Players are not required to take both Homeworld Skills from a Trade code, but may if so desired. The definitions of the trade codes can be found on 181 *TMB*.

HOMEWORLD SKILLS 1

Trade Code	Homeworld Skills	
Agricultural	Animals 0	Athletics 0
Asteroid	Zero-G 0	Vacc Suit 0
Desert	Survival 0	Navigation 0
Fluid Oceans	Seafarer 0	Vacc Suit 0
Garden	Animals 0	Art 0
High Technology	Computers 0	Flyer 0
High Population	Streetwise 0	Drive 0
Ice-Capped	Vacc Suit 0	Zero-G
Industrial	Trade 0	Streetwise 0
Low Technology	Survival 0	Animals 0
Non-Agricultural	Streetwise 0	Vacc Suit 0
Non-Industrial	Trade 0	Survival 0
Poor	Animals 0	Survival 0
Rich	Carouse 0	Animals 0
Water World	Seafarer 0	Navigation 0
Vacuum	Vacc Suit 0	Drive 0

Education Skills: Players may choose any remaining background skills from the Education Skills table.

EDUCATION SKILLS

Admin 0	Advocate 0	Art 0
Athletics 0	Carouse 0	Comms 0
Computers 0	Drive 0	Engineer 0
Flyer 0	Gambler 0	Gun Combat 0
Language 0	Mechanic 0	Medic 0
Melee 0	Life Science 0	Physical Science 0
Social Science 0	Space Science 0	Trade 0
Vacc Suit 0		

ALTERNATIVE METHOD 2

The Homeworld Skills list in the *TMB* is based on the trade code of the character's homeworld. This alternate system lists skills based on the two defining characteristics of a homeworld, namely habitability and Tech Level. Additionally the total number of background skills a character may have can now be based on either Intelligence or Education, whichever is higher.

For this system, homeworld habitability is defined by the planet's atmosphere. Habitability is divided into three broad categories: Non-Habitable, Marginal and Habitable.

Technology Levels are defined in the same three broad categories as Alternative Method 1.

Homeworld Skills: Players, in consultation with the Referee, should determine the habitability and Tech Level of their characters homeworld. Alternately, if the characteristics of the character's homeworld are already known, the habitability and Tech Level can be determined from the planetary information.

The Homeworld Skills 2 table below defines atmosphere types for each category of habitability and the skills that may be selected under each type of habitability or Tech Level.

HOMEWORLD SKILLS 2

Habitability
Non-Habitable
Atmosphere 0, 1, 10 (A), 11 (B), 12 (C), 15 (F)
Skills Vacc Suit 0, Zero-G 0
Marginal
Atmosphere 2, 3, 13 (D), 14 (E)
Skills Survival 0, Navigation 0
Habitable
Atmosphere 4-9
Skills Animals 0, Navigation 0
Technology Level
Low Tech
Tech Levels 0-5
Skills Survival 0, Animals 0
Mid Tech
Tech Levels 6-11 (6-B)
Skills Drive 0, Computers 0
High Tech
Tech Levels 12+ (C+)
Skills Flyer 0, Computers 0

Intelligence/Education Based Skills: The player chooses to base his character's background skills on either Intelligence or Education, selecting from the appropriate table below.

Players may not mix and match between Intelligence and Education based skills: they must select one or the other characteristic to base their character's background skills on. Education/Intelligence skills are determined using the same method for either characteristic.

INTELLIGENCE SKILLS

Advocate 0	Carouse 0	Deception 0
Drive 0	Flyer 0	Gambler 0
Gun Combat 0	Language 0	Medic 0
Melee 0	Persuade 0	Pilot 0
Stealth 0	Streetwise 0	Survival 0
Trade 0		

EDUCATION SKILLS

Admin 0	Advocate 0	Art 0
Carouse 0	Comms 0	Computers 0
Drive 0	Engineer 0	Flyer 0
Language 0	Medic 0	Persuade 0
Pilot 0	Life Science 0	Physical Science 0
Social Science 0	Space Science 0	

Example: A character has Intelligence 10 (+1) and Education 8 (+0). The player decides to base the character's background skills on the character's Intelligence score. The character may have four background skills ($3 + 1 = 4$).

The player decides that the character comes from a habitable, High Tech world. From the Homeworld Skills 2 table the player selects Navigation 0 (from the Habitation section of the table) with Flyer 0 and Computers 0 (from the High Tech section of the table).

The player has chosen 3 of the character's four background skills, and chooses the character's final skill of Carouse 0 from the Intelligence Skills table.

ALTERNATIVE INJURY TABLE

The table presented below can be used as an alternative to the injury table on 37 *TMB*.

INJURY TABLE

2d6	Injury	Effect
2	Nearly killed	Reduce one physical characteristic by 1d6, and reduce both other physical characteristics by 2.
3	Severely injured	Reduce one physical characteristic by 1d6 and both other physical characteristics by 1.
4	Seriously injured	Reduce one physical characteristic by 2 and both other physical characteristics by 1.
5	Missing a limb	Reduce Strength or Endurance by 2.
6	Missing an eye or an ear	Reduce Dexterity by 2.
7	Injured	Reduce any two physical characteristics by 1.
8	Radiation	You suffer from exposure to $2d6 \times 10$ Rads of radiation.
9	Lightly injured	Reduce one physical characteristic by 1.
10	Traumatized	You suffer from PTSD or a similar mental disorder but have no permanent physical effects.
11	Scarred	You are scarred but suffer no other permanent effects.
12	Flesh wound	No permanent effect.



NEW & EXPANDED SKILLS

Presented below are two new skills: Psychohistory and Manipulation and an expansion of the Trade skill (*58 TMB*).

Manipulation: Manipulation is the art of arranging events, and incidents so that they appear to occur randomly and appear to have uninfluenced outcomes. In reality, the events have been orchestrated or engineered by a Manipulator and the outcomes have already been predicted by the Manipulator using Psychohistory.

Manipulation covers the use of techniques to disguise the origins of chains of events that are inextricably linked together by the Manipulator. Even the most detailed investigation will find it extremely difficult, if not impossible, to trace the event chain and outcomes. If the target of the manipulation becomes aware of the manipulation, the chances of the manipulation failing increase.

Psychohistory: The skill of Psychohistory is defined as the prediction of future events, based on the probabilistic or statistical mathematical analysis of the past and current behaviour trends of billions of sophonts. Psychohistory has been likened to the study of gases, in that the behaviour of one individual gas molecule cannot be accurately predicted, whereas the behaviour of the gas itself can be predicted with some accuracy.

The core principle of Psychohistory is that the populations being studied for data collection do not know they are being observed, as this will alter the behaviour of the populations and thus alter the outcome of the study. By collecting data on populations over extended periods of time, the unique traits of populations can be examined and analysed.

Psychohistory combines history, sociology, and mathematical statistics in one skill. As a result, it is a skill in its own right and is not a speciality of Social Science.

Trade: A character with a Trade skill is trained in producing some useful goods or services.

Trade skill is often underappreciated by the *Traveller* player. Trade skill can be used to represent a variety of specialties related to construction and manufacturing of goods, buildings and vehicles, including starships. Below is an expanded list of specialties along with detailed explanations. Other Trade specialties should be added by the Referee to fit the game setting. Unlike the other Trade specialties, skill in one type of the Construction specialty gives Level 0 skill in all other areas of the Construction specialty.

Trade (Construction: Gravitics): You have experience building gravitically supported structures such as Air/Rafts and flying cities.

Trade (Construction: Space): You have experience in building objects in space such as ships or orbital habitats.

Trade (Construction: Subsurface): You have experience building structures underground or within Asteroids such as habitats and mines.

Trade (Construction: Surface) [Formerly Trade (Civil Engineering)]: You have experience building surface buildings, roads and bridges.

Trade (Construction: Underwater): You have experience building undersea habitats.

Trade (Assembly): You have experience working on a manufacturing assembly line, mass producing everything from dishwashers to toys.

Trade (Biologicals): You manufacture artificial organisms from designer viruses to biological starships.

Trade (Fabrication): You are skilled in making things like clothing, furniture, shoes or some other consumer product.

Trade (Hydroponics): You work in the labs that grow food in hostile environments.

Trade (Pharmaceuticals): You are involved in the manufacturing of drugs (legal or illegal).

Trade (Polymers): You manufacture plastics, ceramics or similar composite materials.



UNIVERSITY

Characters attending university spend one term pursuing a degree through academic study. Characters do not receive a -1 DM for having attended university when making career Qualification or Enlistment throws.

Qualification: (Edu) (6+), Automatic if Edu 8+ -1 DM if aged 26 or older.

Characters may re-enter university again if they fail to graduate.

Assignments: Select from one of the following areas of study:

- **Science:** You specialise in one of the sciences and upon graduation receive a Science degree.
- **Arts:** You study the arts or humanities and upon graduation you receive an Arts degree.
- **Engineering:** You study engineering and upon graduation you receive a Science (Engineering) degree.

CAREER PROGRESS

	Graduation	Honours
Science	Edu 5+	Int 8+
Arts	Edu 5+	Int 8+
Engineering	Edu 6+	Int 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	Contact
2	0	+1 Edu
3	1,000	+1 Int
4	1,000	Ally
5	2,000	Contact
6	5,000	Ship Share
7	10,000	TAS

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Admin	Diplomat
2	+1 Edu	Art (any)	Medic
3	+1 Soc	Carouse	Sensors
4	Athletics (any)	Language	Instruction
5	Carouse	Deception	Computers
6	Gambler	Any Science (any)	Any Science (any)

1d6	Science	Arts	Engineering
1	Art (any)	Art (any)	Investigate
2	Investigate	Art (any)	Sensors
3	Advocate	Deception	Physical Science
4	Trade (any)	Advocate	Computers
5	Any Science (any)	Broker	Engineering
6	Any Science (any)	Social Science	Engineering

GRADUATION AND BENEFITS

Instead of Survival, characters attending university throw for Graduation. If the character graduates roll for an Event and for Honours. If the character fails to Graduate roll on the Drop Out table. Characters gain one Benefit roll for Graduation and a second Benefit roll for Honours.

Graduation: Graduation bestows a Bachelor's Degree. If the character's Education is 8 or less at the time of the Graduation throw it is automatically increased to 9; If the character's Education is already 9 or more the character gains +1 Education.

Honours: Honours bestows a Master's Degree. Honours graduates may enrol in Graduate School (8 CB2). If the character's Education is 10 or less at the time of the Honours throw it is automatically increased to 10; if it is 11 or more the character gains +1 Education.

Officer Training Course (OTC): Characters may enrol in an OTC if desired. Characters that graduate from OTC will automatically gain a commission (at Officer Rank 0) in any service that has an Officer corps. However, due to the more difficult course work, OTC students apply -1 DM to Graduation and Honours throws. Honours OTC graduates gain +2 on the first Advancement roll as an Officer. OTC graduates characters will have no Education Debt if they complete one full term of service in the career in which the character has a commission.

DROP OUT

1d6	Reason
1	Injured – Roll on the Injury Table (37 TMB, 5 CB2) but you may keep your Benefit roll. You gain a +1 DM on your Qualification roll if you try to re-enter University.
2	Party Animal – You spent your time partying instead of studying. Gain Carouse 1. You have a –2 DM on your Qualification roll if you try to re-enter University.
3	Undecided – You realise that what you had been studying was not what you really want to do. Roll Intelligence 8+. If you succeed, you may stay at university for another term. If you fail, you must join the Drifter career next term as you try to 'find yourself'.
4	Cheating – You cheat or are accused of cheating. You may never re-enter University and take a -2 DM on all future Qualification rolls except for Drifter or Rogue.
5	Broke – You run out of money and must leave the University. You must wait at least one term to try to re-enter University. Take a -2 DM on the Education Debt roll.
6	Quit – You just can't do the work. If you wish to re-enter University, you have a –1 DM on your Qualification roll.

EVENTS

2d6	Events
2	Disaster! Roll on the Drop Out table but you are not ejected from University.
3	You are part of a partying crowd. Roll Endurance 8+. If you succeed, gain Carouse 1 or Gambler 1. If you fail, lose one Benefit roll.
4	You meet aliens or people from a very different culture. Gain Language (any) 1.
5	You get on the wrong side of a student or professor. Roll Diplomat 8+ or Social Standing 8+. If you succeed, gain a Rival. If you fail, gain an Enemy.
6	You join a sports programme. Gain Athletics (any) 1. Gain a +1 DM on your Education Debt roll.
7	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
8	You are awarded a scholarship. Gain a +2 DM on your Education Debt roll.
9	You are part of a close group of friends. Gain 1d3 Contacts.
10	You try to join a Fraternity or Sorority. Roll Social Standing 8+. If you succeed, you are accepted and gain 1d3 Contacts and +1 DM on your Honours throw. If you fail, you gain nothing.
11	You join a study group and gain a +2 DM on your Honours roll due to their help.
12	Your hard work pays off, you automatically graduate with Honours. Gain a +1 DM on your Education Debt roll.

EDUCATION DEBT

A university education costs a lot of money and students can accrue significant amounts of debt in the form of student loans before they complete their studies. Education Debt is treated in a similar way to Medical Debt (37 TMB).

For each part and complete term spent at University or Graduate School roll once on the Education Debt table and total the amounts. This is the amount of Education Debt (in Credits) the character finishes university with. Some Events and Drop Out throw results will provide additional DMs to the Education Debt throw.

To determine the amount of Education Debt, throw 1d6 and add the character's Education DM, then read the result on the Education Debt table (8 CB2). Note that any Education Debt acquired at University must be added to any Education Debt acquired if the student character goes on to attend Graduate School.

1d6	Education Debt
0–	30,000
1	25,000
2	20,000
3	15,000
4	10,000
5	5,000
6+	Nil



GRADUATE SCHOOL

Characters attending graduate school spend one term pursuing an advanced degree through academic study. Characters do not receive a -1 DM for having attended graduate school when making career Qualification or Enlistment throws.

Qualification: Edu 10+

Qualification is automatic for characters with an Honours university degree.

Characters may re-enter graduate school if they fail to graduate.

Assignments: Select from one of the following areas of study:

- **Doctorate:** You specialise in one of the arts or sciences and receive a PhD on graduating.
- **Law:** You study the law and become a Lawyer on graduating.
- **Medicine:** You are in Medical School and become a qualified doctor (medical practitioner) on graduating.

CAREER PROGRESS

	Graduation	Honours
Doctorate	Edu 6+	Int 9+
Law	Edu 6+	Int 9+
Medicine	Edu 6+	Int 9+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Ship Share
2	1,000	+1 Edu
3	2,000	+1 Int
4	3,000	Ally
5	5,000	Contact
6	10,000	TAS
7	20,000	Vehicle

SKILLS AND TRAINING

1d6	Personal Development	Honours
1	+1 Int	Computers
2	+1 Edu	Diplomat
3	+1 Soc	Advocate
4	Admin	Persuade
5	Investigate	Sensors
6	Instruction	Any Science (any)

Students may either roll on the Personal Development table or take one of the skills, based on their degree programme, listed below.

Doctorate: Doctoral Students may gain one level of Any Science (any) or Engineer (any).

Law: Law School students may gain one level of Advocate or Persuade.

Medicine: Medical School students may gain one level of Medic or Life Science (any).

GRADUATION AND BENEFITS

Like university, Graduate School students throw for Graduation; if the character graduates, throw for an Event and Honours. Failure to Graduate requires a roll on the Drop Out table. Students gain one Benefit roll for Graduation and a second Benefit roll for Honours.

Graduation: Graduation bestows a PhD, MD or Law Degree on the character, depending on the degree programme. The character's Education is raised to 11 if it is currently 10 or less. If the character's Education is already 11 or more then the character receives +1 Education. Graduation also bestows a +1 DM on the Qualification roll for the Scholar career.

Honours: Honours bestows a roll on the Honours table or the character may select a skill based on the degree programme they are completing. The character's Education is raised to a minimum of 12 or an additional +1 Education if Education is 12+. Honours bestow an additional +1 DM on the Qualification roll for the Scholar career.

Education Debt: Like University students, Graduate School students must roll on the Education Debt table (10 CB2) for each partial and complete term that they attend Graduate School. Students who acquired Education Debt at University must add their University Education Debt to any new Education Debt acquired whilst attending Graduate School.

DROP OUT

1d6	Reason
1	Injured – Roll on the Injury Table (37 TMB, 5 CB2) but you may keep one Benefit roll.
2	Plagiarism - Your research turns out to be identical to another student's work. Neither of you can prove you are the original author. Gain an Enemy. You may not re-enter Graduate School until you can prove that you are the original author. Take a –2 DM on your Education Debt roll.
3	Sabotage – School politics result in your work being sabotaged to get revenge on your professor. Gain 1d3 Rivals.
4	Cheating – You cheat or are accused of cheating. You may not re-enter Graduate School and take a –2 DM on all future Qualification rolls except for Drifter or Rogue. Take a –1 DM on your Education Debt roll.
5	Explosion – Your research goes horribly wrong, resulting in damage to a lab or injury to another. Gain an Enemy. You may not re-enter Graduate School.
6	Quit – You cannot complete your studies. If you wish to re-enter Graduate School, you have a –1 DM on your Qualification roll and a –1DM on your Education Debt roll.

EVENTS

2d6	Events
2	Disaster! Roll on the Drop Out table but you are not ejected from Graduate School.
3	You are asked to help University students cheat. If you agree, roll Deception 8+. If you succeed, gain a +1 DM on a Benefit roll. If you fail, you are almost caught and must enter the Rogue or Drifter career next term. If you refuse to cheat, gain a Rival.
4	You are granted a research fellowship. Roll a skill on any of the Scholar Specialty tables and on the Scholar Event table. You may automatically enter the Scholar career next term. Gain a +1 DM on your Education Debt roll.
5	Your studies take you into space. Gain one of the following: Astrogation 1, Pilot (any) 1, Space Science (any) 1 or Vacc Suit 1.
6	You make friends within your field of research. Gain 1d3 Contacts.
7	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
8	You are awarded a scholarship. Gain a +2 DM on your Education Debt roll.
9	Your research is ground breaking and you gain recognition within your field. Gain +1 Social Standing and a +1 DM on one Benefit roll or a +1 DM on your Education Debt roll.
10	You tutor university students. Roll Intelligence 8+. If you succeed, gain one level in any skill you already have. If you fail, gain a Rival. Either way you gain Instruction 1.
11	You join a study group and gain a +1 DM on your Honours roll due to their help.
12	Your hard work pays off, you automatically graduate with Honours.

EDUCATION DEBT

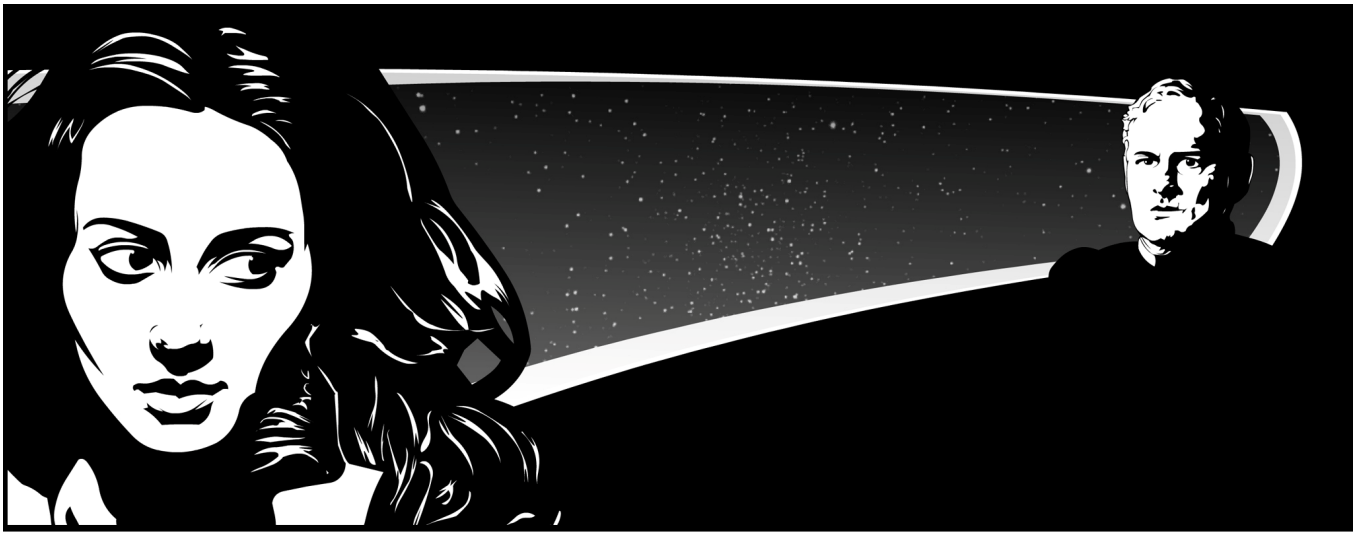
A university education costs a lot of money and students can accrue significant amounts of debt in the form of student loans before they complete their studies. Education Debt is treated in a similar way to Medical Debt (37 TMB).

For each part and complete term spent at university or graduate school roll once on the Education Debt table and total the amounts. This is the amount of Education Debt (in Credits) the character finishes university with. Some Events and Drop Out throw results will provide additional DMs to the Education Debt throw.

To determine the amount of Education Debt, throw 1d6 and add the character's Education DM, then read the result on the Education Debt table (10 CB2). Note that any Education Debt previously acquired at University by the student character must be added to any debt acquired whilst attending Graduate School.

1d6	Education Debt
0–	30,000
1	25,000
2	20,000
3	15,000
4	10,000
5	5,000
6+	Nil





NEW CAREERS

The character generation process used for these 14 new careers is exactly the same as described in the *Character Creation* chapter beginning on 5 *TMB*. Below is a summary of that procedure, including page references to the relevant parts of the *TMB*.

Basic Characteristics and DMs: Generate your character's basic characteristic scores, as described on 5 *TMB*. Note down your character's Characteristic DMs, as described on 6 *TMB*.

Noble Titles: If your game or campaign allows the use of Noble titles, follow the rules for these on 6 *TMB*.

Background Skills: Determine the number of background skills your character is allowed, using the rules on 6 *TMB* or the alternative rules presented on 5 *CB2*. Next, determine the type of homeworld your character comes from, and any homeworld and education skills your character has using the *Background Skills* rules on 6 *TMB* or the alternative rules presented on 4 *CB2*.

Qualification, Skills and Training: The rules governing career qualification and the gaining of skills and training are detailed on 8 *TMB*.

Basic Training: The procedure for characters to gain basic training is described on 8 *TMB*. Note that some careers in this book have Rank 0 that also grant a skill to the character, in addition to the skills obtained from basic training.

Survival, Mishaps and Events: The rules for Survival, Mishaps and Events are shown on 8 *TMB* and apply to these careers.

Injuries: The rules for dealing with the application of injuries and their effects are detailed on 37 *TMB*. An alternative injury table is provided on 5 *CB2*.

Commission: None of the careers in *CB2* have Commission throws.

Advancement, Drifters and the Draft: The character generation rules for Advancement, Rank and Benefits and Drifters and the Draft are described on 9 *TMB*.

Rank and Benefits: It is still possible for characters to gain skills or benefits where a career in this book has no formal Rank titles. In such cases the skills or benefits for Advancement are shown in the Skills and Benefits table.

Mustering Out Benefits: The process for mustering out is described on 9 *TMB* and on 34, 35 *TMB*. The following are new mustering out benefits available to characters generated using *CB2*: Armoured Vehicle, Explorer Ship, Ship's Boat, Specialist Equipment, Sports Flyer, Surveillance Equipment, Travel Passages and Vehicle. These new mustering out benefits are described below.

Life Events: The procedure for using the Life Events tables is described on 34 *TMB*.

Contacts, Allies, Rivals and Enemies, Ship Shares, and Aging: The rules governing Contacts, Allies, Rivals and Enemies, Ship Shares, and the Aging process are described on 35 *TMB*.

Retirement Pay: All new careers except those listed below are eligible for retirement pay. Rules for retirement pay are on 36 *TMB*.

The following careers do not qualify for retirement pay due to the nature of the careers:

- *Chancer*
- *Companion*
- *Enforcer*
- *Insurgent*
- *Prisoner*
- *Slave*

NEW MUSTERING OUT BENEFITS

CB2 introduces some new mustering out benefits; these are described below.

Armoured Vehicle: The Armoured Vehicle mustering out benefit provides a character with either an Armoured Fighting Vehicle (AFV, 103 *TMB*) or All Terrain Vehicle (ATV, 104 *TMB*). The choice of vehicle is at the player's discretion, although any such vehicle acquired as a mustering out benefit is intended for the character's personal, not commercial, use.

Ship's Boat: The Ship's Boat is a versatile small craft ideal for ship-to-ship and ship-to-surface transport. The Ship's Boat available as a mustering out benefit is described on 132 *TMB*.

Specialist Equipment: Puppeteers utilise numerous types of unusual specialist equipment. One such device analyses the atoms of an odour and stores the chemical composition of the smell for later reproduction. The Puppeteer can then savour and enjoy the smell later. This device is an advancement of the Chemical Sniffer (174 *CSC*). TL 11, Cr 5,000, 5 kg.

Sports Flyer: Originally designed for grav racing, the Sports Flyer is the grav powered equivalent of a high performance motorcycle. Capable of extremely rapid acceleration in a standard atmosphere, the Sports Flyer can out-run most other forms of grav vehicle. The enclosed, aerodynamically shaped outer skin accommodates the driver and one pillion passenger. TL 15, Cr 250,000, 0.25 tons.

Surveillance Equipment: The player may select any of the surveillance equipment described on 170–177 *CSC*. Each acquisition of the Surveillance Equipment benefit is worth Cr 5,000 and Surveillance Equipment benefits may be added together to purchase items that cost more than Cr 5,000. Surveillance Equipment benefits may not be converted into cash and, once used to purchase surveillance equipment, any left-over Credits are lost.

Travel Passages: Some of the new careers offer High, Middle or Low Passages as a mustering out benefit. These are detailed on 142 *TMB*.

Vehicle: The Vehicle mustering out benefit provides an appropriate form of personal transport, such as an air/raft, a small aircraft, helicopter, a ground car, a hovercraft, or a small power boat or a sailing ship. Any such vehicle acquired as a mustering out benefit is intended for the character's personal, not commercial, use. Vehicles are detailed on 103, 104 *TMB*.

EXPLORER SHIP

The *Puppeteer* career allows characters to obtain an Explorer class starship. This ship is detailed below.

The *Explorer* ship is multi-functional, intended for individual transport inside inhabited space, or exploration beyond the borders. The *Explorer* is built at Tech Level 15,

Hull: The hull is 200 tons and is streamlined with integral fuel scoops. In addition, the self-sealing hull has a Reflec coating that gives armour protection 3 against incoming laser fire. The hull has 4 Hull Points and 4 Structure Points.

Engineering: The *Explorer's* performance is Jump-3 (C) and 3G acceleration (C). Fuel capacity is sufficient for one Jump-3 (60 tons) and six weeks of continuous Power Plant (C) operation (18 tons). Four tons of fuel processors are included, which allows 78 tons of unrefined fuel to be purified in one day.

Computer/Electronics: The ship's Model/7/fib/bis computer is rated at 35/40. The computer has the following programs available for use:

- Auto Repair/2 (Rating 20)
- Evade/3 (Rating 25)
- Fire Control/1 (Rating 5)
- Intellect (Rating 10)
- Jump Control/3 (Rating 15)
- Library (Rating 0)
- Manoeuvre/0 (Rating 0)

The *Explorer* ship also has Very Advanced Electronics, giving a +2 DM.

Weapons: The ship has one hardpoint and one ton allocated to fire control, but carries no turrets or weaponry.

Crew: The *Explorer* requires a crew of five: a Pilot, a Navigator, two Engineers and a Medic.

Accommodation: There are 15 staterooms and no low berths.

Extras: The ship carries a GCarrier (103, 104 TMB), which is housed in its own hanger/repair bay (19 tons). The hanger/repair bay contains sufficient mechanical and electronic equipment and spares to maintain the GCarrier and make minor repairs.

The Ship's Locker is allocated 0.5 tons within the ship's design.

Cargo capacity is 40 tons.

Design, Build & Cost: The first *Explorer* ship to be designed and built cost MCr 240.8. The designing architect's fee was MCr 2.408, giving a total first Explorer ship design and build cost of MCr 243.208.

Further ships in the *Explorer* class cost or MCr 216.72 after the 10% standard design discount on the cost of the first ship in the class and each ship takes 31 weeks to build.

CAREER SUMMARY TABLE

Career	Specialisation	Qual.	Survival	Adv.
Athlete			Str, Dex or End 8+	
Page 14	Performer		Dex 6+	End 6+
	Trainer		Edu 5+	Int 7+
	Manager		Int 5+	Soc 7+
Chancer		Int 6+		
Page 16	Gambler		Int 6+	Soc 6+
	Con Artist		Edu 7+	Int 5+
	Dealer		Int 5+	Edu 8+
Companion		End 4+		
Page 18	Streetwalker		End 5+	Dex 6+
	Escort		Edu 5+	Int 6+
	Geisha		Soc 5+	Int 6+
Cosmonaut		End 5+		
Page 20	Construction		Dex 5+	Int 7+
	Maintenance		End 6+	Int 7+
	Pilot		Int 4+	Edu 8+
Enforcer		Str 6+		
Page 22	Gun Shark		Dex 7+	Int 5+
	Extortionist		Str 6+	End 7+
	Cleaner		Int 5+	Edu 8+
Insurgent		Int 6+		
Page 24	Sympathiser		Int 6+	Soc 6+
	Informer		Soc 5+	Int 7+
	Transporter		Dex 6+	Edu 6+
Media Practitioner		Soc 6+		
Page 26	Technician		Int 5+	Soc 8+
	Producer		Edu 5+	Int 7+
	Talent		Soc 4+	End 8+
Mystic Warrior		Str 6+		
Page 28	Explorer		Int 5+	Edu 5+
	Guardian		End 5+	Int 6+
	Seeker		Int 5+	Edu 6+
Politician		Edu or Soc 6+		
Page 30	Legislator		Int 6+	Soc 6+
	Apparatchik		Soc 5+	Int 7+
	Technocrat		Int 4+	Edu 8+
Port Authority		Dex 6+		
Page 32	Inspector		Int 6+	Edu 6+
	Controller		Edu 5+	Int 7+
	Stevedore		Dex 6+	Int 6+
Prisoner		Special		
Page 34	Convict		End 5+	Int 6+
	POW		End 6+	Edu 6+
	Gulag		Edu 5+	Int 6+
Puppeteer		Int 7+		
Page 36	Ambassador		Int 5+	Edu 7+
	Explorer		Int 6+	Edu 6+
	Manipulator		Edu 4+	Int 8+
Secret Police		End 5+		
Page 38	Plain Clothes		End 5+	Int 7+
	Analyst		Int 4+	Edu 8+
	Spetznaz		Str 6+	End 8+
Slave		Special		
Page 40	Labourer		End 5+	Str 7+
	Recreation		Int 5+	Dex 7+
	Servant		Dex 5+	Edu 7+

ATHLETE

Amateur and professional athletes are a staple of TriVee broadcasts in all known star systems. Trainers and Managers are important to ensure that the players can do their best.

Qualification: Str 8+, Dex 8+ or End 8+

–1 DM for every previous career.

–1 DM for every four years over age 22.

Assignments: Choose one of the following:

- **Manager:** You are the coach or advisor to the players providing the strategy and teamwork needed to win a championship.
- **Player:** You are an athlete pursuing your dream of fame and fortune in an individual or team sport.
- **Trainer:** You work to keep athletes in top physical and mental health.

CAREER PROGRESS

	Survival	Advancement
Manager	Int 5+	Soc 7+
Player	Dex 6+	End 6+
Trainer	Edu 5+	Int 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Contact
2	5,000	Ally
3	10,000	+1 Int
4	10,000	+1 Soc
5	20,000	2 Ship Shares
6	50,000	TAS
7	100,000	Yacht or 5 Ship Shares

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Athletics (any)	Advocate
2	+1 Dex	Athletics (any)	Admin
3	+1 End	Art (Acting)	Leadership
4	+1 Soc	Carouse	Tactics (Military)
5	Carouse	Steward	Computers
6	Deception	Melee	Diplomat
1d6	Manager	Player	Trainer
1	Athletics (any)	Athletics (any)	Athletics (any)
2	Persuade	Broker	Deception
3	Leadership	Streetwise	Instruction
4	Tactics (Military)	Carouse	Steward
5	Recruiting	Persuade	Medic
6	Social Science (any)	Stealth	Life Science (any)



RANKS AND BENEFITS

Rank	Athlete	Skill/Benefit
0	Rookie	
1		Athletics (any) 1
2		
3	Veteran	Leadership 1
4		
5		Tactics (Military) 1
6		



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Partying – You are caught violating the ethics clause of your contract. Gain 1d3 Rivals.
4	Sabotage – A younger player, jealous of your status, sets you up and destroys your career. Gain an Enemy.
5	Gambling – You are accused of betting on your sport. Take –1 Social Standing but gain Gambler 1.
6	Drugs - You are accused of using or distributing performance enhancing drugs. Take –1 Social Standing and gain an Enemy.
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Stalked - You are stalked by a fan and forced to flee for your life. Gain an Enemy.
9	Cut – You are cut by the team due to better players being available.
10	Divorce – Your spouse divorces you and your performance drops. Gain a Rival.
11	Side Business – Your side business begins to take up so much of your time that your performance drops off. You may take +1 DM on the Qualification roll for the Merchant career next term.
12	Addict – You are caught up in the celebrity lifestyle and become addicted to drugs or alcohol.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	You or your team end up at the bottom of the league. Take –2 DM on your next Advancement roll.
13	One fan becomes a stalker. Gain an Enemy.
14	You work too hard at training. Throw Dexterity 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
15	You are in the wrong place at the wrong time and are accused of a crime. Throw Advocate 8+ or Education 10+. If you succeed, you are exonerated. If you fail, take –1 DM on a Benefit roll.
16	You make some bad business choices. Lose a Benefit roll.
21	You are approached by organised crime to fix games. If you accept, throw Deception 8+ or Intelligence 8+. If you succeed, gain +1 DM to a Benefit roll. If you fail, take –1 Social Standing. If you refuse them, gain an Enemy.
22	Your business manager tries to steal from you. Throw Education 8+. If you fail, lose a Benefit roll.
23	One of your close friends betrays you for money. One of your Contacts or Allies becomes a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by an employee and gain an Enemy.
24	You are hounded by the paparazzi. Throw Intelligence 8+ or Deception 8+. If you succeed, gain +1 Social Standing. If you fail, take –1 Social Standing.
25	Someone writes a book that criticises you. Throw Education 8+ or Persuade 8+. If you fail, take a –1 Social Standing.
26	You attract a group of admirers. Gain 1d3 Contacts.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You are traded to another team. Throw Intelligence 8+. If you succeed, gain +1 DM on your next Advancement roll. If you fail, take –1 DM on your next Advancement roll.
42	You participate in a celebrity charity event. Throw Dexterity 8+ or Intelligence 8+. If you succeed gain Animals (any) 1 or Gambler 1.
43	You are connected romantically with a celebrity. Throw Persuade 8+ or Deception 8+. If you succeed, gain one from Advocate 1, Carouse 1, Diplomat 1 or Stealth 1.
44	Your fame attracts many bad elements. Throw Deception 8+ or Intelligence 8+. If you succeed, gain one from Investigate 1, Streetwise 1 or Survival 1. If you fail, gain an Enemy.
45	While still playing sports, you pursue your education. Gain one from Any Science (any) 1 or Medic 1 or Trade (any) 1.
46	You take charge of your finances. Throw Education 8+. If you succeed, gain one from Broker 1, Admin 1 or Advocate 1.
51	Law Enforcement asks you to help break up a drug ring in your sport. Throw Education 8+. If you succeed, gain Investigate 1 or Streetwise 1. If you fail, gain a Rival.
52	A Noble becomes a close friend. Gain a Noble Ally.
53	Your celebrity status garners you a chance to become a commentator. You may automatically join the Entertainer career next term.
54	Your fame attracts other celebrities to you. Gain a Noble or famous Contact.
55	Your celebrity status lets you buy fancy cars or boats. Gain Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1.
56	You represent your world in an interstellar competition. Gain Vacc Suit 1 or Zero-G 1.
61	You develop an innovative move or play that changes how your sport is played. Gain +1 Social Standing and a Contact.
62	You are asked to endorse a product. Gain +1 Social Standing and +1 DM on a Benefit roll.
63	Your dedication gains you +1 DM on your next Advancement roll.
64	Your hard work earns you a performance bonus. Gain an extra Benefit roll.
65	You or your team win a championship. Gain +1 DM to a Benefit roll and +2 DM on your next Advancement roll.
66	You are a superstar. Gain an automatic Advancement.

CHANCER

Chancers live by their wits. Through lies, deception, manipulation, and larceny Chancers can only win as long as someone else loses. They live for the thrill of taking risks and are always seeking the big payoff, which can often lead to their downfall.

Qualification: Int 6+
-1 for every previous career.

Assignments: Choose one of the following:

- **Gambler:** Whatever your game, you know the odds and can read the opposition. Bluff and deception are your stock in trade.
- **Grifter:** There is a fool born every minute. It is your job to separate those fools from their hard earned cash.
- **Wheeler-Dealer:** Buy low, sell high. Whether it is stolen, smuggled, contaminated, or just past its sell by date is not your concern.

CAREER PROGRESS

	Survival	Advancement
Gambler	Int 6+	Soc 6+
Grifter	Edu 7+	Int 5+
Wheeler-Dealer	Int 5+	Edu 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	none	Contact
2	1,000	+1 Int
3	5,000	+1 Edu
4	15,000	Weapon
5	30,000	Sports Flyer
6	50,000	TAS or +1 Soc
7	150,000	Ally

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Gambler	Art (any)
2	+1 Dex	Carouse	Advocate
3	+1 End	Streetwise	Computers
4	+1 Int	Deception	Admin
5	Melee (any)	Drive or Flyer (any)	Comms
6	Gun Combat (any)	Persuade	Jack of Trades
1d6	Gambler	Grifter	Wheeler-Dealer
1	Gambler	Deception	Trades (any)
2	+1 Int	Persuade	Admin
3	Carouse	Stealth	Advocate
4	Persuade	Investigate	Streetwise
5	Deception	Admin	Persuade
6	Gambler	Deception	Broker



RANKS AND BENEFITS

Rank	Gambler Skill/Benefit
0	
1	Gambler 1
2	
3	Deception 1
4	
5	+1 Soc
6	

Rank	Grifter Skill/Benefit
0	
1	Deception 1
2	
3	Persuade 1
4	
5	Admin 1
6	

Rank	Wheeler-Dealer Skill/Benefit
0	
1	Broker 1
2	
3	Streetwise 1
4	
5	Advocate 1
6	



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Epiphany – A particularly wretched or sympathetic victim causes you to have an epiphany. You vow to change your ways and no longer prey on the weak and the gullible. Roll on the Draft next term.
4	Shoot Out – You get yourself into a gun battle with law enforcers. Roll Gun Combat 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2) and go to prison next term.
5	Runner – You have a large (Cr 100,000+) price put on your head. You must escape as you are pursued by every bounty hunter in the subsector. Gain 1d3 Rivals.
6	Angry Mark – An angry mark comes after you. Roll on the Injury Table (37 TMB, 5 CB2), and roll Streetwise 8+ to avoid a second injury.
7	Injured – You are injured whilst escaping from a creditor. Roll on the Injury Table (37 TMB, 5 CB2).
8	Caught – You are arrested. Roll Advocate 8+. If you fail, go to prison next term.
9	Bounty Hunter – A bounty hunter is after you. Roll Stealth or Streetwise 8+. If you fail, you are caught (and go to prison next term). If you succeed, you escape but with a dogged Enemy in pursuit.
10	Exposed! – You are exposed in a media sting. You do not lose your Benefits but your face is known and you can never return to this career.
11	Irritant – You annoy powerful forces. You must take your next term in the Drifter career as you lay low for a time.
12	Wrong Mark – You take on the wrong mark. Lose 1d3 Benefits and gain a powerful Enemy as you are run off world.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	You spend time travelling with a carnival or circus. Gain 1d3 Languages at level 0.
13	You are beaten up by a Rival. Roll on the Injury Table (37 TMB, 5 CB2) and gain a Rival.
14	You are pressed to become a police informant. If you accept, roll Deception 8+ to avoid gaining a criminal Enemy. Reject the offer, and gain an Enemy in the police.
15	A local police investigator takes an interest in your career. Roll Streetwise or Stealth 8+ or take a –2 DM to any Benefit throw.
16	You have to buy in for a chance at the big win. Bet as many Benefit rolls as you like, then roll Broker, Gambler, or Deception 8+, winning half as many Benefit rolls as you bet if you succeed. Fail, and lose what you bet.
21	You are double crossed by a business partner. Roll Deception or Admin 8+ or lose a Benefit throw. Gain an Enemy either way.
22	You spend some time networking. Gain 1d3 Contacts.
23	You fall in love with your current mark. Either lose a Benefit throw and keep them as an Ally and lover, or take them to the cleaners, gaining an Enemy and a +2 DM to any Benefit throw.
24	You spend time deep in the underworld. Gain Streetwise 1 and 1d3 Contacts.
25-26	The cops are on your case. Roll Deception, Admin, or Stealth 8+ to avoid losing a Benefit throw as you are forced to abort.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You have the opportunity to swindle a powerful figure. If you do so, roll Deception 8+ for a +2 DM to any Benefit throw, else gain an Enemy and roll on the Injury Table (37 TMB, 5 CB2).
42	The police get you on a misdemeanour. Roll Advocate 8+ or lose a Benefit throw.
43	A Rival tries to beat you at your own game. Roll Gambler, Deception, or Broker 8+ or lose a Benefit throw. Either way gain a Rival.
44	You obtain the use of a high powered grav vehicle. Gain Flyer (Grav) 1.
45	You observe the push and pull of society around you. Gain any Social Science.
46	You get involved in a gun battle. Roll Gun Combat 8+ to avoid an injury. If you succeed, take one of Streetwise, Gun Combat, Tactics (Military), or Stealth.
51	The apprentice becomes the master. A protégé turns on you. Roll Streetwise or Deception 8+ or lose a Benefit throw. Gain a Rival, in any case.
52	You spend time on safari. Roll Intelligence 8+ to gain either Survival 1, Animals (any) 1, Flyer (any) 1, or Gun Combat (any) 1.
53	You spend time playing the luxury liners, cruising from planet to planet. Gain one from Vacc Suit 1, Zero-G 1, or Computers 1.
54	You spend a lot of time partying. Gain a level in Carouse, but also roll Endurance 8+ to avoid an addiction to drugs or alcohol.
55	You spend time amongst spacers. Roll Intelligence 8+ to gain either Pilot (any) 1, Astrogation 1, Tactics (Naval) 1, or Gunnery (any) 1.
56	You are a frequent sight in all the casinos and clubs. Gain Carouse 1 and a Contact.
61	Your escapades put you in a strange place. Go to the Life Event Table (34 TMB, 12, 13 CB1) and roll an Unusual Event.
62	You have the opportunity to cheat a friend. Do so, and roll Deception, Broker, or Gambler 8+ to gain a +2 DM to any Benefit throw. However, a Contact or Ally is turned into an Enemy.
63	You spend time among high society. Roll Persuade 8+ to gain either Diplomat 1 or +1 Social Standing.
64	Winner takes all. You bet all your Benefit throws. Roll Deception, Broker, or Gambler 8+ to get twice as many Benefits as you bet. If you fail, lose all your Benefits.
65	You are mentored by an old hand. Gain an Ally or a +4 DM to your next Advancement roll.
66	You make the big score. Gain an extra Benefit throw.

COMPANION

Whether providing entertainment for lonely starship crews, or hosting or performing at elaborate soirees for the social and political elite, Companions can be found at all levels of society. In some cultures, the presence of Companions is considered to be a necessary part of doing business. While the stereotypical companion is female, there are male escorts of all races.

Qualification: End 4+
-1 DM if age 34 or older.

Assignments: Choose one of the following:

- **Hetaerae/Oiran:** You provide bawdy entertainment and company for the masses, whether working the streets or in a House of Pleasure.
- **Geisha/Courtesan:** A denizen of the Floating World, you are one of the elite escorts, trained in the arts and a true companion for the rich and powerful.
- **Pimp/Agent:** Whether running a group of Companions, or as the Business Manager for a high class Courtesan, you book the clients and control the money.

CAREER PROGRESS

	Survival	Advancement
Hetaerae/Oiran	End 5+	Dex 6+
Geisha/Courtesan	Edu 5+	Int 6+
Pimp/Agent	Soc 5+	Int 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	Contact
2	1,000	+1 Int
3	2,000	+1 Edu
4	5,000	Ally
5	10,000	Ship Share
6	10,000	Contact
7	20,000	TAS

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Dex	Steward	Computers
2	+1 End	Carouse	Admin
3	+1 End	Carouse	Any Science (any)
4	+1 Int	Deception	Advocate
5	Gambler	Streetwise	Diplomat
6	Melee (any)	Persuade	Medic

1d6	Hetaerae/Oiran	Geisha/Courtesan	Pimp/Agent
1	Streetwise	Art (any)	Admin
2	Stealth	Art (any)	Broker
3	Deception	Melee (any)	Streetwise
4	Melee (any)	Deception	Melee or Gun Combat
5	Survival	Steward	Advocate
6	Steward	Any Science (any)	Drive or Flyer (any)



RANKS AND BENEFITS

Rank	Companion Skill/Benefit
0	
1	Steward 1
2	
3	Carouse 1
4	
5	Survival 1
6	



MISHAPS

d66	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Blackmail – Someone finds out what you do for a living and tries to blackmail you. You may give up 2 Benefit rolls for this career and remain in it, or lose a Benefit roll and gain an Enemy.
4	Dangerous Secret – You learned something about one of your clients that puts your life in danger. Gain an Enemy.
5	Robbed – One of your clients robs you. Lose a Benefit roll and Gain an Enemy.
6	Failure – You can't even make money this way. You must enter the Drifter career next term.
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Drugs – You are so ashamed of what you do for a living that the only way to get through the day is with drugs or alcohol. You are addicted to a drug or to alcohol.
9	Beaten – You are beaten almost to death by one of your clients or your pimp. Permanently lose one point from a physical characteristic (player's choice) or roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
10	Disease – You catch a disease from one of your clients. You permanently lose 1 point of Endurance.
11	Prison – You are sent to prison. You must take the Prisoner (Convict) career next term.
12	Raid – You are arrested and forced to leave the planet. Take –1 Social Standing and enter the Drifter career next term.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	A client gets rough with you. Throw Dexterity 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
13	You are asked to be a drug mule for a gang. If you accept, throw Endurance 8+. If you succeed, gain a +1 DM on one Benefit roll. If you fail, roll on the Injury Table (37 TMB, 5 CB2). If you refuse the gang, gain the drug gang as an Enemy.
14	You contract a particularly virulent disease. Permanently lose 1 point of Endurance.
15	One of your clients is an alien. Throw Endurance 8+. If you succeed, gain Language (any) 1. If you fail, take –1 Social Standing.
16	Another Companion is jealous of your position within your group and tries to take you down. Throw Intelligence 8+. If you succeed, gain a +1 DM on one Benefit roll. If you fail, take a –1 DM on one Benefit roll. Either way, gain an Enemy.
21	Your client abandons you in the wilderness. Throw Intelligence 8+. If you succeed gain Survival 1 or Navigation 1. If you fail, take a –1 DM on one Benefit roll.
22	You spend a lot of time travelling around the planet. Throw Intelligence 8+. If you succeed, gain Drive (any) 1, Flyer (any) 1, Seafarer (any) 1 or Mechanic 1.
23	You and your client spend time at sea. Throw Intelligence 8+. If you succeed, gain Seafarer (any) 1 or Navigation 1.
24	You make contact with a Gang. Throw Dexterity or Intelligence 8+. If you succeed, you may join the gang and enter the Rogue career next term. If you fail, gain the gang as a Rival.
25	You have a chance to appear in a documentary or video. If you accept, throw Art 8+ or Intelligence 8+. If you succeed, gain +1 Social Standing. If you fail, lose 1 point of Social Standing.
26	You are able to make friends with some of your clients. Gain 1d3 Contacts.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You work with a diverse group of clients. Gain Language (any) 1.
42	You learn a secret about one of your clients and you can blackmail them. If you choose to blackmail gain an Enemy and throw Intelligence 8+. If you succeed, gain a +1 DM on a Benefit roll. If you do not blackmail your client, gain an Ally.
43	You are offered the opportunity to appear in an exotic video. If you accept, gain a +1 DM on a Benefit roll and throw Dexterity 8+. If you succeed, gain a level in Art (any) or Athletics (any). If you fail, lose one point of Social Standing.
44	You become involved in fulfilling fantasies or fetishes. Throw Intelligence 8+. If you succeed, gain Art (acting) 1 or Deception 1. If you fail, roll twice on the Injury Table and take the higher result.
45	You work your trade near famous gambling establishments. Gain Gambler 1. Throw 8+. If you succeed, gain a +1 DM on one Benefit roll. If you fail, take a –1 DM on one Benefit roll.
46	You finally find a way out of this profession. If you choose to leave, you gain a +1 DM on your next Qualification roll. If you choose to stay a Companion, you gain an extra Benefit roll and may become a Pimp next term.
51	A client falls in love with you. You may leave this profession and gain an Ally or stay a Companion and gain an Enemy.
52	A rich client takes you on his space yacht and lets you "drive the ship". Gain one of the following: Pilot (any) 1, Astrogation 1 or Vacc Suit 1.
53	One of your clients is Psionic. If you turn them in, gain an extra Benefit roll but gain an Enemy. If you keep their secret, you may be tested for Psionics per 152 TMB and gain an Ally.
54	Spending time on the mean streets, you learn a thing or two. Gain one level in one of: Streetwise, Stealth, Melee (any) or Gun Combat (any).
55	You are trained to please a Noble client. Gain a level in any one of the following skills: Art (any), Carouse, Gambler, Deception or Steward.
56	Your client wants an escort for a trip in space. Gain Vacc Suit 1 or Zero-G 1.
61	Your organisational skills help your group earn more money. Gain Admin 1, Advocate 1 or Leadership 1.
62	You try to better your lot in life by taking night classes. Gain Any Science (any) 1, Art (any) 1, Medic 1 or Trade (any) 1.
63	A rich client takes an interest in you. Gain a +1 DM on one Benefit roll and a Contact.
64	You are very good at your job. Gain a +2 DM on your next Advancement roll.
65	Your work is rewarded by one of your clients. Gain an extra Benefit roll.
66	Your dedication to your craft pays off. You gain an automatic advancement.

COSMONAUT

Cosmonauts wear their vacc suits like a second skin. They are at home in the bleak emptiness of space, doing all the dirty jobs and thankless tasks in the orbital environment that no one notices.

Qualification: End 5+

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Boat Jockey:** You pilot the small vessels that swarm around any orbital facility, ferrying small cargoes and parts, and transferring personnel from station to station.
- **Vac Monkey:** You spend your whole working day in the hard vacuum of space, wrangling cargo pods, running robot work teams, and doing repairs.
- **Search & Rescue:** When spacers come loose from their tethers, or vessels get into difficulty, you are there to lend a hand.

CAREER PROGRESS

	Survival	Advancement
Boat Jockey	Dex 5+	Int 7+
Vac Monkey	End 6+	Int 7+
Search & Rescue	Int 4+	Edu 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	500	Contact
2	1,000	+1 End
3	2,000	+1 Edu
4	3,000	Weapon
5	6,000	2 Ship Shares
6	10,000	TAS or +1 Int
7	20,000	Ship's Boat

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Pilot (any)	Tactics (Naval)
2	+1 End	Vacc Suit	Astrogation
3	+1 Int	Zero-G	Gunner
4	+1 Edu	Comms	Admin
5	Melee (any)	Mechanic	Engineering (any)
6	Carouse	Sensors	Space Science (any)

1d6	Boat Jockey	Vac Monkey	Search & Rescue
1	Pilot (small craft)	Vacc Suit	Medic
2	Pilot (any)	Mechanic	Zero-G
3	Sensors	Remote Operations	Athletics (any)
4	Comms	Zero-G	Sensors
5	Engineering (any)	Sensors	Remote Operations
6	Navigation	Trades (any)	Medic



RANKS AND BENEFITS

Rank	Boat Jockey or Vac Monkey	Skill/Benefit
0	Rookie	
1		Vacc Suit 1
2		
3		Zero-G 1
4		
5	Space Dog	Pilot (small craft) 1
6		

Rank	Search & Rescue	Skill/Benefit
0		
1	Specialist	Medic 1
2		
3		
4	Team Leader	Zero-G 1
5		
6	Squadron Leader	Leader 1



MISHAPS

2d6	Mishap
2	Severely Injured – You are badly injured in a serious accident – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Unemployed – The orbital facility where you work is hit by a recession and closes down. It is time to retrain.
4	Amputee – You lose your forearm in a laser cutter accident. You may obtain a prosthetic by using a Benefit throw.
5	Floater – Your tether snaps while you are outside, and you drift off into the dark. Even though you are rescued, you are not the same. You are afraid of the dark and get night terrors.
6	– There is an accident that leads to the death of a co-worker, and you are suspected of negligence. Throw Advocate 8+ or lose a Benefit throw.
7	Accident – You are injured in an accident. Roll on the Injury Table (37 TMB, 5 CB2).
8	Solar Flare – You are outside when a solar flare hits. Lose 1 point from both Strength and Endurance, and all your hair.
9	Toxic Fumes – A life support malfunction causes you to breathe in toxic fumes. Lose 2 Endurance and acquire a persistent cough.
10	Smuggling – You are implicated in a smuggling operation. Roll Advocate 8+ or go to prison next term, innocent or not.
11	Hypoxia – Your air supply runs out due to negligent maintenance, and you fall unconscious. Your brain is starved of oxygen for some seconds, and you end up brain damaged. Lose 1 point of Intelligence and Education.
12	Attack – The station where you work is destroyed in a terrorist attack or disaster.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	A local port official starts making your life hell. You could befriend them: roll Persuade or Carouse 10+ and turn them into an Ally, or you could threaten them: roll Persuade, Melee (any), or Gun Combat (any) 8+ to get them to leave you alone, else you gain an Enemy and take a –1 to all your subsequent Advancement Throws in this career.
13	A cargo robot goes haywire and starts damaging equipment and crew! Roll either Mechanic or Remote Ops 8+ to gain either Gun Combat (any) 1, Space Science (any) 1, or Computers 1, and the gratitude of the people in danger.
14	You are contacted by a gang of smugglers to help them. If you help them, roll Intelligence 8+ or you are caught by the authorities; roll Advocate 8+ to avoid prison next term. Succeed, and you gain an extra Benefit throw, and either way, you gain a criminal Contact and Deception 1. Refuse, and roll on the Injury Table (37 TMB, 5 CB2) and gain an Enemy.
15	You drink with a free trader crew. Roll Persuade or Carouse 8+ to gain an Ally, or just gain a Contact.
16	Your work team have a reputation as a bunch of roustabouts and ne'er do wells. Gain Streetwise 1 or a level in Melee (any).
21	You become friendly with a cute space traffic controller. Roll Persuade or Carouse 8+ to get them as an Ally (or lover?), or else just get them as a Contact.
22	Your suit springs a leak. Roll Vacc Suit or Mechanic 8+ to repair it, or else take a <i>Roll on the Injury Table (37 TMB, 5 CB2)</i> (37 TMB, 5 CB2).
23	You work hard and play hard. Roll Intelligence 8+ to gain either Persuade 1, Streetwise 1, Carouse 1, or Melee (any) 1.
24	A fellow worker is resentful of your success. Gain a Rival.
25	A delivery you are responsible for goes missing. Roll Sensors or Comms 8+ to find the culprit and gain Investigate 1 or Persuade 1. Fail and be fined one Benefit throw and gain a Rival.
26	You make a mistake which costs time and money. Take a –4 DM on your next Advancement Throw.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	One of your co-workers is sweet on you, but you do not reciprocate (not your type, wrong species, age, gender, etc). Roll Persuade 8+ to turn them into a friendly contact, or else gain them as an Enemy, and then roll Vacc Suit 8+ to avoid a <i>Roll on the Injury Table (37 TMB, 5 CB2)</i> (37 TMB, 5 CB2) as they sabotage your suit.
42	You get into a fierce barroom brawl. Roll Melee (any) 8+ to gain an Ally in the fight; else roll on the Injury Table (37 TMB, 5 CB2). In any case, gain Melee (any) 1 if you do not already have it.
43	One of your co-workers gets into trouble while on EVA. Roll Mechanic, Zero-G, or Medic 8+ to save them and gain an Ally; otherwise, they unfortunately die.
44	You hurry to complete a repair or rescue before a solar flare reaches your orbit. Roll Mechanic or Zero-G 8+ to avoid taking a dose of 2d6 x 50 Rads.
45	A gambling ring forms amongst your co-workers and you are invited to join. Throw Gambler 8+ or Intelligence 8+. If you succeed, gain an extra Benefit roll. If you fail, lose a Benefit roll. Either way, gain a level of Gambler.
46	A co-worker has a psychotic episode while in hard vacuum. Roll Zero-G or Medic 8+ to save them and gain them as a Contact.
51	You prop up the bar at the local Spacer's Rest. Gain a level in Carouse.
52	You are assigned to ferry your boss about. Roll Pilot (any) or Comms 8+ to gain a +2 to your next Advancement roll; fail, and get a –2 DM instead as you make him late.
53	A repair or rescue is more difficult than it looks, and you are in danger of running out of time. Roll Mechanic 8+ to finish in time, and gain +1 on any Benefit throw. If you fail take a –2 DM to your next Advancement roll.
54	You get involved in black market deals. Roll Intelligence 10+ to gain one from Deception 1, Streetwise 1, Broker 1, or Persuade 1.
55	You come across an illegal arms shipment. You can take a sample, gaining a gun of your choice, but you must roll Deception 8+ or gain an Enemy of the arms dealer.
56	A Noble's yacht gets into difficulty and you come to the rescue. Roll Persuade 8+ to gain an Ally and an extra Benefit throw, otherwise gain a Contact.
61	You are hit by a micro meteor whilst on EVA. Roll on the Injury Table (37 TMB, 5 CB2) and then roll Zero-G or Mechanic 8+ to avoid –1 to Intelligence brought on by hypoxia.
62	You become a rep in the local Spacers' Guild or union. Gain one from Admin 1, Advocate 1, or Leader 1.
63	You get some advanced training. Roll Education 8+ to gain a level in any skill you already have.
64	You get a reputation for being lazy and for shoddy workmanship. Take a –2 DM on your next Advancement roll.
65	There is a naval base or marine garrison on your station. Gain a Contact.
66	You fill your quota twice as fast as your colleagues. Gain an automatic promotion and 1d3 Rivals from your jealous co-workers.

ENFORCER

The Enforcer might work for an organised crime syndicate, or may be freelance, but either way, their job is to deal out violence, and many of them enjoy it too. Whether someone is to be disappeared, or just 'gently' persuaded with a baseball bat, the Enforcer has the skills and the lack of human kindness necessary for the work.

Qualification: Str 6+

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Gun Shark:** You use guns to protect your gang and take out the opposition, with extreme violence.
- **Extortionist:** You break heads, windows, and kneecaps for the boss, squeezing wealth out of your victims.
- **Cleaner:** You make bodies, or people, disappear. Quiet and well connected, you see that they vanish without a trace.

CAREER PROGRESS

	Survival	Advancement
Gun Shark	Dex 7+	Int 5+
Extortionist	Str 6+	End 7+
Cleaner	Int 5+	Edu 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Contact
2	5,000	+1 End
3	10,000	Combat Implant
4	20,000	Weapon
5	30,000	Vehicle
6	40,000	Weapon and Armour
7	50,000	Ally

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Gun Combat (any)	Tactics
2	+1 Dex	Stealth	Advocate
3	+1 End	Persuade	Explosives
4	Athletics	Drive or Flyer (any)	Leadership
5	Gambling	Streetwise	Deception
6	Carouse	Melee (any)	Investigate

1d6	Gun Shark	Extortionist	Cleaner
1	Gun Combat (any)	Melee (any)	Diplomat
2	Drive or Flyer (any)	Carouse	Gun Combat (any)
3	Stealth	Melee (any)	Streetwise
4	Recon	Streetwise	Medic
5	Streetwise	Persuade	Admin
6	Investigate	Gun Combat (any)	Deception



RANKS AND BENEFITS

Rank	Gun Shark Skill/Benefit
0	
1	Gun Combat 1
2	
3	Stealth 1
4	
5	Recon 1
6	

Rank	Extortionist Skill/Benefit
0	
1	Persuade 1
2	
3	Melee (any) 1
4	
5	Streetwise 1
6	

Rank	Cleaner Skill/Benefit
0	
1	Deception 1
2	
3	Diplomat 1
4	
5	Admin 1
6	



MISHAPS

2d6	Mishap
2	Missed Shot – While lining up a shot, a local insectoid alights on your gun barrel, causing you to miss your target and kill an innocent passer-by. Gain 3 Enemies (your former employer, the original target, and the family of the bystander).
3	Betrayed – You are betrayed by your organisation. Roll Streetwise 8+ to avoid being picked up by the authorities, and spending the next term in Prison, as you go into exile.
4	Balked – Your boss asks you to murder a child, and you balk and sabotage the job. Gain an Enemy and lose a Benefit roll.
5	Sickened – You have to liquidate a friend, and now sick of your job, you leave the career. Lose an Ally or a Contact.
6	Gang War – A rival organisation takes down your gang. Lose an Ally, and roll Gun Combat 8+ or roll on the Injury Table (37 TMB, 5 CB2).
7	Bad Hit – You are hurt in a hit on your boss. The boss dies, and you must roll on the Injury Table (37 TMB, 5 CB2).
8	Massacre – A job becomes very messy, and there are multiple fatalities. Your gang disowns you as you go on the run.
9	Sloppy Work – You miss some juicy evidence when covering up a killing, leading the authorities to your gang. You have to flee and lay low, and now you are wanted by the law.
10	Love Kills – You fall for your target. Gain your former colleagues as Enemies and roll Gun Combat 8+ or your lover is killed in the backlash.
11	Young Gun – A Rival proves you are 'past it', and you are forced to retire. Turn a Rival into an Enemy.
12	Shoot Out – A job goes badly wrong, and your career ends in a shoot-out with the police. Roll Gun Combat 8+, fail and roll twice on the Injury Table (37 TMB, 5 CB2), applying both results; succeed and roll once. Then roll Advocate 8+ or else spend two terms as a Prisoner instead of one.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	Your lover is killed to get to you. Roll Gun Combat or Melee 8+ to finish off an Enemy.
13	You make a Contact in the local constabulary.
14	You are tasked to sabotage an orbital facility. Roll Intelligence 8+ and take Vac Suit 1, Mechanic 1, or Zero G 1.
15	You successfully complete a job, but there is an innocent witness. Either silence them, gaining a particularly heroic police inspector as an Enemy, or let them live, in which case spend your next term in the Drifter career as you go on the run.
16	You find an item of value on a victim. Gain a +1 DM on any Benefit roll.
21	You have to defend your boss from assassins. Roll Gun Combat or Melee 8+ to gain an Ally (your boss), or else gain a Rival (the one who actually sees off the killers).
22	Your gang is renowned for its wild hell-raising. Gain a level in Carouse or Gambler.
23	You volunteer, or are selected, to take the heat for a crime. Spend your next term as a Prisoner, but then you can return to this career, gain a +1 to all your subsequent Advancement throws.
24	In a street battle your boss is hurt and you have to take command. Gain Leadership.
25	Your employer pays for you to be surgically enhanced. Gain a Combat Implant.
26	Your weapon jams in a sticky situation. Roll Melee 8+ or roll on the Injury Table (37 TMB, 5 CB2).
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You act as your boss's chauffeur. Gain Drive (any) 1 or Flyer (any) 1.
42	You have to lay low for a while in a remote place. Gain Survival 1.
43	You spend some time developing your network. Gain 1d3 Contacts.
44	A vicious gang war erupts over territory. Roll Gun Combat, Melee, or Explosives 8+, or roll on the Injury Table (37 TMB, 5 CB2). Either way, take a level in whichever skill you rolled on.
45	You did not commit the crime, but somehow you are in the frame. Roll Advocate 8+ to avoid spending the next term as a Prisoner, before returning to this career. Gain a Rival.
46	You gain a rep as a major hard-case, and 1d3 Rivals in the process.
51	You have to clean up the mess caused by an over-enthusiastic underling. Roll Medic or Deception 8+ or take a –1 DM to a Benefit roll as the authorities squeeze your operation.
52	A lover becomes problematic. Either make them 'disappear', or lose a Benefit roll keeping them quiet.
53	Your gang runs illegal casinos. You may bet up to all your Benefit rolls, rolling either Gambling or Deception 8+, and if successful you win half as many rolls again. Gain Gambler 1.
54	Your side loses in a nasty gang war. You are demoted one rank, as you have to take a junior position in a rival gang to survive. Gain an Enemy in your former gang-mates.
55	You acquire a new protégé. Roll Persuade or Carouse 8+ to gain them as an Ally, or else get them as a Contact.
56	You complete a number of easy jobs. Get a +1 DM to any Benefit roll.
61	Another gangster guns down your partner. Gain them as an Enemy.
62	You take a lover who has no idea of your profession. Roll Deception 8+ to keep them unawares. If you fail, either liquidate them or roll Persuade 8+ to keep them on your side. Fail, and you must spend the next term in the Prisoner career, but you may return to this career after you have served your term.
63	You have the opportunity to get rid of a Rival in your gang. Roll Deception or Gun Combat 8+ to get rid of them, or else turn them into an Enemy and take a –2 DM to your next Advancement throw.
64	You are able to acquire a set of combat armour or a smart sniper rifle, of Tech Level 13 or higher.
65	You embark on a relationship with one of the boss's children. Gain a Rival, and roll Social Standing 8+; succeed, and get a +2 DM on your next Advancement throw, fail, and take a –2 DM instead.
66	An enemy plans a major attack on your boss, but taking the initiative you act before the enemy can strike. You are automatically promoted.

INSURGENT

You work against your government. While you do not fight the government directly, you actively support the Resistance.

Qualification: Int 6+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Sympathiser:** You support the resistance with supplies and occasionally with firepower.
- **Informer:** You work for the government but pass along vital information to the resistance.
- **Transporter:** You are part of an underground railway, moving people into and out of the area without government knowledge.

CAREER PROGRESS

	Survival	Advancement
Sympathiser	Int 6+	Soc 6+
Informer	Soc 5+	Int 7+
Transporter	Dex 6+	Edu 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Contact
2	2,000	Weapon
3	2,000	+1 Int
4	5,000	Ally
5	5,000	Ship Share
6	10,000	Ally
7	10,000	2 Ship Shares

SKILLS AND TRAINING

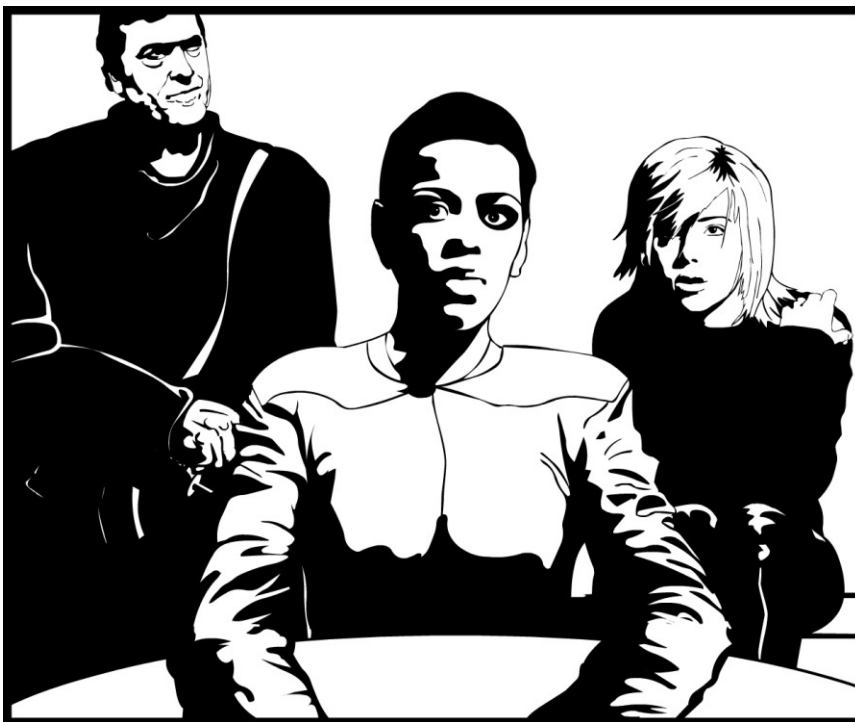
1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Deception	Jack of All Trades
2	+1 Dex	Survival	Advocate
3	+1 End	Stealth	Diplomat
4	+1 Int	Gun Combat (any)	Computers
5	Athletics (any)	Melee (any)	Engineering (any)
6	Streetwise	Recruiting	Any Science (any)

1d6	Sympathiser	Informer	Transporter
1	Animals (any)	Comms	Sensors
2	Broker	Computers	Medic
3	Streetwise	Sensors	Streetwise
4	Medic	Deception	Navigation
5	Stealth	Admin	Mechanic
6	Mechanic	Investigate	Drive or Flyer (any)



RANKS AND BENEFITS

Rank	Insurgent Skill/Benefit
0	
1	Stealth 1
2	
3	Deception 1
4	
5	Survival 1
6	



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Financing – You discover that the Resistance is being financed by an off-world corporation so it can take over the planet. Gain an Enemy within that corporation.
4	On the Run – You are almost captured by the Government and must flee for your life leaving everything behind. You may give up all Benefit rolls for this career, but you can stay in this career. If you do not give up everything, you must enter the Drifter career next term.
5	Impoverished – Helping the Resistance has cost you your home. Lose a Benefit roll, but gain an Ally.
6	Traitor – You realise that the government is better than the Resistance. Gain 1d3 Rivals.
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Captured – You are caught by the government and sent to prison. You must take the Prisoner career next term.
9	Betrayed – You are betrayed by a friend. Make one of your Contacts or Allies a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by a stranger and gain a Rival.
10	Infamous – Your notoriety has made you a liability to the Resistance. Gain a Rival.
11	Politics – You have made too many enemies within the Resistance to stay. Gain 1d3 Enemies.
12	Burned Out – After seeing what the Resistance has to do to win, you are disgusted with the cause and leave.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	The Government got too close. Throw Dexterity 8+ or Stealth 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2) (37 TMB, 5 CB2).
13	Political fighting within the Resistance forces you to choose sides. Roll Intelligence 8+. If you succeed, you are on the winning side and gain +1 DM on your next Advancement. If you fail, you are on the losing side and you take –1 DM on your next Advancement.
14	Your importance to the Resistance causes jealousy. Throw Social Standing 8+. If you fail, lose a Benefit roll.
15	You are caught in the crossfire. Throw Dexterity 8+ or Streetwise 8+. If you succeed, gain Gun Combat (any) 1 or Melee (any) 1. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
16	Your cell is compromised. Throw Streetwise 8+ or Intelligence 10+. If you succeed, gain a Rival. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
21-26	You are caught up in the rebellion. You may enter the Guerrilla or Army career next term without throwing for Qualification.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You make contacts outside of the Resistance. Gain 1d3 Contacts.
42	You work to recruit others to the cause. Gain Recruiting 1. Throw Intelligence 8+. If you succeed, gain an Ally. If you fail, gain an Enemy.
43	You have the chance to help a wounded Resistance fighter. Throw Intelligence 8+. If you succeed, gain an Ally. If you fail, gain a Rival. Either way, gain a level of Medic.
44	You are trained in electronic surveillance. Throw Education 8+. If you succeed gain one of the following: Engineering (Electronics) 1, Sensors 1 or Computers 1.
45	You come in contact with high level people in the government and can pass along sensitive information to the Resistance. Throw Stealth 8+ or Intelligence 10+. If you succeed, gain Investigate 1 or Comms 1. If you fail, you and the Resistance gain nothing.
46	Vital information must be delivered to the Resistance. Roll Dexterity 8+. If you succeed gain Streetwise 1 or Investigate 1. If you fail, take –1 DM on your next Advancement roll and a Rival.
51	You help the Resistance make bombs. Gain Explosives 1 or Remote Operations 1.
52	You spend time working on a starship supporting the cause. Gain one of the following: Pilot (any) 1, Engineering (any) 1, Gunner (any) 1 or Steward 1.
53	You save the life of a Noble or rich person. Gain them as an Ally.
54	You spend time in space. Gain Vacc Suit 1 or Zero-G 1.
55	You are forced to learn to improvise. Gain a level of Jack-of-All-Trades.
56	You spend time hiding out in the wilderness. Gain Survival 1, Navigation 1, or Recon 1.
61	You are given advanced training. Increase any skill you already have by one.
62	You obtain information that someone is a traitor to the Resistance. Gain +1 DM on your next Advancement roll.
63	The Resistance rewards you for your hard work. Gain +1 DM on a Benefit roll.
64	Your hard work is noticed by senior people in the Resistance. Gain +2 DM on your next Advancement roll.
65	A powerful patron takes you under her wing. Gain +4 DM on your next Advancement roll and gain a Contact.
66	Your dedication to the cause is rewarded. You gain an automatic Advancement.

MEDIA PRACTITIONER

The Media Practitioner creates works of fiction and fact for public entertainment. This job takes them across charted space, on location or doing the marketing, and while it can be pampered it can also be dangerous.

Qualification: Soc 6+

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Producer:** You write or direct or find the cash, and make the production happen by force of will.
- **Technician:** You work behind the holocamera to make sure the work looks, feels, and sounds as perfect as can be.
- **Talent:** You sing, dance, fight and act. You work in front of the holo-camera, and one day everyone will know your name (you hope)!

CAREER PROGRESS

	Survival	Advancement
Producer	Int 5+	Soc 8+
Technician	Edu 5+	Int 7+
Talent	Soc 4+	End 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	500	Contact
2	1,000	+1 End
3	2,000	+1 Int or Edu
4	10,000	Vehicle
5	30,000	Ally
6	50,000	+1 Soc
7	100,000	TAS

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 End	Art (any)	Admin
2	+1 Int	Carouse	Advocate
3	+1 Edu	Persuade	Social Science (any)
4	+1 Soc	Drive or Flyer (any)	Computers
5	Gambling	Comms	Deception
6	Carouse	Art (any)	Investigate

1d6	Producer	Technician	Talent
1	Broker	Mechanic	Melee (any)
2	Art (any)	Computers	Art (any)
3	Persuade	Remote Operations	Athletics (any)
4	Recruiting	Engineer	Carouse
5	Leader	Sensors	Diplomat
6	Admin	Explosives	Art (any)



RANKS AND BENEFITS

Rank	Producer	Skill/Benefit
0	Wannabe	
1		Persuade 1
2		
3		Art (any) 1
4	Auteur	
5		Leader 1
6	Mogul	

Rank	Technician	Skill/Benefit
0		
1	Grip	Comms 1
2		
3		Computers 1
4		
5	Wizard	Remote Ops 1
6		

Rank	Talent	Skill/Benefit
0	Extra	
1		Art (any) 1
2	Bit Player	
3		Carouse 1
4	Star	
5		Diplomat 1
6	Megastar	



MISHAPS

2d6	Mishap
2	Contaminated – You worked at a location that was contaminated with radiation or other toxins, and this leads to chronic health problems. Lose 2 Endurance and you require constant medication.
3	Offended Others – One of your works offends a radical political or religious faction, and you go into hiding after they place a hit on you. Gain two enemies: the political or religious faction and the assassin assigned to kill you.
4	Crashed – You wrap your grav vehicle around an advertisement for your latest work. Roll on the Injury Table (37 TMB, 5 CB2) but gain Flyer 1.
5	Stalker – An obsessed fan stalks you and ruins your life. You are mentally traumatised and gain an Enemy.
6	Blacklisted – You are blacklisted by an influential studio boss, and everyone else refuses to hire you. Gain a Rival.
7	Addicted – You become so addicted to drink or drugs that you wreck your career. Lose 1 year to rehab to cure your illness and roll Persuade 8+ or become estranged to any spouse or children. If you later relapse, immediately lose 1 Endurance and regain your addiction.
8	Bombed – Your latest work flops so badly it brings down the company. An Ally becomes a Rival as they lose their fortune too.
9	Fade away – You fade into obscurity.
10	Typecast – You become so badly typecast you need to move on.
11	Taboo – You are accused of a social taboo. Roll Advocate 8+ to retain your reputation and your career, or lose 2 Social Standing in the ensuing scandal, as well as having to leave this career.
12	Failed Stunt – A stunt goes terribly wrong. Either you cause 1d6 deaths (gaining 1d3 Enemies), or you are severely injured: roll on the Injury Table (37 TMB, 5 CB2) twice and take the lower result.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	You work on a gruelling production in an isolated and difficult location. Gain Survival 1.
13	An animatronic prop goes haywire and attacks you. Roll Dexterity 8+ to get out of the way or Mechanic 8+ to disable it, or roll on the Injury Table (37 TMB, 5 CB2) if you fail.
14	You are given a surgical makeover by an employer. Roll Intelligence 8+ to gain +1 Social Standing from a pleasantly idiosyncratic appearance or you just end up with totally generic good looks.
15	Your latest sensorium flops with the public. Take a –2 DM to your next Advancement throw.
16	You become a cult favourite. You do not win wider fame, fortune, or accolades, but to your fans, you are a megastar. Gain a +2 DM to any personal interaction with any of your fans.
21	An older star mentors you in the ways of partying hard. Gain Carouse and an Ally.
22	You are sued by a colleague claiming damages for mental anguish. Roll Advocate or Social Standing 8+ or lose a Benefit roll.
23	You are asked to perform a difficult stunt. Roll Athletics or Dexterity 8+ or roll on the Injury Table (37 TMB, 5 CB2).
24	A production is taken out of your hands by the studio and you cannot bear to have your name on it. Roll Advocate or Persuade 8+ to avoid being made a laughing stock and taking a –1 DM on your next Qualification roll.
25	Your agent buys you a fast grav speeder. Gain Flyer 1 and a grav speeder.
26	An episode from your past that you would rather forget about comes to light. Roll either Advocate or Deception 8+ to either sue or lie your way out of it, or lose 1 Social Standing if you fail.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You are nominated for a big award for your latest work. Roll 10+ to win, gaining +2 to your next Advancement throw and 1d3 Rivals from among your fellow nominees.
42	You become embroiled in a conflict with an influential critic. Gain a Rival.
43	You work on a production that takes place in hard vacuum. Gain Vacc Suit 1.
44	Due to acts of the creator or other unforeseen circumstances your latest production falls apart. Take a –2 DM on one Benefit roll and your next Advancement throw.
45	Roll Carouse 8+ or gain a reputation for being difficult and unreliable, earning a –2 DM to your next Advancement.
46	You are asked to become a spokesperson for a charity or sophontarian cause. Gain a level in Diplomat.
51	You make a good friend at a terrible party. Gain an Ally.
52	Your next production takes you far and wide. Gain 1d3 Contacts.
53	Your latest work is a big hit and you make lots of money. Gain an extra Cash Benefit roll.
54	You work on a historical production. Gain Drive (any) 1.
55	You become Rivals with a former colleague from a previous show or sensorium.
56	You catch the attention of an influential Noble. Gain a Contact and a +2 DM to your next Advancement throw.
61	Your next work requires you to learn a martial art. Roll Education 8+ to gain Melee (any) 1.
62	You gain a reputation for doing difficult or intellectual productions that gain critical praise but little box office. Take a –1 DM to all Cash Benefit rolls but also a +1 DM to all Material Benefit rolls.
63	You start a very public affair with a co-star. Gain a Rival (your lover's spouse) and roll Social Standing 8+ to avoid –1 Social Standing from the media backlash.
64	You end up too close to a pyrotechnic prop, which explodes in your face. Roll on the Injury Table (37 TMB, 5 CB2) and roll Dexterity 8+ or lose 1 Social Standing as you receive terrible facial scars. You may spend Cr 20,000 for cosmetic surgery when mustering out to correct this.
65	You work on a Navy or Marine recruitment film. Gain a Contact in the relevant service.
66	Your latest work is a major hit and you are propelled into the spotlight. You are automatically promoted.

MYSTIC WARRIOR

The Mystic Warrior career is suitable for a naturally aggressive yet philosophical alien race. The Mystic Warrior seeks to find their own path to enlightenment and true knowledge of the universe, and enjoys a fight or two along the way.

Qualification: Str 6+

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Explorer:** You travel the universe, looking for the truth in the unknown.
- **Guardian:** You guard the values of your species, and protect the souls of all those within your culture.
- **Seeker:** You seek the discovery of truth within yourself through science, research and philosophy.

CAREER PROGRESS

	Survival	Advancement
Explorer	Int 5+	Edu 5+
Guardian	End 5+	Int 6+
Seeker	Int 5+	Edu 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	+1 Str
2	2,000	+1 Dex
3	5,000	+1 End
4	5,000	Vehicle
5	10,000	Weapon
6	20,000	Ally
7	30,000	Contact

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Gun Combat (any)	Leadership
2	+1 Dex	Melee (any)	Zero-G
3	+1 End	Vacc Suit	Medic
4	Melee (any)	Survival	Flyer (any)
5	Carouse	Drive (any)	Mechanic (any)
6	Gambler	Flyer (any)	Engineer (any)

1d6	Explorer	Guardian	Seeker
1	Remote Ops	Heavy Weapons (any)	Social Science (Theology)
2	Astrogation	Melee (unarmed)	Diplomat
3	Space Science (any)	Tactics (Military)	Persuade
4	Navigation	Gun Combat (any)	Investigate
5	Sensors	Battle Dress	Streetwise
6	Pilot (any)	Recon	Social Science (any)



RANKS AND BENEFITS

Rank	Explorer	Skill/Benefit
0	Follower	Flyer or Drive (any) 1
1		
2	Wayfarer	Recon 1
3		
4	Explorer	Astrogation 1
5		
6	Discoverer	Pilot (any) 1

Rank	Guardian	Skill/Benefit
0	Warrior	Gun Combat (any) 1
1		
2	Defender	Tactics (Military) 1
3		
4	Guardian	Leadership 1
5		
6	Glorious Leader	+1 Soc

Rank	Seeker	Skill/Benefit
0	Searcher	Social Science (Theology) 1
1		
2	Seeker	Persuade 1
3		
4	Visionary	Diplomat 1
5		
6	Enlightened One	+1 Soc



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	War – You are sent to war to preserve your culture and species. Gain 1 Ally and 1d3 Enemies.
4	Crusade – Your community is attacked during a war. Throw Intelligence 8+ to avoid acquiring an injury.
5	Attack – You are attacked for your chosen path. Throw Dexterity 8+ to avoid acquiring an injury.
6	Heresy – You are accused of straying from your chosen path by your community's elders. Take –1 on a Benefit throw.
7	Injured – Throw once on the Injury Table (37 TMB, 5 CB2).
8	Pogrom – Your community is destroyed because of your chosen path. Throw Intelligence 8+ to avoid acquiring an injury.
9	Disaster – Your community is all but destroyed in a natural disaster. Take –1 on a Benefit throw.
10	Blood Ties – You rejoice in the deaths of your enemies in battle. Gain an Enemy and 1d3 Rivals.
11	Scandal – You are accused of violating one of the moral tenets of your faith. Gain an Enemy
12	Politics – Your society is embroiled in political upheaval rooted in your chosen path. Lose one Benefit throw.

EVENTS

d66	Events
11	You suffer a mishap. Throw on the Mishap table, but you are not ejected from your career.
12	You discover an assassination attempt against a senior member of your chosen path. Throw Dexterity 8+ to avoid being injured. Gain one of Sensors, Stealth or Remote Operations.
13	You are involved in a war with another species that does not understand your culture. Throw Endurance 8+ to avoid being injured. Gain one of Gun Combat (any), Melee (any) or Survival.
14	You are challenged to hand-to-hand combat by an off-worlder in a starport bar. Throw Strength 8+ to win. If you win, gain an Enemy and one level of Melee (Unarmed Combat). If you lose, take –1 to Social Standing and –1 to either of Strength or Endurance.
15	Your society is attacked by another over differences in beliefs. Throw Intelligence 8+ to avoid an injury. Gain one of Gun Combat (any), Stealth or Melee (any).
16	You are involved in trying to reclaim a site that is important to your chosen path from another religion. Throw Dexterity 8+ to avoid a roll on the Injury Table (37 TMB, 5 CB2). Gain one of Gun Combat (any) 1, Tactics (Military) 1 or Remote Operations 1.
21	You are involved in stamping out a heretical branch within your chosen path. Gain one of Investigate 1, Advocate 1 or Admin 1.
22	You discover corruption within the elders of your chosen path. Gain Investigate, Stealth or Streetwise.
23-24	Injured – Roll once on the Injury Table (37 TMB, 5 CB2).
25	You learn something that could be used to discredit a superior of a different path. If you choose to use it, Gain an Enemy. If you do not use it, gain an Ally and +1 on a Benefit throw.
26	You learn something that could be used to blackmail an elder. If you choose to blackmail the elder, gain +1 on a Benefit throw and an Enemy. If you do not use the information, gain an Ally.
31	You are accused of heresy against your chosen path. Throw Intelligence 8+ to avoid loss of 1 Rank. Either way, gain either Advocate or Deception.
32-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You are asked to work undercover. Gain one of Streetwise 1, Gambler 1, Deception 1 or Carouse 1.
42	You defend your superiors against an enemy from an opposing path. Gain one of Gun Combat (any) 1, Melee (any) 1 or Sensors 1.
43	You are sent into space on a mission. Gain one of Vacc Suit 1, Zero-G 1 or Gunner (Turret) 1.
44	You go on a personal pilgrimage to learn the truth of your chosen path. Gain one of Survival 1, Streetwise 1 or Social Science (Theology) 1.
45	You spend time studying your chosen path. Gain one of Social Science (Theology) 1, +1 Education or Admin 1.
46	You are part of a diplomatic mission. Gain one of Streetwise 1, Advocate 1 or Carouse 1.
51	You are assigned to protect a high elder of your chosen path. Gain one of Steward 1, Carouse 1 or Admin 1.
52	You receive advanced training. Gain any skill at Level 1.
53-54	Injured – Roll once on the Injury Table (37 TMB, 5 CB2).
55	You are cross-trained in another specialty. Throw a specialist skill in any of the other two specialties. You may transfer to that specialty next term if desired.
56	You are assigned to train new recruits to your chosen path. Gain one of Admin 1, Leadership 1 or Deception 1.
61	You are sent on a secret mission. Gain one of Deception 1, Survival 1 or Stealth 1.
62	Your quick thinking saves your comrades from disaster. Gain either Leadership or Tactics (Military).
63	You are noticed by a superior who treats you as his protégé. Gain +2 on your next Advancement throw and a Contact.
64	Your hard work has paid off. Gain +2 on your next Advancement throw.
65	Your thoroughness saves a superior from embarrassment. Gain +4 on your next Advancement throw and an Ally.
66	Your devotion to your chosen path to the truth has been noticed. You are automatically promoted.

POLITICIAN

By force of will and personality, this person wants to influence the world around them. Whether for ideology, to help people, or just for the thrill of power, a Politician is driven by ambition.

Qualification: Edu or Soc 6+
-1 for every previous career.

Assignments: Choose one of the following:

- **Legislator:** You sit in council chambers or parliaments, proposing, debating, or making laws and policy.
- **Apparatchik:** You work behind the scenes, to gain influence for your faction through fair means or foul. It is your job to make sure everyone toes the party line.
- **Technocrat:** You are a political appointee that manages civil servants or runs government departments or agencies.

CAREER PROGRESS

	Survival	Advancement
Legislator	Int 6+	Soc 6+
Apparatchik	Soc 5+	Int 7+
Technocrat	Int 4+	Edu 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	none	Contact
2	10,000	+1 Int
3	20,000	+1 Edu
4	30,000	Ally
5	40,000	2 Ship Shares
6	50,000	TAS or +1 Soc
7	100,000	Yacht

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Int	Advocate	Art (any)
2	+1 Edu	Art (any)	Medic
3	+1 Soc	Social Science (any)	Computers
4	Gun Combat (any)	Persuade	Leadership
5	Gambler	Diplomat	Language (any)
6	Carouse	Admin	Any Science (any)

1d6	Legislator	Apparatchik	Technocrat
1	Advocate	Deception	Trade (any)
2	Admin	Persuade	Admin
3	Diplomat	Advocate	Advocate
4	Persuade	Investigate	Computers
5	Deception	Recruiting	Any Science (any)
6	Leadership	Admin	Investigate



RANKS AND BENEFITS

Rank	Legislator	Skill/Benefit
0	Candidate	
1	Councillor	Diplomat 1
2	Deputy	
3	Delegate	Advocate 1
4	Representative	
5	Senator	Leadership 1
6	Executive	

Rank	Apparatchik	Skill/Benefit
0	Party Member	
1	Researcher	Advocate 1
2	Party Worker	
3	Spokesperson	Persuade 1
4	Party Official	
5	Vice-Chair	Deception 1
6	Chairperson	

Rank	Technocrat	Skill/Benefit
0	Clerk	
1	Assistant	Admin 1
2	Supervisor	
3	Manager	Investigate 1
4	Secretary	
5	Director	Leadership 1
6	Minister	



MISHAPS

2d6	Mishap
2	Assassin! – You are severely injured in assassination attempt. Roll on the Injury Table (37 TMB, 5 CB2).
3	Collaborator – You are caught giving succour to the enemy. Roll Advocate 8+ to clear your name or take –1 Social Standing and go to prison next term.
4	Corruption – You are implicated in corruption, and must resign. Roll Advocate 8+ to avoid losing –1 Social Standing.
5	Cover-Up – You are exposed as perpetrating a cover-up. Roll Advocate 8+ or go to prison next term, though you get to keep this term's Benefit throw because of the loyalty of your political masters.
6	Ruined – You are accused of a perceived perversion. Though innocent, your reputation is in tatters. –1 Social Standing.
7	Conflict – You are implicated in a conflict of interest, and must resign.
8	Lost Election – Your faction loses a big election, and you are the scapegoat. Roll Persuade 8+ to keep your Benefit throw this term.
9	Brought Low – A Rival manages to bring you down. Roll Persuade 8+ or an Ally becomes an Enemy.
10	Exposed – You are exposed by the media in a scandal. Your Allies become Enemies, and you lose –1 Social Standing.
11	Exile – Your faction loses a terrible fight, and you must go into exile.
12	Retreat – There is a revolution, and you are on the losing side. Escape off world, and roll Persuade or Deception 8+ to avoid an injury.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	You leave the cut and thrust for a spell to spend some more time with your family. Take a –2 DM to your next Advancement roll, but gain either Animals 1, Steward 1, Art (any) 1, or Persuade 1.
13	You work as a community organiser. Gain 1d3 Contacts.
14	You volunteer your time for charity work. Roll Intelligence 8+, if you succeed it helps your career, gaining a +2 to your next Advancement roll and an Ally. If you fail take a –2 to your Advancement roll and gain a Rival who seeks to capitalise on your misfortune.
15	You are given the opportunity for graft. If you go for it, roll Deception 8+ to gain an extra Benefit throw. Fail and take –1 Social Standing as your corruption is discovered. If you resist temptation you can walk away with no penalty.
16	You spend a lot of time travelling in space. Roll Intelligence 8+ to gain one from Vacc Suit 1, Zero-G 1, Carouse 1, or Steward 1.
21	You spend some time in the company of one of your most persistent opponents. Roll Persuade or Diplomat 8+ to turn an Enemy or Rival into an Ally.
22	You spend some time networking. Gain 1d3 Contacts.
23	You audit a government department. Roll Computers or Investigate 8+ to gain Deception 1, Admin 1, or Persuade 1.
24	Your department is the source of a major leak. Roll Investigate 8+ to find it, gain a +2 DM to your next Advancement throw.
25-26	You take part in a hard fought election. Roll Persuade 8+ to gain a +2 DM to your next Advancement roll.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	Terrorists attack a Party gathering. Roll Dexterity 8+ to avoid Injury, and if you succeed take one of Gun Combat (any) 1, Melee (any) 1 or Leadership 1.
42	You gain a Contact in the opposition, but also a Rival in your own faction who does not like the company you keep.
43	You work within the military-industrial complex. Roll Education 8+ to gain either Broker 1, Admin 1, Engineer (any) 1 or Any Science 1.
44	A colleague becomes a bitter opponent. Gain a Rival.
45	A friend gets themselves into trouble. You can help them by rolling Advocate 8+, thereby gaining an Ally, but if you fail you take –1 Social Standing. If you disown them, roll Persuade 8+ to avoid them becoming an Enemy.
46	Your boss asks you to brazenly lie to the public. Roll Deception 8+ to gain a +2 DM to your next Advancement roll. Fail, and take a –2 DM instead.
51	You spend time with the diplomatic corps. Roll Intelligence 8+ to gain Diplomat 1, Steward 1, any Language 1, or Investigate 1.
52	You work hard and play hard. Gain Carouse 1 but roll Endurance 8+ to avoid an addiction to alcohol or narcotics.
53	You cultivate a relationship with a journalist. Roll Persuade 8+ to gain them as an Ally, else just gain them as a Contact.
54	A former lover blackmails you. Either give up a Benefit throw or roll Deception 8+ to avoid a Mishap (but not be ejected).
55	You are assigned to work with the intelligence community. Gain a Contact and either Streetwise 1, Deception 1, Admin 1, or Computers 1.
56	You stake your reputation on a point of principle. Roll Advocate 8+ to gain +1 Social Standing. If you fail, take –1 Social Standing.
61	You become a speech writer for your leader. Roll Art 8+ to gain a +4 DM to your next Advancement roll.
62	You are tasked with ruining the reputation of a party grandee. Roll Persuade or Deception 8+ get them out of the way, and gain them as an Enemy. Fail, gain your boss as an Enemy and take a –2 DM to your next Advancement roll.
63	You spend time amongst the pillars of the establishment. Roll Persuade 8+ to gain either Diplomat 1 or Social Standing +1.
64	You get married for political reasons. +1 Social Standing.
65	You are mentored by one of the 'big beasts' of your faction. Gain an Ally or a +4 DM to your next Advancement roll.
66	You are the man, or woman, or sophont, of the moment. You are automatically promoted.

PORT AUTHORITY

The employees of the Port Authority operate the down ports and high ports that keep commerce flowing between the stars. They are part border guard and part teamster. Often the Port Authority is independent of the world government.

Qualification: Dex 6+
-1 DM for every previous career

Assignments: Choose one of the following:

- **Inspector:** You spend your time inspecting ships and cargoes, making sure that illegal items are not smuggled onto or off of the planet.
- **Controller:** You work in port operations, controlling ship traffic, assigning landing slots and controlling movement onto and off of the planet.
- **Stevedore:** You are one of the workers moving cargo to and from the ships and operating the repair facilities.

CAREER PROGRESS

	Survival	Advancement
Inspector	Int 6+	Edu 6+
Controller	Edu 5+	Int 7+
Stevedore	Dex 6+	Int 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Contact
2	5,000	+1 Int
3	5,000	Ship Share
4	10,000	Weapon
5	10,000	Ally
6	20,000	TAS
7	50,000	2 Ship Shares

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Dex	Vacc Suit	Pilot (small craft)
2	+1 End	Zero-G	Astrogation
3	+1 Int	Admin	Gunner (any)
4	Athletics	Investigate	Engineering (any)
5	Carouse	Streetwise	Space Science (any)
6	Flyer (any)	Sensors	Medic

1d6	Inspector	Controller	Stevedore
1	Investigate	Sensors	Comms
2	Advocate	Sensors	Remote Operations
3	Sensors	Computers	Mechanic
4	Persuade	Comms	Engineering (any)
5	Broker	Remote Operations	Sensors
6	Diplomat	Astrogation	Vacc Suit



RANKS AND BENEFITS

Rank	Inspector/Controller	Skill/Benefit
0	Officer	
1	Senior Officer	Vacc Suit 1
2	Detective	
3	Senior Detective	Investigate 1
4	Sergeant	
5	Supervisor	Advocate 1
6	Director	

Rank	Stevedore	Skill/Benefit
0	Worker Assistant	
1	Worker	Vacc Suit 1
2	Senior Worker	
3	Crew Chief	Remote Ops 1
4	Supervisor	
5	Manager	Admin 1
6	Director	



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Gang War – A gang threatens you and forces you to flee for your life. Gain 1d3 Enemies.
4	Betrayed – One of your Contacts or Allies has betrayed you. Turn one of your Contacts or Allies into a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by a stranger and gain an Enemy.
5	Convicted – You are (rightly or wrongly) convicted of smuggling and enter the Prisoner career next term.
6	Pirates – Pirates attack your facility. Throw Dexterity 8+ to avoid rolling on the Injury Table.
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Burned Out – The stress of your job causes you to have a breakdown. Take –1 DM on your next Qualification roll.
9	Smugglers – You are accused of working with smugglers or of being one of the smugglers. Gain a Rival.
10	Sickness – You contract a rare disease from a starship crew. Permanently lose 1 point from a physical characteristic.
11	Sabotaged – A co-worker ruins your career to better her own. Gain an Enemy.
12	Crash – An error on your part causes a starship to crash, killing several people. Gain 1d3 Enemies.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	Pirates threaten you or your family. If you agree to pass them information, gain a +1 DM on one Benefit roll. If you refuse, gain an Enemy.
13	Through the incompetence of another worker, you are injured. Roll twice on the Injury Table and take the higher result. Gain a Rival.
14	You are caught in a fire fight between the Port Police and smugglers. Throw Melee 8+ or Gun Combat 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
15	Another worker is jealous of your work and tries to ruin your career. Gain an Enemy. Throw Intelligence 8+. If you fail, take –2 DM on your next Advancement roll.
16	There is an explosion on your ship or station. Roll Dexterity 8+. If you succeed, gain one level of Vacc Suit or Zero-G. If you fail, Roll on the Injury Table (37 TMB, 5 CB2).
21	You are asked to participate in smuggling. If you accept, throw Intelligence 8+. If you succeed, gain a level of Deception or Stealth. If you fail, take –2 DM on your next Advancement roll. If you refuse to be involved gain a Rival.
22	A trader accuses you of corruption. Throw Advocate 8+ or Education 10+. If you succeed, gain +1 Social Standing. If you fail, lose one Benefit roll. Either way gain Advocate 1.
23	You are assigned to a boring, remote outpost. Throw Intelligence 8+. If you succeed, gain Gambler 1 or Carouse 1. If you fail, take a –1 DM on your next Advancement.
24	You discover something about your boss that would ruin his career. If you choose to use it, gain a +2 DM on your next Advancement. If you don't use it gain an Ally.
25	Part of a space habitat collapses and you are sent to help with the survivors. Throw Investigate 8+ or Dexterity 8+. If you succeed, gain +1 Social Standing or +1 to a Benefit roll. If you fail, take a –1 Social Standing.
26	An inspection goes wrong. Throw Dexterity 8+. If you succeed, gain Melee (any) 1 or Vacc Suit 1. If you fail, gain an Enemy.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You make friends with a wide variety of Travellers. Gain 1d3 Contacts.
42	You are assigned to a training mission in another system. Gain Language (any) 1 or Instruction 1.
43	You are assigned to an SBD crew. Roll on a Space Patrol Speciality Skill Table (28 CB1) and on the Space Patrol Event table (29 CB1). You may transfer to the Space Patrol (28, 29 CB1) next term without a Qualification roll.
44	You are assigned to a training crew. Gain one level of Instruction. Throw Education 8+. If you succeed, gain a Contact. If you fail, gain a Rival.
45	You spend a lot of time outside of the spaceship or habitat. Gain one level of Vacc Suit or Zero-G.
46	You are assigned to orbital salvage detail. Throw Intelligence 8+. If you succeed, gain one of the following: Pilot (Small Craft) 1, Astrogation 1, Engineering (any) 1 or Mechanic 1.
51	You spend your downtime exploring the planet. Gain Navigation 1, Survival 1 or Recon 1.
52	You are assigned advanced technical training. Throw Intelligence 8+. If you succeed, gain one level of Mechanic, Engineering (any) or Trade (any).
53	You uncover a smuggling ring. Gain a +1 DM on one Benefit roll and transfer into Space Patrol or Agent (Law Enforcement) careers next term without a Qualification throw.
54	You join a weekly poker night. Throw Intelligence 8+. If you succeed, gain an extra Benefit roll. If you fail, lose a Benefit roll. Either way gain Gambler 1 or Deception 1.
55	You are given advanced training. Increase any skill you already have by one level.
56	You are asked to participate in a corruption investigation. If you accept, throw Intelligence 8+. If you succeed, gain Investigate 1 or Deception 1. If you fail, gain a Rival.
61	Your work is featured in a TriVee documentary. Gain +1 Social Standing and +1 DM on one Benefit roll.
62	You come into contact with Nobles or a famous person. Gain Carouse 1 and gain the Noble as a Contact.
63	You work hard and gain a +2 DM on our Advancement roll.
64	You are awarded a bonus for your hard work. Gain an extra Benefit roll.
65	You are noticed by a superior. Gain a +4 DM on your next Advancement roll due to her influence. Gain a Contact.
66	Your hard work is noticed. You are automatically promoted.

PRISONER

People are incarcerated for a variety of reasons – some fall afoul of the law, while others are imprisoned for political reasons. This career covers a one term incarceration that may be the result of an Event or Mishap roll in another career.

Qualification: Special – at the discretion of the Referee only.

Assignments: Select from one of the following types of custody:

- **Convict:** You have broken the laws of your society and are paying your debt to society in the big house.
- **Gulag:** You are a political prisoner of your own government.
- **POW:** You are a prisoner of war, waiting for the fighting to end.

CAREER PROGRESS

	Release	Parole
Convict	End 5+	Int 6+
Gulag	End 6+	Edu 6+
POW	Edu 5+	Int 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	None
2	0	None
3	1,000	+1 Edu
4	1,000	+1 Int
5	2,000	Contact
6	2,000	Ally
7	5,000	Ally

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	-1 Physical Stat	Admin
2	+1 Dex	None	Advocate
3	+1 End	Streetwise	Computers
4	+1 Edu	Melee (Unarmed)	Language (any)
5	Carouse	Stealth	Medic
6	Gambler	Deception	Melee (any)
1d6	Convict	Gulag	POW
1	-1 Physical Stat	-1 Physical Stat	-1 Physical Stat
2	None	None	None
3	Melee (any)	Animals (Farming)	Melee (any)
4	Athletics (any)	Survival	Recon
5	Trade (any)	Diplomat	Leadership
6	Animals (Farming)	Interrogation	None

- -1 Physical Stat indicates the loss of one point to the player's choice of Strength, Dexterity or Endurance.
- None indicates no skill or benefit is received.

RELEASE AND ADVANCEMENT

Release: Instead of a Survival roll, prisoners throw for Release. If you fail the release roll, throw on the Mishap table and your character remains in prison for another term. If you pass the Release roll throw for an Event and for Parole and at the end of the term the character is released from prison.

Parole: If a prisoner is successful at their Parole roll, then they are NOT on parole next term. If they fail their Parole roll, then they are on Parole next term and must check in with a Parole Officer (Law Enforcement) every week. This limits their options for future careers for their next term.

Skills: Prisoner characters gain a skill roll each term and another skill for passing their Parole roll.

Social Standing: For Convict and Gulag prisoner characters, subtract one point of Social Standing for each term of imprisonment. Social Standing cannot be reduced to below zero by this rule. Do not apply this rule to POWs, as Rank and Social Standing remain important factors for POWs and those imprisoning the character.



MISHAPS

1d6	Mishap
1	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
2	Shanked – You are attacked in the prison exercise yard. Roll on the Injury Table (37 TMB, 5 CB2), but you are still released at the end of this term.
3	Fighting – You are caught fighting by the prison officers. Throw Melee 8+ or Dexterity 10+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
4	Trustee – You have a skill or talent that the prison officers find useful. They manipulate the system to ensure that you stay in prison another term. Gain a prison Governor as a Rival.
5	Segregation – You are caught doing something you shouldn't or are in the wrong place at the wrong time. You are placed in the prison's segregation unit. Throw Social Standing 8+. If you fail, take –1 to your choice of any physical characteristic. Gain an Enemy.
6	Escape – You are part of a group that escaped from prison. Roll Stealth 8+. If you succeed, you escape but you suffer a –2 DM on all Qualification rolls except Drifter and Rogue and gain an Enemy (Bounty Hunter). If you fail, you are caught and must roll on the Injury Table (37 TMB, 5 CB2).

EVENTS

2d6	Events
2	Disaster! Roll on the Mishap table, but you are still released at the end of this term.
3	There is a riot in your prison. If you choose to join in throw Melee 8+ or Dexterity 9+. If you succeed, you are not punished and gain Melee (any) 1 or Tactics (Military) 1. If you fail, roll on the Injury Table (37 TMB, 5 CB2). If you do not choose to riot, gain 1d3 Rivals.
4	You are offered the chance to assist the prison officers in breaking up a drug ring in the prison. If you accept, roll Deception 8+ or Streetwise 8+. If you succeed, gain Investigate 1 or Streetwise 1. If you fail, roll on the Injury Table (37 TMB, 5 CB2). If you refuse, gain the prison officer as a Rival.
5	You make friends with a diverse group of people while in prison. Gain Language (any) 1 and 1d3 Contacts.
6	You are part of a group that is plotting an escape attempt. Roll Deception 8+ or Stealth 8+. If you succeed, you are not caught and gain Deception 1 or Streetwise 1. If you fail, your plot is discovered and you lose one Benefit roll to keep out of trouble.
7	Life Event – Even in prison life goes on. Roll on a Life Event Table (34 TMB, 12, 13 CB1).
8	You are part of a group that provides things for other inmates. Roll Streetwise 8+ or Intelligence 10+. If you succeed, gain a +1 DM on one Benefit roll. If you fail, take a –1 DM on one Benefit roll.
9	A prison officer or another prisoner takes a personal interest in you. If you agree to the personal contact, gain an Ally. If you refuse, gain an Enemy. Either way you gain Deception 1 or Steward 1.
10	You are part of a prison gang. Gain 1d3 Contacts (Rogues) and 1d3 Enemies (Rogues).
11	You learn from the other inmates, or teach them. Gain a Level 1 in any Level 0 skill you possess or gain Instruction 1.
12	You spend your time in prison keeping your head down and your nose clean. You are automatically released on parole.



0096100238874331
PERV-CRIMES
20 YEARS MAX SECURITY



3132246752011896
ARSON & SEDITION
10 YEARS REMEDIAL THERAPY



9542702666513700
MULTIPLE MURDER
30 YEARS HARD LABOUR

PUPPETEER

Puppeteers are curious individuals who want to explore the universe and influence events in a subtle, unseen manner. This often involves the covert observation of others and can lead the Puppeteer into contact with many fascinating societies and species.

Qualification: Int 7+

–2 DM if aged 26 or less.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Ambassador:** You were attached to an ambassadorial mission, negotiating trade and other agreements.
- **Covert Contact:** You were assigned to an exploration ship on the edge of known space and covertly made contact with other races.
- **Manipulator:** You carried out research on whole populations and used the data to try to predict future events.

CAREER PROGRESS

	Survival	Advancement
Ambassador	Int 5+	Edu 7+
Covert Contact	Int 6+	Edu 6+
Manipulator	Edu 4+	Int 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	+1 Int
2	5,000	+1 Edu
3	10,000	+1 Soc
4	20,000	Specialist Equipment
5	30,000	Mid Passage
6	40,000	High Passage
7	50,000	Explorer ship

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 10)
1	+1 Str	Vacc Suit	Leadership
2	+1 Dex	Computers	Medic
3	+1 End	Engineering (any)	Instruction
4	+1 Edu	Drive or Flyer (any)	Melee (any)
5	Gambler	Remote Operations	Tactics (any)
6	Carouse	Stealth	Gun Combat (any)

1d6	Ambassador	Covert Contact	Manipulator
1	Admin	Sensors	Manipulation
2	Carouse	Pilot (any)	Instruction
3	Diplomat	Space Science (any)	Computers
4	Persuade	Astrogation	Social Science (any)
5	Trade (any)	Zero-G	Investigate
6	Broker	Recon	Psychohistory



RANKS AND BENEFITS

Rank	Ambassador	Skill/Benefit
0	Attaché	Admin 1
1		
2	Secretary	Persuade 1
3		
4	Counsellor	Diplomat 1
5		
6	Ambassador	Manipulation 1

Rank	Covert Contact	Skill/Benefit
0	Explorer	Pilot (any) 1
1		
2	Median	Survival 1
3		
4	Superior	Astrogation 1
5		
6	Prime	Leadership 1

Rank	Manipulator	Skill/Benefit
0	Minor	Computers 1
1		
2	Median	Stealth 1
3		
4	Superior	Manipulation 1
5		
6	Prime	Psychohistory 1



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Banished – A Manipulation goes terribly wrong and you are banished from your society. You must take the Drifter career next term.
4	Illness – You contract a life-threatening illness. Throw Endurance 8+ to avoid losing two points of Endurance.
5	Collateral Damage – One of your manipulations causes financial or personal ruin for someone. Gain that person as an Enemy.
6	Failed Contact – You are involved in a First Contact mission with a new society and things go badly. Gain a Rival and take –1 Social Standing due to the bad publicity this failure causes.
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Failure – A manipulation goes poorly and you are blamed. Gain 1d3 Rivals.
9	Captured – You are caught while working in a hostile society and are imprisoned. You must enter the Prisoner (POW) career next term.
10	Foiled – You are tricked into revealing the details of a large-scale manipulation. The Manipulator involved becomes a Rival.
11	Betrayed – Your activities have been exposed and you are betrayed by an Ally. Change one Ally into a Rival, if you have no Allies, gain a Rival anyway.
12	Diplomatic Faux Pas – You accidentally upset a minor dignitary. Lose one Benefit roll upon mustering out.

EVENTS

2d6	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	A diplomatic mission goes badly. Throw Social Standing 8+ or Manipulation 8+. If you fail, lose a Benefit roll.
13	You are attacked by primitives during a mission. Throw Dexterity 8+ or Melee 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
14	Your efforts to uplift a primitive society backfire and they become barbarian pirates. Throw Deception 8+ or Social Standing 10+. If you fail, lose a Benefit roll.
15	Your ship is attacked while trying to deliver high tech items to a primitive race. Throw Dexterity 10+ or Vacc Suit 8+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
16	Internal politics disrupt your mission. Throw Social Standing 10+ or Diplomat 8+. If you fail, take a –2 DM on your next Advancement roll.
21	You learn something about a superior that would ruin their career. If you choose to use it against them, gain a +2 DM on your next Advancement roll and an Enemy. If you don't use it, gain an Ally and a +1 DM on one Benefit roll.
22	The success of your trade mission depends on your quick thinking and skills. Throw Intelligence 8+ or Deception 8+. If you succeed, gain an additional Benefit roll. If you fail, lose a Benefit roll.
23	You are caught in an explosion and can try to save a fellow sophont. If you try to save them, throw Dexterity 8+. If you succeed, gain an Ally. If you fail, gain a Rival. No matter what you decide, you receive 1d6*10 Rads of radiation exposure.
24	You go undercover within a society as a low level worker, such as a janitor. Gain one of the following: Trade (any) 1, Mechanic 1 or Steward 1.
25	You receive advanced driving training. Gain one of the following: Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1.
26	While observing a society you develop a group of contacts. Gain 1d3 Contacts.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	Your group is attacked by locals. Throw Dexterity 8+. If you succeed gain Melee (any) 1, Gun Combat (any) 1 or Survival 1. If you fail, roll twice on the Injury Table and take the higher result.
42	You are part of a diplomatic mission to a high tech race. Throw Intelligence 8+ or Any Science 8+. If you succeed, gain one of the following: Mechanic 1, Engineering (any) 1 or Trade (any) 1. If you fail, lose a Benefit roll.
43	You spend time expanding the borders of known space. Throw Education 8+. If you succeed, gain one of the following: Astrogation 1, Space Science (any) 1 or Engineering (any) 1. If you fail, take a –1 DM on your next Advancement roll.
44	When dealing with an alien race, you have the chance to gain extra intelligence about them. Throw Investigate 8+ or Intelligence 10+. If you succeed, gain an Ally and a +1 DM on your next Advancement roll. If you fail, roll the Mishap table, but you are not ejected from this career.
45	You spend time on a primitive planet observing the locals. Throw Intelligence 8+. If you succeed, gain one of the following: Survival 1, Recon 1, or Navigation 1.
46	You receive advanced training. Throw Education 8+. If you succeed, increase any skill you already have by one level.
51	You are given credit for a minor manipulation that results in a beneficial outcome. Gain one of the following: Manipulation 1, Persuade 1 or +1 Education.
52	You are part of a trade team tasked with opening up trade with a previously un-contacted society. Gain one of Persuade, Diplomat, Trade (any) or Broker.
53	You are associated with a successful manipulation to increase a primitive society's Tech Level. Gain one level of the Service Skill of your choice.
54	You are assigned to assist in the development of a new interstellar navigation system. Gain either Computers or Astrogation.
55	You are sent to educate children of another species. Gain one from +1 Edu, Language (any), Any Science (any) or Instruction.
56	You become involved in psychohistorical research. Gain one level of Psychohistory or Manipulation.
61	You are offered a leading role in a new mission. Gain +1 Social Standing.
62	Your superiors reward your hard work and dedication. Gain a +2 DM on your next Advancement roll.
63	You are rewarded for a successful mission. Gain +1 DM on one Benefit roll.
64	A senior puppeteer befriends you. Gain +4 DM on your next Advancement roll due to their help.
65	You persuade the leader of a hostile planet not to launch an attack on your worlds near their space. Gain one level of Diplomat.
66	You prevent a major interstellar incident. You are automatically promoted.

SECRET POLICE

Whether a true dictatorship or a managed democracy, authoritarian rule requires the apparatus of the security state. The secret policeman works behind the scenes, incriminating and intimidating the opposition, and in public, showing the people that fear and obedience is the only way to behave.

Qualification: End 5+
-1 DM for every previous career.

Assignments: Choose one of the following:

- **Analyst:** Signals and surveillance is your specialty, closed circuit television, stealth drones, and miniature bugs are your tools of the trade.
- **Plain Clothes:** You are at home both in the interrogation room and as an agent provocateur on the picket lines. You get up close and personal.
- **Spetznaz:** The heavy mob, the bovver boys, the boot stamping on a sophont's face for all eternity.

CAREER PROGRESS

	Survival	Advancement
Analyst	Int 4+	Edu 8+
Plain Clothes	End 5+	Int 7+
Spetznaz	Str 6+	End 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	500	Contact
2	1,000	Surveillance Equipment
3	3,000	+1 Edu
4	5,000	Weapon
5	10,000	Armour
6	20,000	Combat Implant
7	50,000	Armoured Vehicle

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Investigate	Tactics (Military)
2	+1 Dex	Gun Combat (any)	Advocate
3	+1 End	Streetwise	Leader
4	+1 Int	Deception	Admin
5	+1 Edu	Drive or Flyer (any)	Medic
6	Carouse	Sensors	Interrogation

1d6	Analyst	Plain Clothes	Spetznaz
1	Sensors	Investigate	Gun Combat (any)
2	Comms	Melee (any)	Melee (any)
3	Computers	Streetwise	Athletics (any)
4	Admin	Persuade	Gun Combat (any)
5	Any Science (any)	Interrogation	Stealth
6	Remote Operations	Admin	Recon



RANKS AND BENEFITS

Rank	Analyst	Skill/Benefit
0	Signals Clerk	Comms 1
1		
2	Signals Specialist	Computers 1
3		
4	Senior Analyst	Admin 1
5		
6	Archivist	

Rank	Plain Clothes	Skill/Benefit
0	Constable	Streetwise 1
1		
2	Sergeant	Investigate 1
3		
4	Inspector	Advocate 1
5		
6	Commandant	

Rank	Spetznaz	Skill/Benefit
0	Trooper	Gun Combat (any) 1
1		
2	Squad Leader	Tactics (Military) 1
3		
4	Strike Leader	Leader 1
5		
6	Force Leader	



MISHAPS

d66	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Revolution – The government you work for falls in a revolution, and you must flee from the vengeance of the new regime. Gain 1d3 Enemies.
4	Turn Coat – You turn against your employers, finally sickened by the job you perform, but are found out. Roll Advocate 8+ or go to the gulag next term. If you avoid prison, roll on the Draft for your next career.
5	Betrayed – You are betrayed by another agent. Change one of your Allies or Contacts into an Enemy or Rival. If you have no Contacts or Allies, then the betrayal was from a stranger and you still gain an Enemy.
6	Scapegoat – Your unit gets carried away, and a massive civilian death toll results. Your superiors need a scapegoat, and you are it. Gain 1d6 Enemies for your troubles.
7	Riot! – Injured in a riot. Roll on the Injury Table (37 TMB, 5 CB2).
8	Tainted – You are captured by the opposition. Although recovered by your own side in a raid, you are now considered tainted and forced to leave the service.
9	Suspect – You are suspected of treason, and are interrogated to the fullest measure. Roll Endurance 10+ or roll on the Injury Table (37 TMB, 5 CB2). In any case, your career is over, and you spend the next term in prison.
10	Your unit is purged by the ruling faction. You and your family and associates must flee or be executed. Gain an Enemy.
11	Blown Cover – An operation goes wrong, and your cover is blown. With your identity public, your career is over. Gain 1d3 Enemies.
12	Fugitive – You are burned by a superior, a scapegoat to their agenda. Gain an Enemy and become a fugitive.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	You take part in suppressing a rebellious district. Roll Melee or Gun Combat 8+ to avoid injury, and if you succeed take one of Leader, Tactics (Military), Explosives, or Heavy Weapons.
13	You are suspected of treason, and interrogated. Roll Investigate or Persuade 8+ or be ejected from the career. <i>Roll on the Injury Table (37 TMB, 5 CB2) (37 TMB, 5 CB2) whatever the result.</i>
14	You have the opportunity to implicate an enemy or rival in sedition. Roll Deception 8+ to eliminate your target, else take a –2 DM on your next Advancement roll.
15	You acquire a network of contacts among the opposition. Roll 1d6 contacts.
16	You have the opportunity to turn an enemy into a double agent. Roll Persuade 8+ and if you succeed, an enemy becomes a contact. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
21	One of your contacts gets into trouble. Roll Streetwise or Admin 8+ to gain them as an Ally, or else lose the contact forever.
22	Your family is arrested for treason. Either disown them and continue your career or stand by them and roll on the Mishap Table.
23	You are sent on a black flag operation. Roll Deception or Streetwise 8+ to gain either one from Explosives 1, Melee (any) 1, Computers 1, or Medic 1. If you fail, roll on the Injury Table (37 TMB, 5 CB2). Gain 1d3 Enemies in either case.
24	You have the opportunity to make a little on the side during your investigations. Roll Streetwise 8+ and gain a +2 DM to any Benefit throw. If you fail, gain a Rival who knows you are dirty, but cannot prove it.
25-26	You are assigned to a surveillance operation. Roll Sensors or Comms 8+, and gain one from Stealth 1, Recon 1, Streetwise 1, or Investigate 1.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You go undercover among the opposition. Take Deception 1 and take your next term in the Citizen, Drifter, or Guerrilla career. During the next term, roll Deception 8+ or roll on the Injury Table (37 TMB, 5 CB2). You may return to this career the following term.
42	You go undercover inside the military. Gain Deception 1 and take your next term from either the Army, Marine, or Navy career. You may return to this career the following term.
43	You go undercover among the criminal underworld. Take Deception 1 and take your next term from the Rogue career. During the next term, roll Deception 8+ or roll on the Injury Table (37 TMB, 5 CB2). You may return to this career the following term.
44	You go undercover among the political establishment. Take Deception 1 and take your next term from the Politician career. During the next term, roll Deception 8+ or roll on the Injury Table (37 TMB, 5 CB2). You may return to this career the following term.
45	You go undercover inside your own career, gathering information on a rival for a superior. Take Deception 1. Roll Deception 8+ or roll on the Injury Table (37 TMB, 5 CB2).
46	A gambling ring forms amongst your comrades and you are invited to join. Throw Gambler 8+ or Intelligence 8+. If you succeed, gain an extra Benefit roll. If you fail, lose a Benefit roll. Either way, gain a level of Gambler.
51	You take specialist training as an interrogator. Gain Investigate, Medic, Interrogation, or Persuade.
52	You are given specialist vehicle training. Gain one from Drive (any) 1, Flyer (any) 1, or Seafarer (any) 1.
53	You are assigned to an orbital facility. Throw Intelligence 8+. If you succeed, gain one from Pilot (small craft) 1, Vac Suit 1, Comms 1, or Zero-G.
54	You take part in a long stakeout. Throw Education 8+. If you succeed, gain one from Remote Operations, Sensors or Comms.
55	A black op goes awry. Roll Endurance 8+ or roll on the Injury Table (37 TMB, 5 CB2). If you succeed gain one from Gun Combat (any) 1, Melee (any) 1, Athletics (any), Stealth 1, or Recon 1.
56	You are assigned to interrogate the son or daughter of a superior. Roll Investigate or Persuade 8+ to get a confession, else gain an Enemy and take a –4 DM to your next Advancement roll.
61	You have the opportunity to eliminate a superior through subterfuge. Roll Deception 10+ to get rid of your boss and gain a promotion. If you fail by more than 3 you must throw Advocate 8+ or roll a Mishap and be ejected from the career. Gain an Enemy either way.
62	You gain a reputation as a hardliner who uses excessive force. Gain 1d3 Enemies and a Contact.
63	An ambitious underling tries to undermine your position. Gain a Rival and roll Admin 8+ or lose a Benefit throw
64	You learn that a senior politician is a traitor to the regime. Either use the information to extort an extra Benefit throw from them, or turn them in and get a +2 DM to your next Advancement roll. Gain an Enemy either way.
65	You gain the trust of an influential politician. Gain an Ally, and either take Social Standing +1 or a +4 DM on your next Advancement roll.
66	You serve your political masters faithfully and with enthusiasm, and you are automatically promoted.

SLAVE

Most societies do not allow a sentient being to be owned as property, but it still happens and in some societies it is institutionalised and government run.

Qualification: Special

The Slave career is only available with Referee approval. Failing a Survival roll does not automatically eject you from this career.

Assignments: Choose one of the following:

- **Labourer:** You work in the fields or at heavy labour doing the work that no one else wants to do.
- **Recreation:** You are a companion to your master/mistress and exist only to please them.
- **Servant:** You are a housekeeper, butler or other type of domestic help.

CAREER PROGRESS

	Survival	Advancement
Labourer	End 5+	Str 7+
Recreation	Int 5+	Dex 7+
Servant	Dex 5+	Edu 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	Contact
2	0	Ally
3	500	+1 Int
4	1,000	Contact
5	1,000	Blade
6	2,000	Ally
7	3,000	Ship Share

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Steward	Gun Combat (any)
2	+1 Dex	Steward	Advocate
3	+1 End	Athletics (any)	Broker
4	+1 Int	Carouse	Computers
5	Deception	Deception	Engineer (any)
6	Carouse	Stealth	Jack of All Trades
1d6	Labourer	Recreation	Servant
1	+1 Str	+1 Dex	+1 Edu
2	Animals (any)	Art (any)	Comms
3	Athletics (any)	Social Science (any)	Medic
4	Melee (any)	Persuade	Drive or Flyer (any)
5	Streetwise	Carouse	Admin
6	Trade (any)	Diplomat	Language (any)



RANKS AND BENEFITS

Rank	Slave Skill/Benefit
0	
1	Steward 1
2	
3	Admin 1
4	
5	Steward 2
6	



MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table (37 TMB, 5 CB2) and take the lower result.
3	Jealous – Another slave is jealous of your perceived status with your master. Gain an Enemy.
4	Sadist – Your master is a sadist and takes pleasure in torturing his slaves. Throw Dexterity 10+ to avoid a roll on the Injury Table (37 TMB, 5 CB2).
5	Betrayed – You are betrayed by another slave. Change one of your Allies or Contacts into an Enemy or Rival. If you have no Contacts or Allies, then the betrayal was from a stranger and you still gain an Enemy.
6	Escape – You try to escape from your master but are caught. Roll Persuade 10+ or Stealth 10+. If you fail, roll in the Injury Table (37 TMB, 5 CB2).
7	Injured – Roll on the Injury Table (37 TMB, 5 CB2).
8	Rebellion – You are part of a slave revolt. Roll Stealth 8+ or Dexterity 10+. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
9	Sabotage – Another slave sabotages your standing with your mistress. Lose your Benefit roll for this term.
10	Separated – Your family is sold to another owner. Your resentment costs you your standing with your master. Lose your Benefit roll from this term and gain a Rival.
11	Addicted – The only way to endure your situation is with substances. You are addicted to drugs or alcohol.
12	Satisfied – Your mistress treats you well and even if presented with the opportunity, you will not try to escape. Gain 1d3 Rivals.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table.
12	You do something that displeases your master. Throw Persuade 8+ or Intelligence 10+ to avoid a roll on the Injury Table (37 TMB, 5 CB2).
13	You are suspected of stealing from your mistress. Throw Deception 8+. If you fail, lose one Benefit roll.
14	During a slave revolt, you are in the wrong place at the wrong time. Throw Streetwise 8+ or Dexterity 8+. If you succeed, gain Melee (any) 1 or Gun Combat (any) 1. If you fail, gain 1d3 Rivals.
15	Your mistress forces you to fight in a gladiatorial combat. Throw Melee 8+ or Dexterity 10+. If you succeed, gain +1 DM on one Benefit roll. If you fail, roll on the Injury Table (37 TMB, 5 CB2). Either way, you gain one level of Melee (any).
16	You are sold to a new master. You must change Specialities next term. Take a -2 DM on your next Advancement roll.
21-26	You escape and are on the run. You must enter the Drifter career next term. Gain 1d3 Enemy Bounty Hunters.
31-36	Life Event – Roll on a Life Event Table (34 TMB, 12, 13 CB1).
41	You are placed in charge of other slaves. Gain Leadership 1 and 1d3 Rivals.
42	You assist other slaves in escaping. Throw Intelligence 8+. If you succeed, gain Computers 1 or Survival 1. If you fail, take a -2 DM on your next Advancement roll.
43	You work with other slaves on an escape plan. Throw Stealth 8+. If you succeed, gain one of the following: Explosives 1, Gun Combat (any) 1 or Medic 1. If you fail, gain Survival 1 and an Enemy.
44	You are asked to infiltrate a group planning a slave revolt. If you agree, throw Deception 8+ or Intelligence 8+. If you succeed, gain Investigate 1 or Streetwise 1. If you fail, gain an Enemy. If you do not agree to infiltrate, gain a Rival.
45	You are part of a group of slaves organising an uprising. Throw Intelligence 8+. If you succeed, gain Tactics (Military) 1, Recruiting 1 or Leadership 1. If you fail, roll on the Injury Table (37 TMB, 5 CB2).
46	A gambling ring forms amongst the slaves and you are invited to join. Throw Gambler 8+ or Intelligence 8+. If you succeed, gain an extra Benefit roll. If you fail, lose a Benefit roll. Either way, gain a level of Gambler.
51	You master has you trained as a doctor. Gain Medic 1, Life Science (any) 1 or Social Science (any) 1.
52	You are sent by your mistress to one of her remote estates. Throw Intelligence 8+. If you succeed, gain one of the following: Animals (any) 1, Admin 1, Broker 1 or Trade (any) 1.
53	You are assigned as a crew member on your master's space ship. Throw Intelligence 8+. If you succeed, gain one of the following: Pilot (any) 1, Astrogation 1, Engineer (any) 1 or Gunner (Turret) 1.
54	You are assigned to dangerous work. Throw Dexterity 8+. If you succeed, gain Remote Operations 1, Sensors 1 or Comms 1.
55	Your mistress wants you to be part of her travelling party. Gain one of the following: Vacc Suit 1, Zero-G 1, Pilot (Small Craft) 1 or Mechanic 1.
56	You are put in charge of some of your master's businesses. Throw Intelligence 8+. If you succeed, gain Broker 1 or Trade (any) 1.
61	You are assigned as crew on your mistress's yacht. Gain one of the following: Navigation 1, Seafarer (any) 1 or Recon 1.
62	Your master takes a liking to you. You are assigned to easier work. Gain one of the following: Drive (any) 1, Flyer (any) 1, Trade (any) 1 or Mechanic 1.
63	Your hard work is noticed by your mistress. Gain a +2 DM on your next Advancement roll.
64	An older slave takes you under his wing and helps you survive. Gain a +4 DM on your next Advancement roll due to his help.
65	Your mistress rewards you for your service, gain a +1 DM on any Benefit roll.
66	You serve your master faithfully and are automatically promoted.

PRE-GENERATED CHARACTERS

On the following pages are 57 pre-generated characters: one from each assignment of each of the new careers (39 characters), 14 multi-career characters and four young, inexperienced characters. These can be used as player or as non-player characters.

THE CHARACTER PROFILE

Each character's information is presented in a standardised format called the Character Profile.

Number, Career(s): Each character profile shows the number of the character in this list, followed by the character's career title(s).

Characteristic Block: The characteristic block shows the values of each characteristic and associated Characteristic DM, as described on 5, 6 *TMB*.

Psionic Strength (Psi): If a character has psionic powers, the Psi characteristic is shown at the end of the second line of the characteristic block. This value and characteristic DM has been generated by and is used as per the rules in the Psionics chapter (152 *TMB*).

Basic Information: The next line of the profile shows the character's age in standard years and the total number of terms served. If present, the next line or lines shows the careers and speciality assignments for the character. Characters that have only had one career will not have anything under the first line of the basic information block.

The character's Credit balance on mustering out and any Retirement Pay due (see below) is shown on the next line.

Retirement Pay: The character's retirement pay (in Credits per year) is also shown on this line if the character has served five or more terms in a career that qualifies for retirement pay, as per 36 *TMB*.

Note that the following careers do not qualify for retirement pay due to the nature of the careers:

- *Chancer*
- *Companion*
- *Enforcer*
- *Insurgent*
- *Prisoner*
- *Slave*

Skills: Skills for each character are listed in alphabetical order.

Wherever a skill has a speciality, this is shown as (any) after the skill name (e.g. Engineer (any)). This allows Referees and players to adjust the pre-generated character's skills to suit the game more readily with the minimum of effort.

Where a character has a skill of Level 2 or more (such as Gun Combat (any) 2) the Referee or player can split the skill levels into separate skills (such as Gun Combat (Slug Rifle) 1 and Gun Combat (Slug Pistol) 1) to suit the needs of the situation.

Note that character **51** (49 *CB2*) has three Language 0 skills. The player or Referee should decide which languages the character can speak.

The new skill speciality of Social Science (Theology) (32 *CB1*) is described below.

Psionic Talents: If a character possess psionic powers, their psionic talents are listed in alphabetical order on a separate line, underneath the list of normal skills.

Equipment: The equipment for each character is listed in alphabetical order in the Equipment section. Equipment can include vehicles, Travellers' Aid Society membership (shown as "TAS"), travel passages (Low, Middle or High Passage), body armour, and starships.

If a character has more than one weapon or ship share as part of their equipment, the number of each is shown (for example: 3 Ship Shares, 2 Weapons). Weapons are assumed to be of a type that the character already has a skill in.

Allies, Contacts, Enemies and Rivals: Allies, Contacts, Enemies and Rivals are shown in the Equipment section of the character profile. Some have a clarification in parenthesis after them, such as Contact (Criminal) or Ally (Alien). This indicates what types of ally, contact, enemy, or rival the character has.

Where a character has more than one Ally, Contact, Enemy or Rival listed in the Equipment section each is shown. For example: Ally, 2 Rivals, Rival (Alien) indicates that the character has one Ally and a total of three Rivals, two of which are indeterminate and one of which is an Alien.

NEW SKILL SPECIALITY

The Social Science (Theology) skill speciality is new. The *Clergy* (20 *CB1*) and *Militant Religious* (26 *CB1*) careers have this skill speciality pre-selected.

Social Science (Theology): The character has extensive knowledge of their chosen religion and has the ability to practically apply the tenets, values and beliefs of that religion to everyday life.

This includes being able to justify their actions by quoting references from religious texts, and using parables, stories and examples to provide illustrations of their chosen religion being superior to any other.

Higher levels of Social Science (Theology) skill indicate a deeper and more complex understanding of the religion.

Explaining the benefits of your chosen religion to a hostile crowd:

Intelligence or Education, 1–6 hours, Difficult (–2).

Creating religious fervour in an already converted congregation:

Intelligence or Education, 10–60 minutes, Average (+0).

01 Athlete (Manager)

Str	7 (+0)	Dex	5 (-1)	End	7 (+0)
Int	9 (+1)	Edu	7 (+0)	Soc	8 (+0)

Age 34, 4 Terms, Veteran
Cr 16,000

Skills: Art (Acting) 1, Athletics (any) 2, Carouse 0, Computers 0, Leadership 1, Melee (any) 1, Persuade 1, Recruiting 1, Seafarer 0, Social Science (any) 2, Steward 0, Tactics (Military) 1, Vacc Suit 0.

Mishaps & Events: Work Too Hard, Performance Bonus, Bottom of League, Life Event: Contact.

Equipment: 2 Contacts, 6 Ship Shares.

02 Athlete (Player)

Str	11 (+1)	Dex	9 (+1)	End	7 (+0)
Int	7 (+0)	Edu	7 (+0)	Soc	8 (+0)

Age 26, 3 Terms, Rank 2
Cr 51,000

Skills: Animals 0, Art (Acting) 0, Athletics (any) 3, Broker 1, Carouse 1, Flyer 0, Leadership 1, Melee 0, Navigation 0, Stealth 1, Steward 0.

Mishaps & Events: Dedicated, Critical Book, Stalker.

Equipment: Ally, Contact, Enemy.

03 Athlete (Trainer)

Str	9 (+1)	Dex	6 (+0)	End	6 (+0)
Int	11 (+1)	Edu	9 (+1)	Soc	8 (+0)

Age 26, 3 Terms, Rank 2
Cr 51,000

Skills: Art 0, Athletics (any) 2, Carouse 1, Deception 1, Instruction 2, Leadership 1, Life Science (any) 1, Melee 0, Steward 2, Streetwise 1, Survival 0, Trade 0, Vacc Suit 0.

Mishaps & Events: Work Too Hard, Disaster: Divorce, Break Up Drug Ring, Life Event: Contact, Win Championship.

Equipment: Ally, Rival (Ex-Spouse), 2 Ship Shares, TAS.

04 Chancer (Gambler)

Str	7 (+0)	Dex	7 (+0)	End	6 (+0)
Int	9 (+1)	Edu	7 (+0)	Soc	7 (+0)

Age 30, 3 Terms, Rank 3
Cr 15,000

Skills: Animals 0, Carouse 1, Comms 0, Deception 1, Flyer (any) 1, Gambler 3, Gun Combat (any) 1, Persuade 0, Streetwise 0, Survival 0.

Mishaps & Events: Apprentice Becomes Master (lost), Winner Takes All (Lost), Love Mark.

Equipment: Enemy (ex-Mark), Rival (Ex-Protégé), Sports Flyer.

05 Chancer (Grifter)

Str	6 (+0)	Dex	11 (+1)	End	6 (+0)
Int	9 (+1)	Edu	8 (+0)	Soc	9 (+1)

Age 34, 4 Terms, Rank 4
Cr 45,000

Skills: Admin 1, Advocate 1, Carouse 0, Computers 0, Deception 3, Drive 0, Flyer 0, Gambler 0, Investigate 1, Jack-of-All-Trades 1, Language 0, Language 0, Navigation 0, Persuade 2, Streetwise 2.

Mishaps & Events: Networking, Underworld, Circus, Swindle Powerful Figure.

Equipment: 4 Contacts, TAS, Weapon.

06 Chancer (Wheeler Dealer)

Str	7 (+0)	Dex	8 (+0)	End	8 (+0)
Int	10 (+1)	Edu	10 (+1)	Soc	8 (+0)

Age 42, 6 Terms, Rank 5
Cr 305,000

Skills: Admin 1, Advocate 1, Animals (Riding) 1, Broker 3, Carouse 1, Computers 1, Deception 0, Flyer 0, Gambler 0, Gun Combat (any) 1, Jack-of-All-Trades 2, Medic 0, Persuade 0, Social Science (any) 1, Streetwise 2, Trade 0, Zero-G 0.

Mishaps & Events: Life Event: Betrayed, Police Informant (Accept), Safari, Observe Society, Police Investigation, Life Event: Good Fortune.

Equipment: Ally, Enemy, TAS, Weapon.

07 Companion (Hetaerae/Oiran)

Str	3 (-1)	Dex	6 (+0)	End	5 (-1)
Int	6 (+0)	Edu	5 (-1)	Soc	7 (+0)

Age 30, 4 Terms, Rank 2
Cr 7,000

Skills: Animals 0, Astrogation 1, Carouse 2, Deception 1, Drive 0, Melee (Unarmed) 1, Persuade 0, Steward 2, Streetwise 0, Survival 1.

Mishaps & Events: Unusual: Aliens, Jealous, Disease, Rich Client.

Equipment: Contact (Alien), Enemy (Geisha), Ship Share.

08 Companion (Geisha/Courtesan)

Str	5 (-1)	Dex	4 (-1)	End	8 (+0)
Int	9 (+1)	Edu	8 (+0)	Soc	6 (+0)

Age 26, 3 Terms, Rank 2
Cr 30,000

Skills: Animals 0, Art (Acting) 1, Art (any) 2, Athletics (any) 1, Carouse 0, Deception 1, Drive 0, Medic 0, Persuade 0, Social Science (any) 1, Steward 2, Streetwise 0.

Mishaps & Events: Exotic Video (Yes), Client In Love, Fetishes.

Equipment: Contact, Enemy (Former Client/Lover).

09 Companion (Pimp/Agent)

Str 11 (+1) **Dex** 7 (+0) **End** 6 (+0)
Int 7 (+0) **Edu** 8 (+0) **Soc** 5 (−1)

Age 34, 4 Terms, Rank 4
 Cr 45,000

Skills: Admin 1, Advocate 1, Broker 1, Carouse 3, Comms 0, Computers 0, Deception 0, Diplomat 1, Engineer 0, Gambler 1, Gun Combat (any) 1, Persuade 0, Steward 1, Streetwise 1.

Mishaps & Events: Drug Mule (Yes), Exotic Video (Yes), Rich Client, Noble Client.

Equipment: Ally, Contact (Rich Client), Contact, TAS.

10 Cosmonaut (Boat Jockey)

Str 7 (+0) **Dex** 11 (+1) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 5 (−1)

Age 34, 4 Terms, Rank 2
 Cr 7,000

Skills: Carouse 1, Comms 2, Flyer 0, Gambler 1, Mechanic 0, Melee 0, Navigation 0, Pilot (Small Craft) 1, Sensors 1, Vacc Suit 1, Zero-G 1.

Mishaps & Events: Resentful Co-Worker, Gambling Ring, Life Event: Betrayed, Spacer's Rest.

Equipment: Rival (Co-Worker), Rival (Ex-Contact), 2 Ship Shares.

11 Cosmonaut (Vac Monkey)

Str 6 (+0) **Dex** 8 (+0) **End** 9 (+1)
Int 8 (+0) **Edu** 6 (+0) **Soc** 5 (−1)

Age 30, 3 Terms, Rank 2
 Cr 12,000

Skills: Comms 0, Mechanic 2, Pilot 0, Seafarer 0, Sensors 0, Streetwise 0, Vacc Suit 3, Zero-G 1.

Mishaps & Events: Yacht Rescue, Difficult Repair, Solar Flare.

Equipment: Contact (Noble), 40 Rads Exposure, Ships Boat, Weapon.

12 Cosmonaut (Search and Rescue)

Str 9 (+1) **Dex** 10 (+0) **End** 7 (+0)
Int 5 (−1) **Edu** 8 (+0) **Soc** 7 (+0)

Age 30, 3 Terms, Rank 2
 Cr 2,000

Skills: Animals 0, Athletics 0, Comms 0, Engineer (any) 1, Gunner (any) 1, Mechanic 0, Medic 2, Pilot 0, Remote Operations 1, Sensors 1, Trade 0, Vacc Suit 0, Zero-G 0.

Mishaps & Events: Team of Ne'er-do-wells, Co-Worker in Trouble, Suit Leak.

Equipment: Ally (Co-Worker), Contact, 2 Ship Shares.

13 Enforcer (Gun Shark)

Str 7 (+0) **Dex** 10 (+1) **End** 9 (+1)
Int 8 (+0) **Edu** 4 (−1) **Soc** 5 (−1)

Age 26, 2 Terms, Rank 1
 Cr 20,000

Skills: Carouse 0, Computers 0, Drive 0, Flyer (any) 1, Gun Combat (any) 2, Investigate 1, Melee 0, Persuade 0, Stealth 0, Streetwise 1.

Mishaps & Events: Civil War, Lover (Killed).

Equipment: Enemy (Former Gang Member), Weapon.

14 Enforcer (Extortionist)

Str 7 (+0) **Dex** 8 (+0) **End** 10 (+1)
Int 5 (−1) **Edu** 9 (+1) **Soc** 3 (−1)

Age 38, 5 Terms, Rank 4
 Cr 30,000

Skills: Carouse 1, Computers 0, Drive 0, Explosives 1, Flyer 0, Gun Combat (any) 1, Language 0, Leadership 1, Melee (any) 3, Persuade 2, Stealth 2, Streetwise 1, Tactics (Military) 1.

Mishaps & Events: Renowned, Life Event: Contact, Street Battle, Easy Jobs, Constabulary Contact.

Equipment: Ally, Armour, Contact (Law Enforcement), Contact, Vehicle, Weapon.

15 Enforcer (Cleaner)

Str 7 (+0) **Dex** 10 (+1) **End** 11 (+1)
Int 6 (+0) **Edu** 9 (+1) **Soc** 7 (+0)

Age 34, 4 Terms, Rank 2
 Cr 80,000

Skills: Admin 1, Animals 0, Computers 0, Deception 2, Diplomat 1, Explosives 1, Flyer 0, Gun Combat (any) 1, Mechanic 0, Medic 2, Melee 0, Persuade 0, Physical Science 0, Stealth 0, Streetwise 1, Vacc Suit 1.

Mishaps & Events: Framed, Disaster: Messy Job, Sabotage Orbital, Get Rid of Rival, Civil War.

Equipment: 2 Enemies (Former Gang Members), Vehicle, Weapon.

16 Insurgent (Sympathiser)

Str 5 (−1) **Dex** 8 (+0) **End** 8 (+0)
Int 11 (+1) **Edu** 9 (+1) **Soc** 9 (+1)

Age 42, 6 Terms, Rank 5
 Cr 25,000

Skills: Broker 1, Carouse 0, Computers 0, Deception 1, Diplomat 2, Engineer (any) 2, Explosives 1, Gun Combat 0, Mechanic 1, Melee 0, Recruiting 1, Stealth 3, Streetwise 1, Survival 1.

Mishaps & Events: Bomb Making, Traitor in Group, Government too Close, Life Event: Good Fortune, Reward for Hard Work, Rebellion.

Equipment: 2 Allies, 2 Ship Shares, Weapon.

17 Insurgent (Informer)

Str 5 (-1) **Dex** 8 (+0) **End** 8 (+0)
Int 9 (+1) **Edu** 10 (+1) **Soc** 8 (+0)

Age 34, 4 Terms, Rank 3
 Cr 14,000

Skills: Admin 1, Advocate 1, Comms 1, Computers 2, Deception 1, Diplomat 1, Engineer (any) 1, Gambler 0, Gun Combat 0, Language (any) 1, Melee 0, Recruiting 0, Recon 1, Stealth 1, Survival 0, Vacc Suit 0.

Mishaps & Events: Life Event: Language, Rebellion, Hard Work is Rewarded, Hide in Wilderness.

Equipment: Ally, Contact, 2 Ship Shares.

18 Insurgent (Transporter)

Str 6 (+0) **Dex** 7 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 5 (-1) **Soc** 11 (+1)

Age 26, 2 Terms, Rank 2
 Cr 10,000

Skills: Deception 0, Drive 0, Engineer 0, Gun Combat 0, Jack-of-All-Trades 1, Mechanic 1, Melee 0, Navigation 1, Recruiting 0, Stealth 1, Streetwise 0, Survival 0.

Mishaps & Events: Government Too Close, Rebellion.

Equipment: Ally, Contact.

19 Media Practitioner (Producer)

Str 7 (+0) **Dex** 7 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 5 (-1) **Soc** 11 (+1)

Age 42, 6 Terms, Rank 4
 Cr 12,000

Skills: Admin 1, Art (any) 3, Carouse 0, Comms 0, Computers 1, Drive 0, Flyer (any) 1, Leadership 1, Persuade 2, Recruiting 2.

Mishaps & Events: Public Flop, Life Event: Travel, Reputation, Big Hit, Cult Favourite, Difficult Stunt.

Equipment: Ally, TAS, Vehicle, +2 DM When Interacting with Cult Fans.

20 Media Practitioner (Technician)

Str 5 (-1) **Dex** 9 (+1) **End** 7 (+0)
Int 9 (+1) **Edu** 9 (+1) **Soc** 6 (+0)

Age 26, 2 Terms, Rank 2
 Cr 2,500

Skills: Animals 0, Art (any) 1, Carouse 0, Comms 1, Computers 0, Deception 1, Drive 1, Engineer 0, Explosives 1, Flyer 0, Mechanic 1, Persuade 0, Social Science 0.

Mishaps & Events: Historical Production, Navy Recruiting Film.

Equipment: Contact (Navy), Vehicle.

21 Media Practitioner (Talent)

Str 9 (+1) **Dex** 7 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 12 (+2)

Age 30, 3 Terms, Rank 3
 Cr 30,500

Skills: Animals 0, Art (any) 2, Athletics (any) 1, Carouse 2, Comms 0, Diplomat 1, Drive 0, Flyer (any) 1, Melee (any) 1, Persuade 0.

Mishaps & Events: Historical Production, Major Hit.

Equipment: Ally, Contact, Vehicle.

22 Mystic Warrior (Explorer)

Str 6 (+0) **Dex** 7 (+0) **End** 10 (+1)
Int 7 (+0) **Edu** 9 (+0) **Soc** 5 (-1)

Age 34, 4 Terms, Rank 4
 Cr 60,000

Skills: Astrogation 2, Drive 0, Engineer (any) 1, Flyer (any) 1, Gun Combat 0, Leadership 1, Life Science 0, Melee (any) 2, Pilot (any) 1, Recon 1, Seafarer 0, Space Science (any) 1, Streetwise 1, Survival 0, Vacc Suit 0.

Mishaps & Events: Diplomatic Mission, Study, Save Superior, Could Discredit Superior (No).

Equipment: 2 Allies (Superiors), Vehicle, Weapon.

23 Mystic Warrior (Guardian)

Str 8 (+0) **Dex** 4 (-1) **End** 10 (+1)
Int 7 (+0) **Edu** 6 (+0) **Soc** 8 (+0)

Age 30, 3 Terms, Rank 1
 Cr 25,000

Skills: Battle Dress 1, Carouse 0, Deception 1, Drive (any) 1, Flyer 0, Gun Combat (any) 1, Heavy Weapons (any) 1, Language 0, Melee 0, Recon 1, Social Science (any) 1, Streetwise 0, Survival 0, Vacc Suit 0.

Mishaps & Events: Undercover, Life Event: Contact, Study.

Equipment: Ally, Contact, Weapon.

24 Mystic Warrior (Seeker)

Str 7 (+0) **Dex** 10 (+1) **End** 8 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 4 (-1)

Age 26, 2 Terms, Rank 2
 Cr 5,000

Skills: Athletics 0, Computers 0, Drive 0, Engineer (any) 1, Flyer 0, Gun Combat (any) 1, Mechanic 1, Melee 0, Persuade 1, Pilot (any) 1, Social Science (Theology) 1, Survival 0, Trade 0, Vacc Suit 0.

Mishaps & Events: Cross Trained: Explorer, Reclaim Site.

Equipment: Vehicle.

25 Politician (Legislator)

Str 5 (−1) **Dex** 8 (+0) **End** 7 (+0)
Int 13 (+2) **Edu** 12 (+2) **Soc** 9 (+1)

Age 38, 5 Terms, Representative
 Cr 90,000

Skills: Admin 0, Advocate 2, Art (any) 1, Carouse 1, Deception 1, Diplomat 2, Gambler 1, Gun Combat (any) 1, Leadership 1, Persuade 0, Social Science (any) 1, Steward 1, Streetwise 0, Trade 0.

Mishaps & Events: by Former Lover, Terrorist Attack, Time With Family, Charity Work, Lie to Public.

Equipment: Ally, TAS.

26 Politician (Apparatchik)

Str 8 (+0) **Dex** 5 (−1) **End** 4 (−1)
Int 10 (+1) **Edu** 7 (+0) **Soc** 7 (+0)

Age 34, 4 Terms, Spokesman
 Cr 80,000

Skills: Admin 2, Advocate 3, Art 0, Carouse 1, Computers 0, Diplomat 1, Flyer 0, Persuade 2, Pilot 0, Social Science 0, Vacc Suit 0.

Mishaps & Events: Corruption, Friend in Trouble, Community Organiser, Colleague Becomes Opponent.

Equipment: Ally, 2 Contacts, Rival, 2 Ship Shares.

27 Politician (Technocrat)

Str 6 (+0) **Dex** 7 (+0) **End** 6 (+0)
Int 8 (+0) **Edu** 9 (+1) **Soc** 12 (+2)

Age 26, 2 Terms, Assistant
 Cr 20,000

Skills: Admin 2, Advocate 0, Animals 0, Art 0, Carouse 1, Computers 1, Diplomat 0, Mechanic 0, Medic 0, Persuade 0, Seafarer 0, Social Science (any) 1.

Mishaps & Events: Speech Writer, Work Hard-Play Hard.

Equipment: Addicted to Drugs, 2 Ship Shares, TAS.

28 Port Authority (Inspector)

Str 7 (+0) **Dex** 10 (+1) **End** 9 (+1)
Int 9 (+1) **Edu** 9 (+1) **Soc** 8 (+0)

Age 42, 6 Terms, Director
 Cr 45,000

Skills: Admin 1, Advocate 1, Athletics 0, Broker 1, Deception 1, Diplomat 2, Drive 0, Gunner (any) 1, Investigate 1, Language 0, Medic 2, Persuade 1, Pilot (Small Craft) 1, Sensors 2, Streetwise 0, Vacc Suit 1, Zero-G 0.

Mishaps & Events: Life Event: Contact, Corruption Investigation, Ruin Boss, Accused of Corruption, Work Noted, Work Hard.

Equipment: Ally, Contact, 3 Ship Shares, TAS.

29 Port Authority (Controller)

Str 6 (+0) **Dex** 7 (+0) **End** 5 (−1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 4 (−1)

Age 34, 4 Terms, Rank 2
 Cr 30,000

Skills: Admin 0, Art 0, Astrogation 1, Computers 1, Deception 1, Flyer 0, Gun Combat (any) 1, Gunner (any) 1, Instruction 1, Investigate 0, Navigation 0, Sensors 2, Social Science 0, Space Science (any) 1, Streetwise 0, Survival 0, Vacc Suit 1, Zero-G 0.

Mishaps & Events: Injured, Training Mission, Life Event: Travel, Asked to Smuggle (Accepted).

Equipment: Rival, Ship Share, Weapon.

30 Port Authority (Stevedore)

Str 5 (−1) **Dex** 10 (+1) **End** 4 (−1)
Int 10 (+1) **Edu** 8 (+0) **Soc** 5 (−1)

Age 38, 5 Terms, Manager
 Cr 65,000

Skills: Admin 1, Advocate 1, Comms 1, Computers 0, Engineer (any) 1, Gunner (any) 1, Investigate 0, Medic 1, Remote Operations 2, Sensors 0, Space Science (any) 1, Streetwise 1, Survival 0, Trade 0, Vacc Suite 3, Zero-G 1.

Mishaps & Events: Accused of Corruption, Time Outside, Fire Fight, Life Event: Betrayal, Tri-Vee Documentary.

Equipment: Ally, Contact, Rival, 3 Ship Shares, TAS.

31 Puppeteer (Ambassador)

Str 7 (+0) **Dex** 7 (+0) **End** 5 (−1)
Int 6 (+0) **Edu** 9 (+1) **Soc** 8 (+0)

Age 30, 3 Terms, Rank 2
 Cr 31,000

Skills: Admin 1, Animals 0, Broker 1, Carouse 0, Computers 0, Drive 0, Engineer 0, Flyer 0, Medic 1, Persuade 1, Psychohistory 1, Stealth 1, Tactics (any) 1, Vacc Suit 0.

Mishaps & Events: Psychohistorical Research, Contacts, Advanced Training.

Equipment: 2 Contacts, Specialist Equipment.

32 Puppeteer (Covert Contact)

Str 7 (+0) **Dex** 6 (+0) **End** 7 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 8 (+0)

Age 30, 3 Terms, Rank 3
 Cr 30,000

Skills: Astrogation 2, Computers 1, Drive 0, Engineer (any) 1, Flyer 0, Gun Combat (any) 1, Instruction 1, Pilot (any) 1, Recon 1, Remote Operations 0, Stealth 0, Survival 1, Vacc Suit 1, Zero-G 0.

Mishaps & Events: Uplift Backfires, Expand Borders, Advanced Training.

Equipment: Specialist Equipment, High Passage.

33 Puppeteer (Manipulator)

Str 4 (−1) **Dex** 10 (+1) **End** 8 (+0)
Int 8 (+0) **Edu** 8 (+0) **Soc** 7 (+0)

Age 30, 3 Terms, Rank 2

Cr 50,000

Skills: Admin 1, Engineer 0, Flyer 0, Manipulation 1, Medic 1, Navigation 0, Psychohistory 1, Remote Operations 0, Social Science (any) 1, Stealth 1, Tactics (any) 1, Vacc Suit 0.

Mishaps & Events: Ship Attacked, Develop New Nav Program, Lead Mission.

Equipment: Mid Passage.

34 Secret Police (Plain Clothes)

Str 11 (+1) **Dex** 8 (+0) **End** 11 (+1)
Int 8 (+0) **Edu** 8 (+0) **Soc** 4 (−1)

Age 30, 3 Terms, Rank 1

Cr 8,000

Skills: Advocate 1, Animals 0, Deception 0, Drive (any) 1, Explosives 1, Gun Combat 0, Interrogation 2, Investigate 2, Medic 1, Sensors 0, Streetwise 1, Vacc Suit 0.

Mishaps & Events: Suppress Rebellion, Interrogator Training, Superior Traitor.

Equipment: Contact, Enemy (Former Superior), Surveillance Equipment, Weapon.

35 Secret Police (Analyst)

Str 8 (+0) **Dex** 7 (+0) **End** 9 (+1)
Int 10 (+1) **Edu** 8 (+0) **Soc** 3 (−1)

Age 34, 4 Terms, Rank 4

Cr 45,000

Skills: Admin 1, Advocate 1, Athletics 0, Comms 2, Computers 1, Deception 1, Drive 0, Gun Combat 0, Remote Operations 2, Sensors 0, Streetwise 0, Survival 0, Trade (any) 1.

Mishaps & Events: Undercover: Military-Industry, Implicate Rival for Sedition, Undercover: Secret Police.

Equipment: Armour, Contact.

36 Secret Police (Spetznaz)

Str 6 (+0) **Dex** 7 (+0) **End** 8 (+0)
Int 8 (+0) **Edu** 7 (+0) **Soc** 8 (+0)

Age 34, 4 Terms, Rank 3

Cr 26,000

Skills: Deception 2, Flyer 0, Gambler 0, Gun Combat (any) 4, Investigate 1, Melee (any) 1, Recon 1, Streetwise 0, Survival 1, Tactics (Military) 1, Trade 0.

Mishaps & Events: Surveillance Operation, Black Ops goes Awry, Undercover: Opposition, Case Target.

Equipment: Armour, Surveillance Equipment, Weapon.

37 Slave (Labourer)

Str 10 (+1) **Dex** 10 (+1) **End** 7 (+0)
Int 5 (−1) **Edu** 7 (+0) **Soc** 2 (−2)

Age 26, 2 Terms, Rank 1

Cr 1,000

Skills: Animals 0, Athletics 0, Carouse 1, Deception 0, Mechanic 0, Medic 1, Stealth 0, Steward 1, Survival 0, Trade (any) 1.

Mishaps & Events: Life Event: Relationship Ends, Trained as Doctor.

Equipment: Ally, Contact, Enemy (ex-Lover).

38 Slave (Recreation)

Str 6 (+0) **Dex** 6 (+0) **End** 5 (−1)
Int 4 (−1) **Edu** 6 (+0) **Soc** 2 (−2)

Age 34, 4 Terms, Rank 4

Cr 1,500

Skills: Animals (any) 1, Athletics 0, Art (any) 1, Broker 1, Carouse 1, Deception 0, Diplomat 2, Persuade 1, Seafarer (any) 1, Stealth 0, Steward 2.

Mishaps & Events: Yacht Crew, Remote Estate, Run Business, Escape.

Equipment: Blade, Contact, 2 Enemies (Bounty Hunters).

39 Slave (Servant)

Str 5 (−1) **Dex** 9 (+1) **End** 4 (−1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 3 (−1)

Age 30, 3 Terms, Rank 3

Cr 1,000

Skills: Admin 1, Athletics 0, Broker 1, Carouse 0, Computers 1, Deception 1, Flyer (any) 2, Leadership 1, Stealth 1, Steward 1, Streetwise 0, Survival 1, Trade 0.

Mishaps & Events: Master Likes You, Assist Escape, In Charge, Sold.

Equipment: Ally, Contact, 2 Rivals (Other Slaves).

40 Agent-Prisoner-Media Practitioner

Str 7 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 10 (+1) **Edu** 12 (+2) **Soc** 6 (+0)

Age 36, 4.5 Terms

1.5 Terms Agent (Intelligence, Rank 1)

1 Term Prisoner (Convict)

2 Terms Media (Technician)

Cr 50,000

Skills: Animals (Farming) 1, Comms 1, Computers 1, Deception 2, Drive 0, Engineer (any) 1, Flyer 0, Gun Combat (any) 1, Investigate 0, Medic 0, Melee 0, Recon 1, Remote Operations 1, Social Science 0, Streetwise 0, Survival 0.

Mishaps & Events: Nasty War, Mishap: Framed; Celebrity; Nominated for Award, Flop.

Equipment: Ally (Celebrity), Combat Implant, Enemy (Agent), Rival (Media).

41 Slave-Drifter-Worker

Str 9 (+1) **Dex** 5 (-1) **End** 7 (+0)
Int 7 (+0) **Edu** 7 (+0) **Soc** 6 (+0)

Age 30, 3 Terms

- 1 Term Slave (Labourer, Rank 1)
- 1 Term Drifter (Wanderer, Rank 1)
- 1 Term Worker (Labourer, Rank 1)

Cr 11,000

Skills: Animals 0, Athletics 0, Carouse 0, Deception 0, Drive (any) 1, Gun Combat (any) 1, Mechanic 1, Medic 0, Melee (any) 2, Stealth 2, Streetwise 1, Steward 2, Survival 1, Trade 0.

Mishaps & Events: Escape; Bum Around Spaceport; Bar Fight.

Equipment: Ally, 2 Enemies (Bounty Hunter), High Passage.

42 Army-Prisoner

Str 8 (+0) **Dex** 6 (+0) **End** 10 (+1)
Int 5 (-1) **Edu** 11 (+1) **Soc** 9 (+1)

Age 30, 3 Terms

- 2 Terms Army (Cavalry, Rank O2)
- 1 Term Prisoner (POW)

Cr 10,000

Skills: Advocate 1, Athletics 0, Deception 1, Drive 0, Flyer (any) 1, Gambler 0, Gun Combat (Slug Rifle) 1, Gunner (any) 1, Heavy Weapons 0, Leadership 1, Mechanic 1, Melee (any) 1, Physical Science 0, Recon 0, Streetwise 0, Tactics (Military) 1, Trade 0.

Mishaps & Events: Legal Office, Wartime: Trouble with Authorities; Learn from Others.

Equipment: 2 Combat Implants.

43 Politician-Puppeteer

Str 6 (+0) **Dex** 10 (+0) **End** 7 (+0)
Int 6 (+0) **Edu** 8 (+0) **Soc** 12 (+2)

Age 38, 5 Terms

- 3 Terms Politician (Apparatchik, Rank 3)
- 2 Terms Puppeteer (Manipulator, Rank 2)

Cr 80,000

Skills: Admin 1, Advocate 2, Art 0, Computers 1, Diplomat 2, Engineer (any) 2, Flyer 0, Navigation 0, Persuade 1, Psychohistory 1, Social Science 0, Stealth 1.

Mishaps & Events: Colleague Becomes Opponent, Married For Political Reasons, Disaster: Lose Big Election; Expanded Borders of Known Space, Prevent Attack.

Equipment: Mid Passage, Rival (Politician), TAS.

44 Navy-Port Authority

Str 6 (+0) **Dex** 8 (+0) **End** 5 (-1)
Int 12 (+2) **Edu** 6 (+0) **Soc** 8 (+0)

Age 30, 3 Terms

- 2 Terms Navy (Planetary, Rank E2)
- 1 Term Port Authority (Inspector, Rank 1)

Cr 14,000

Skills: Animals 0, Athletics 0, Carouse 0, Discipline 0, Engineer (any) 1, Gun Combat 0, Gunner (any) 2, Investigate 1, Mechanic 1, Pilot (any) 1, Sensors 1, Vacc Suit 1, Zero-G 0.

Mishaps & Events: Save Fellow Crewmember, Report Dereliction of Duty; Advanced Technical Training.

Equipment: Contact, Contact (Planetary Navy), Rival (Planetary Navy), Ship Share, Weapon.

45 Secret Police-Enforcer

Str 6 (+0) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 4 (-1) **Soc** 8 (+0)

Age 34, 4 Terms, Rank 4

- 3 Terms Secret Police (Spetsnaz, Rank 2)
- 1 Term Enforcer (Gun Shark)

Cr 28,000

Skills: Athletics (any) 1, Computers 0, Deception 1, Drive 0, Gun Combat (any) 2, Interrogation 1, Investigate 0, Melee 0, Recon 1, Sensors 0, Streetwise 2, Survival 0.

Mishaps & Events: Turned Double Agent, Specialist Interrogation, Undercover: Underworld; Surgically Enhanced.

Equipment: 2 Combat Implants, Contact, Surveillance Equipment, Weapon.

46 Politician-Insurgent

Str 7 (+0) **Dex** 5 (-1) **End** 7 (+0)
Int 10 (+1) **Edu** 9 (+1) **Soc** 8 (+0)

Age 32, 3.5 Terms

- 1.5 Terms Politician (Technocrat, Rank 1)
- 2 Terms Insurgent (Transporter, Rank 2)

Cr 42,000

Skills: Admin 2, Advocate 0, Art 0, Carouse 0, Computers 1, Deception 0, Diplomat 0, Engineer (any) 1, Gun Combat (any) 1, Investigate 1, Jack-of-All-Trades 2, Life Science 0, Navigation 0, Persuade 0, Sensors 1, Social Science 0, Stealth 1.

Mishaps & Events: Audit Government Department, Mishap: Gave Succour to Enemy; Electronic Surveillance, Improvise.

Equipment: Ship Share, TAS.

47 University-Athlete

Str 10(+1)	Dex 10(+1)	End 8(+0)
Int 10(+1)	Edu 11(+1)	Soc 8(+0)

Age 34, 4 Terms

- 1 Term University (Arts, Honours)
- 3 Terms Athlete (Rank 3)

Cr 65,000

Skills: Admin 0, Any Science (any) 5, Art 0, Carouse 0, Comms 0, Computers 1, Deception 0, Engineer (any) 1, Flyer 0, Investigate 2, Jack-of-All-Trades 1, Language (any) 1, Physical Science (any) 1, Pilot 0, Sensors 2, Social Science (any) 1, Zero-G 0.

Mishaps & Events: Friends; Scholarship; Variety of Skills, Work with Aliens, Research Against Conscience, Ruin Others.

Equipment: 2 Contacts, 2 Enemies, Lab Ship, 2 Rivals, 2 Ship Shares.

48 Media-Worker

Str 6(+0)	Dex 6(+0)	End 5(-1)
Int 4(-1)	Edu 8(+0)	Soc 12(+2)

Age 28, 2.5 Terms

- 1.5 Term Media (Talent, Rank 1)
- 1 Term Worker (Service, Rank 0)

Cr 5,000

Skills: Art (any) 1, Carouse 1, Comms 0, Computers 0, Diplomat 1, Drive 0, Gambler 1, Persuade 0, Survival 1, Zero-G 0.

Mishaps & Events: Difficult Location, Latest Work Flopped, Close Group of Friends.

Equipment: 3 Contacts, Rival.

49 Companion-Scholar

Str 5(-1)	Dex 5(-1)	End 5(-1)
Int 10(+1)	Edu 14(+0)	Soc 4 (-1)

Age 42, 6 Terms

- 1 Term University (Science, Honours)
- 1 Term Graduate School (Doctorate, Honours)
- 2 Terms Companion (Geisha/Courtesan, Rank 2)
- 2 Terms Scholar (Scientist, Rank 0)

Cr 40,000

Skills: Admin 0, Advocate 1, Art (any) 1, Carouse 0, Computers 1, Deception 1, Physical Science (any) 1, Space Science (any) 1, Steward 1, Vacc Suit 0.

Mishaps & Events: Wrong Side of Student/Professor, Study Group, Very Good at Job, Rich Client, Explosion! (Safe), Advance by Cheating (Refused).

Equipment: Ally, 2 Contacts, Rival, Ship Share, TAS.

50 Puppeteer-Prisoner

Str 6(+0)	Dex 4(-1)	End 7(+0)
Int 12(+2)	Edu 9(+1)	Soc 5(-1)

Age 28, 2 Terms

- 1 Term Puppeteer (Manipulator, Rank 1)
- 1 Term Prisoner (Gulag, Rank 0)

Cr 10,000

Skills: Animals 0, Computers 1, Instruction 1, Medic 0, Navigation 0, Psychohistory 1, Survival 0.

Mishaps & Events: Ship attacked (Injured: Betrayed), Shanked (Missing An Eye or An Ear).

Equipment: Rival (Ex-Ally).

51 Chancer-Insurgent

Str 8(+0)	Dex 6(+0)	End 6(+0)
Int 9(+1)	Edu 8(+0)	Soc 12(+2)

Age 30, 3 Terms

- 2 Terms Chancer (Gambler, Rank 2)
- 1 Term Insurgent (Informer, Rank 0)

Cr 15,000

Skills: Carouse 3, Deception 2, Drive 0, Gambler 1, Language 0, Language 0, Persuade 0, Streetwise 0, Survival 0.

Mishaps & Events: Sigh in Casinos, Fell In Love With Mark, Life Event: Faraway Places.

Equipment: Ally (Lover), Contact.

52 Athlete-Slave

Str 9(+1)	Dex 10(+1)	End 6(+0)
Int 5(-1)	Edu 6(+0)	Soc 5(-1)

Age 34, 4 Terms

- 2 Terms Athlete (Player, Rank 1)
- 2 Terms Slave (Servant, Rank 1)

Cr 5,000

Skills: Admin 1, Art (Acting) 1, Athletics (any) 1

Carouse 0, Comms 1, Deception 1, Drive 0, Gambler 2, Mechanic 1, Melee (any) 1, Steward 2, Survival 0.

Mishaps & Events: Charity Event, Criticising Book (Fail), Gambling Ring, Easier Work.

Equipment: Ally, 2 Contacts, Weapon.

53 Marine-Prisoner

Str	8 (+0)	Dex	8 (+0)	End	11 (+1)
Int	7 (+0)	Edu	8 (+0)	Soc	9 (+1)

Age 28, 2.5 Terms

0.5 Terms Marine (Ground Assault, Rank 0)

2 Terms Prisoner (POW)

Cr 0

Skills: Advocate 1, Athletics 0, Battle Dress 0, Gun Combat (any) 1, Heavy Weapons 0, Language (any) 1, Leadership 1, Melee (Blade) 1, Stealth 0, Streetwise 1, Tactics 0, Vacc Suit 0.

Mishaps & Events: Severely Injured, Mishap: Trustee, Learn From Other Inmates.

Equipment: Ally, Contact, Rival (Prison Governor).

The following four characters can be used by players and Referees as starting points for creating experienced characters using the careers available in any of the current *Traveller* books from *Spica Publishing* and *Mongoose Publishing*.

54 University Engineering Graduate

Str	7 (+0)	Dex	9 (+1)	End	7 (+0)
Int	6 (+0)	Edu	8 (+0)	Soc	6 (+0)

Age 22, 1 Term

University (Engineering)

Cr -10,000

Skills: Admin 0, Art 0, Carouse 0, Computers 0, Deception 0, Drive 0, Engineering 1, Language 0, Mechanic 0, Science 0.

Mishaps & Events: Wrong Side of Student/Professor.

Equipment: Enemy.

55 Unemployed Young Adult

Str	5 (-1)	Dex	4 (-1)	End	7 (+0)
Int	4 (-1)	Edu	8 (+0)	Soc	10 (+1)

Age 18, 0 Terms

Cr 0

Skills: Admin 0, Computers 0, Drive 0.

Mishaps & Events: None.

Equipment: None.

56 Unemployed Young Adult

Str	12 (+2)	Dex	5 (-1)	End	6 (+0)
Int	6 (+0)	Edu	8 (+0)	Soc	6 (+0)

Age 18, 0 Terms

Cr 0

Skills: Computers 0, Navigation 0, Survival 0.

Mishaps & Events: None.

Equipment: None.

57 University Arts Graduate

Str	7 (+0)	Dex	9 (+1)	End	7 (+0)
Int	6 (+0)	Edu	8 (+0)	Soc	6 (+0)

Age 22, 1 Term

University (Arts, Honours)

Cr 0

Skills: Admin 0, Advocate 0, Animals 0, Art (any) 1, Athletics (any) 1, Carouse 0, Computers 0, Deception 0, Language 0, Navigation 0, Pilot 0, Science 0.

Mishaps & Events: Sports Programme.

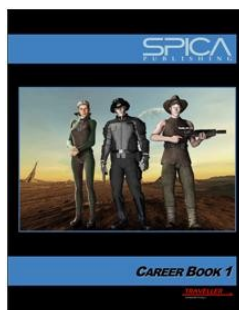
Equipment: Ally, Contact.

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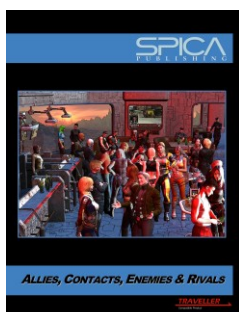
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CAREER BOOK 1 is available to download from DriveThruRPG.com at:

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Striving for accolades, athletes compete in games spanning subsectors. It's the winning that matters!

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COSMONAUT

Making a living in space can be hard work, with cargo pods to be moved, repairs to be made and people to be rescued!

ENFORCER

Thug, bully boy, heavy: names mean nothing to you. Getting a result for your boss means everything!

INSURGENT

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MEDIA PRACTITIONER

Lights! Camera! Action! Whether it's a soap opera, a documentary or a quiz show, you're the one who makes it shine!

MYSTIC WARRIOR

You're searching for the truth both within and without, and enjoying a fight along the way!

POLITICIAN

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PORT AUTHORITY

You make sure the right cargo gets to the right ship, the ships get off the pad and that the taxes on the cargos have been paid!

PRISONER

Whether you're a common criminal, a political agitator or a prisoner of war: behind bars, everyone has one thought - to get out!

PUPPETEER

These alien experimenters are happy to wait to see the outcome of their experiments on other societies.

SECRET POLICE

The Secret Police know what everyone is doing, what everyone is saying and where everyone is going!

SLAVE

Your life is in the hands of your master or mistress, their every wish a command, and every command an order!

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CAREER BOOK 2

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