

TWILIGHT SECTOR

SPACE OPERA¹⁰

TINKER, SPACER, PSION, SPY

THE TWILIGHT SECTOR COMPANION



John Lees

TRAVELLER

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2011

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Because the Campaign's the Thing



TINKER, SPACER, PSION, SPY
The Twilight Sector Companion

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CREDITS

AUTHOR

John Lees

EDITING

Laura Darch

Brian McDonald

LAYOUT

John Lees

Creative Arts Director

Chris Stevens

COVER & INTERIOR ILLUSTRATIONS

Jeff Uryasz

A Special Thanks to our Readers:

Andrew James Alan Welty

Richard Hazlewood

Christopher "Kit" Kindred

Mike Cross

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fault of the author and layout drone.

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CHARACTER CREATION

One of the major strengths of the Traveller System is the character generation system, which is both a character building and plot-building device born well before the curve in game design. The Twilight Sector Setting uses this basic framework with some minor adjustments to account for the unique qualities of the setting.

CAREER PATHS:

While all of the standard careers are found in Twilight Sector, this book debuts new setting-specific careers for Twilight Sector campaigns. These new/adapted careers include: skill tables modified for the character creation process found in this book; several *Extended Basic Training* packages which can be adapted easily for use with careers from other sourcebooks; alternative event and Mustering Out tables specific to the Twilight Sector setting (but general enough for nearly all Traveller settings); and advancement tables that go up to Rank 8.

The process of character creation varies slightly from that found in the *Traveller Main Rulebook* (TMB), but not until after characteristics are derived and the background skills are selected. This material can be found in the TMB, pg 5-6, or any other Traveller-related source desired.

Character starting their first career:

Usually, the character's first career will be the fundamental basis for the rest of their life experiences. In the game, this is represented by the **Extended Basic Training Package**, which gives a mixture of five level-1 skills and four level-0 skills which are related to the profession. Players only receive *one* Extended Basic Training Skill Package in their lifetime and may delay it for a few terms (see sidebar, right).

If this is the case, (see sidebar "Delayed Basic Training" if not) the character should:

- ⚡ **Select one of the Extended Basic Training Skill Packages** for their character. For those skipping ahead, the Extended Basic Training Package *replaces* the **selection skill** for the first term.
- ⚡ **Make a Survival and Advancement Check** per normal for their career and beginning rank.
- ⚡ **Select a skill table for their skill roll** unless they rolled a mishap in their first term.
- ⚡ **Make a roll on the event table** (or the mishap table if they failed their Survival Check).



Delayed Extended Basic Training:

The player may have the character linger until their second or third term before they enter a career in which they will find their niche (and take the Extended Basic Training Skill Package at that time). The character should treat these initial terms as "normal" rather than "a first career". This delayed Extended Basic Training Package route is especially commonplace to simulate a Military Academy career (Naval Academy, Military College), using the skill package for the Academy first, then taking the Extended Basic Training Package in the Branch they have selected for their initial career path. It is also common to use this delay for preparatory university/college education for those who want them (although the University too has an Extended Basic Training Package).

Character is starting a new career:

If the character has already had their Extended Basic Training Package, but later on in life shifts to a new career, use the following steps:

- ⚡ **Select two level-1 skills from an appropriate Extended Skill Package.** *If the character has all of these skills at level 1 or higher, make a single skill selection instead.*
- ⚡ **Select two extra 0 level skills from the same package.** *If the character has all of these skills at 0 or higher, skip this step (and congratulations, they are well-suited to their new career).*
- ⚡ **Make a Survival and Advancement Check** per normal.
- ⚡ **Select a skill table for their skill roll** unless they rolled a mishap in their first term.
- ⚡ **Make a roll on the Event table** (or the mishap table if they failed their Survival Check).

Character in a “normal” term:

The player should follow the following steps for their characters when in the “normal” term:

- ⌘ **Make standard Survival and Advancement Checks** as listed per the career.
- ⌘ **If the Survival Check is failed:** Roll on the mishap table and roll for a single skill on a table of the players choice unless told otherwise in the Mishap description. Unless noted on the Mishap Table, the character leaves the career and Musters Out with a number of Benefits that does *not* take the failed term into account. This is as normal in the *Traveller Main Rulebook*.
- ⌘ **If the Survival Check is successful:**
 - ⌘ **Select one skill from a career skill table for the Selection Skill.**
 - ⌘ **Make a roll on a second table for the Rolled Skill.** The character cannot use the same table for both skills in same term, and may not choose Attribute bonuses for selection skills. Characters who are psionic also cannot choose psionic skills for their selection skills but may *elect* to roll both randomly and receive two psionic skills that way.
- ⌘ **Make a roll on the Event table.**

Note: Advancement rolls **do not** entitle the character to another skill (all Twilight Sector characters get two skills/term unless they roll a Mishap), but skill (and other) Benefits from rank are acquired as usual at listed ranks.



Mustering Out, Twilight Sector Style:

Due to the use of longevity (and the extension of Rank tables caused by longevity), there are slight variations to the process of Mustering Out (see **TMB** pg 9 & this book, pg 20).

Characters receive a Benefit Roll for each term, Events may cause this Benefit to be lost or an additional Benefit may be gained. **Exception:** Characters who **fail** a Survival Check do not get a Benefit Roll for that term unless the rolled mishap states otherwise.

- ⌘ Characters who attain Rank 1 or 2 gain **one** extra Benefit Roll.
- ⌘ Characters who attain Rank 3 or 4 gain **two** extra Benefit Rolls.
- ⌘ Characters who attain Rank 5 or 6 gain **three** extra Benefit Rolls and **must** apply a +1 to their Benefits Rolls.
- ⌘ Characters who attain Rank 7 or 8 gain **four** extra Benefit Rolls and **may** apply a +1 to their Benefits Rolls (after the roll, their rank allows them greater choice).

AN AGELESS SOCIETY:

The various age-defying technologies in the Twilight Sector setting (see Appendix 1) have direct implications on character creation. Without the “stick” of age-related physical decrepitude there is no real limit on characters taking a substantial number of terms. Given the widespread use of longevity treatments, average ages tend to be much higher.

The default way of handling this in Twilight Sector is the “X-Minus Rule.”

- ⌘ **First:** Characters get a number of standard terms (i.e. terms after the character turns 18 years old) equal to “X” minus the number of stats they have with a bonus (essentially stats of 9 or higher). Here “X” represents a number the Referee thinks appropriate for the power level they want in the game: perhaps 5 or 6 for “normal” starting games, or 10+ for characters who are more “established.” One common way to refer to this (and keep the power levels of the game straight) is a “Ten-minus campaign” (where X is 10) or a “Five-Minus campaign” (where X is 5).
- ⌘ **Second:** for each standard term the character have lost under this rule due to their high statistics, the character receives a **statistic-related** Early Life Term. This would provide these characters with slightly fewer skills than regular terms, but still give them some life experience (and skill levels).
- ⌘ **Third (optionally):** the Players can themselves also choose an **Associational** Early Life Term for their characters, these will reduce the number of standard terms they have remaining.

This rule varies the ages of the characters slightly and helps maintain balance.

Example: Brian rolls a character, Marachai, for his Ten-Minus campaign (characters will be up to 58 years old). Marachai has the following statistics: Str 6, Dex 7, End 7, Int 12 (+2), Edu 8, Soc 9 (+1). Because he has two statistics which are entitled to bonuses, he has 8 standard terms (making his starting age up to 50 unless he opts for some Associational Early Life Terms). He also makes rolls (or selections if the referee prefers) on the Intelligence-Related Early Life Term and Social Standing-Related Early Life Term tables. Because he likes the concept, Marachai also elects to have a Tinker Background, taking one Associational Early Life Term, reducing the number of his standard terms to 7, making him age 46 at the time of play.

EARLY LIFE TERMS

The two types of Early Life Terms listed in this section give the character experiences prior to the normal starting age. Use of Early life terms, like most of the rules in this book, are purely optional for a given Campaign, meant to add more flavor to your characters and your games but are the “default” in Twilight Sector products for NPCs.

Statistic Related Early Life Terms

At present, the character creation rules tend to stress life experiences after the age of 18, but characters who roll higher than normal stats take some of their terms as early life experiences to develop a backstory. The character who has greater than normal strength for example, or higher than normal education, certainly has a story to tell of their younger life which may be different from the norm.

The following tables are all set up as random dice-rolls, but there is nothing wrong (as long as the player has the Referee’s permission) with selecting the desired Early Life Event so that the background reflects the player’s vision of the character. There are definite merits with

the serendipity of dice-rolling for these, but the final decision is left to the Referee of your own game.

Suggestion: If the campaign has a lower “X” value (5 or less) and a character has 3+ Stats over 9, Referees may wish to waive the standard rule regarding gaining level-1 skills, **TMB** pg 8, (thus allowing two skills listed on the tables below at level-1 to add their skill levels together rather than be lost). This will allow characters who have only one or two active terms (or perhaps even none) to better compete with the other characters who have four terms or more. This suggestion is, as always, a matter for the Referee to decide for their own game/players.

Twilight Sector Str-Related Early Life Events

Roll	Event
1	Barnstorming Youth: The character excelled in sports, which gave them a spot on a youth team that barnstormed their way across that region of space. Gain <i>Athletics</i> 1 (any specialty), <i>Languages</i> 1, <i>Social Science</i> 0.
2	Foreign Dojo: The character attended a dojo either in a foreign land or one which originated from a foreign land. Gain <i>Languages</i> 1, <i>Melee</i> 1 (<i>Unarmed</i>), <i>Social Science</i> 0.
3	Prestigious Dojo: The character was trained in a prestigious dojo. Gain <i>Melee (Unarmed)</i> 1, <i>Melee (Any other specialty)</i> 1, <i>Stealth</i> 0.
4	Natural Athlete: The character played sports as a youngster. Gain <i>Athletics (Strength)</i> 1, <i>Athletics (Endurance or Coordination)</i> 1, <i>Physical Sciences</i> 0.
5	Streetfighter: The character is naturally athletic, and knows how to handle themselves. Gain <i>Athletics (Strength)</i> 1, <i>Melee (any specialty)</i> 1, <i>Streetwise</i> 0.
6	Gymnast: The character has either trained as a gymnast and/or is something of a health enthusiast. Gain <i>Athletics (Strength)</i> 1, <i>Athletics (Coordination)</i> 1, <i>Life Science</i> 0.

Twilight Sector Dex-Related Early Life Events

Roll	Event
1	Sneaky: The character knows how to hide, and the value of secrets. Gain <i>Stealth</i> 1, <i>Notice</i> 1, <i>Deception</i> 0.
2	Racer: The character excelled in racing, to the extent of racing in youth/semi-professional/higher profile street races. Gain <i>Vehicle</i> 1, <i>Language or Mechanic</i> 1, <i>Physical Science</i> 0.
3	Professional Youth Athlete: The character excelled in sports and performed on their planet’s track and field, winning several awards. Gain <i>Athletics (Coordination)</i> 1, <i>Athletics (Endurance)</i> 1, <i>Medic</i> 0.
4	Street Racer: The character was a racer in the sometimes fierce, oft-times dangerous street races of their home region, but is largely unknown outside of their local area. Gain <i>Vehicle</i> 1, <i>Mechanic</i> 1, <i>Streetwise</i> 0.
5	Zero-G: The character spent a lot of time in Zero-G. Gain <i>Zero-G</i> 1, <i>Vacc-Suit</i> 1, <i>Space Sciences</i> 0.
6	Virtuoso: The character attended a prestigious youth academy to develop their talent for the arts. Gain <i>Language</i> 1, <i>Art (Dance or Musical Instrument)</i> 1, <i>Social Science</i> 0.

Twilight Sector

Twilight Sector End-Related Early Life Events

Roll	Event
1	Rustic: The character spent their youth in a rugged environment, learning how live in the wild. Gain <i>Animals (Riding)</i> 1, <i>Survival</i> 1, <i>Life Science</i> 0.
2	Survivalist: The character spent time being trained to survive in a variety of environments. (Much like the Rustic above, but more focused on practical survival) Gain <i>Survival</i> 1, <i>Athletics (Endurance)</i> 1, <i>Life Science</i> 0.
3	Party Animal: The character was a constant presence in the party circuit. Gain <i>Carouse</i> 1, <i>Athletics (Endurance)</i> 1, <i>Empathy</i> or <i>Gambler</i> 0.
4	Hard Knocks: The character learned in the school of hard knocks, literally. Gain <i>Athletics (Endurance)</i> 1, <i>Melee (Unarmed)</i> or <i>Streetwise</i> 1, <i>Notice</i> 0.
5	Raver: The character knows how to move on the dance floor. Gain <i>Art (Dancing)</i> 1, <i>Carouse</i> 1, <i>Deception</i> 0.
6	Constantly Active: The character either played sports as a youngster or spent a great deal of time performing strenuous activities. Gain <i>Athletics (Endurance)</i> 1, <i>Athletics (Coordination)</i> 1, <i>Carouse</i> 0.

Twilight Sector Int-Related Early Life Events

Roll	Event
1	Eclectic Life: The character moved around... .. a lot, providing them with a lot of life experiences. Gain <i>Language</i> 1, <i>Jack-of-all-Trades</i> 1, <i>Streetwise</i> 0.
2	Mr. Fixit: The character has an uncanny knack for breaking things down and putting them back together. Gain <i>Physical Science</i> 0, <i>Engineer (any Specialty)</i> 1, <i>Mechanic</i> 1.
3	Practical Application: The character had access to a wide range of materials and excellent edSofts but also indulged in practical application. Gain <i>Physical Science (Any Specialty)</i> 1, <i>Engineer (Any specialty)</i> 1, <i>Science (any)</i> 0.
4	Problem-Solver: The character has always been good at puzzles. Gain <i>Empathy</i> 1, <i>Investigate</i> 1 (any) <i>Science</i> 0.
5	Know-it-all: The character is largely self-taught. Gain <i>Any Science (any specialty)</i> 1, <i>Research</i> 1, <i>Computers</i> 0.
6	Very Talented Pilot: The character has been using Flyers for some time. Gain <i>Flyer (Grav)</i> 1, <i>Engineer</i> 0, <i>Mechanic</i> 1.

Twilight Sector Edu-Related Early Life Events

Roll	Event
1	Digital Guru: The character has several computer related skills. Gain <i>Computers</i> 1, <i>Engineer (Electronics)</i> 1, <i>Research</i> 0.
2	University: The character attended university as a child (How early and how far they went in their formal education is dependent on their Edu score). Gain <i>Any Science</i> 1 (any specialty), <i>Research</i> 1, <i>Any Science</i> 0.
3	Well Read: The character had access to a wide range of materials and excellent edSofts. Gain <i>Any Science (Any Specialty)</i> 1, <i>Any Other Science (Any specialty)</i> 1, <i>Research</i> 0.
4	Elementary: The character has a talent for logical deduction. Gain <i>Notice</i> 1, <i>Investigate</i> 1, <i>Any Science</i> 0.
5	Debate Club: The character is always ready for a good argument. Gain <i>Notice</i> 1, <i>Persuade</i> 1, <i>Research</i> 0.
6	Self-Taught: The character studied one topic to the exclusion of others. Gain <i>Any Edu skill</i> 1, <i>Research</i> 0, <i>Any Science</i> 0.

Twilight Sector Soc-Related Early Life Events

Roll	Event
1	Look of Eagles: Some people simply "have it." The character is definitely one of those people. Gain <i>Leadership</i> 1, <i>Art (Performance)</i> 1, <i>Confidence</i> 0.
2	Diplomat Brat: The character belonged to a family with diplomatic ties, and spent much time in and out of different embassies and diplomatic compounds as a child. Gain <i>Diplomat</i> 1, <i>Languages</i> 1, <i>Social Science</i> 0.
3	Talker: The character was raised around many lawyers. Gain <i>Advocate</i> 1, <i>Persuade</i> 1, <i>Notice</i> 0.
4	Suave: The character has an easygoing manner about them. Gain <i>Confidence</i> 1, <i>Empathy</i> 1, <i>Diplomat</i> 0.
5	Aesthete: The character was raised in among parties of all kinds, not raucous gatherings but soirées among the intelligentsia. Gain <i>Carouse</i> 1, <i>Interrogation (Interview)</i> 1, <i>Diplomat</i> 0.
6	Winning Smile: The character is knows how to turn on the charm. Gain <i>Diplomat</i> 1, <i>Persuade</i> 1, <i>Deception</i> 0.

Association Early Life Terms

In addition to representing the Statistic-Related Early Life Terms, the Early Life Term can also represent deeply rooted associations that “mark” the characters: denizens of a particular Interstellar State for example, or specific ethnic groups like Tinkers. Not every member of this association/group will have these Early life terms but many will.

Note that because of skill duplication, characters who want to be from some backgrounds in which they

plan on taking as an initial Career (someone raised as a Settler who becomes a Settler, or raised as a Tinker who becomes a Tinker) may want to avoid the Associational Early Life Term as many of the same skills will be in their Extended Basic Training Package. They can still claim the association (a Settler background, a Tinker background) without having the Early Life Term.

Players may also choose from or roll on the Tables listed here (suitable to the Referee’s discretion):

Twilight Sector Interstellar Citizen Early Life Events (common to all Nations)

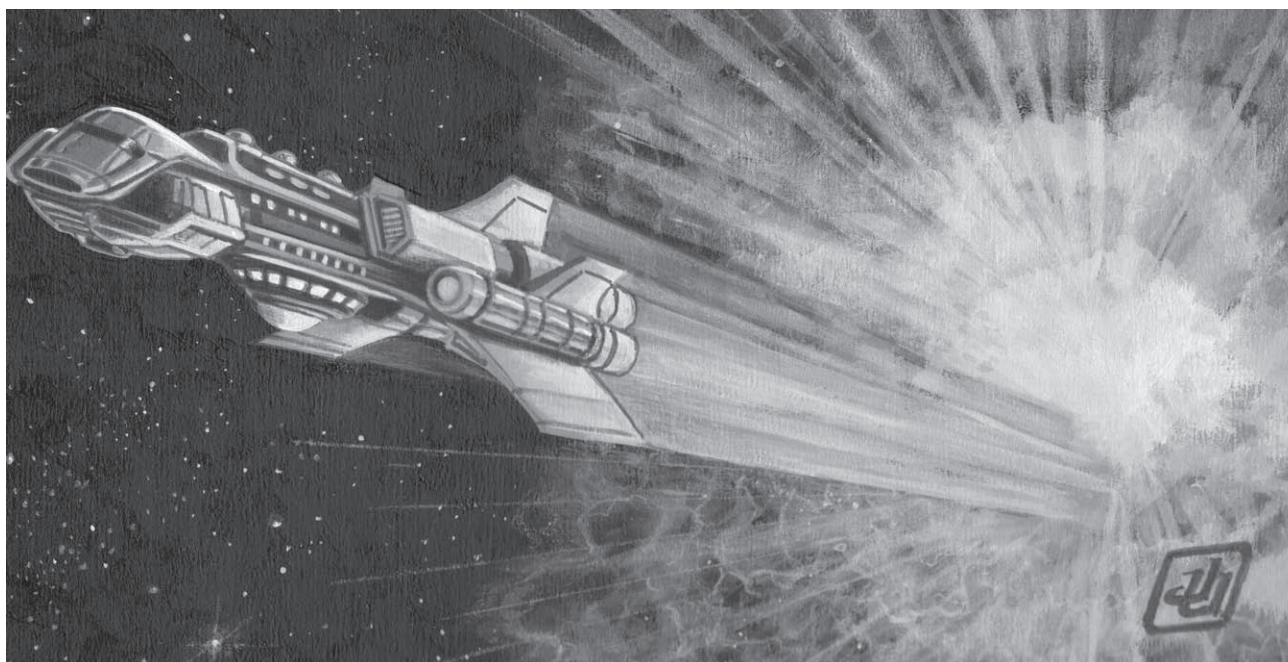
Roll	Event
1	Fringer: The character spent their youth on the fringes. Gain <i>Animals (Riding)</i> or <i>Vehicle 1, Survival 1, Recon 0, Gun Combat</i> or <i>Melee 1</i> . d3 Fringer Contacts who were friends of the character from their youth.
2	Tert: The character spent their youth in one of the tertiary outposts/colonies of a system. Most of these are orbital, deep space or on Asteroids, a few are on a planet without a breathable atmosphere (if so don’t take <i>Zero-G</i>). Gain <i>Mechanic 0, Notice</i> or <i>Recon 1, Vacc-Suit 1, Zero-G</i> or <i>Vehicle 1</i> . d3 (random) Contacts.
3	Settler: The character was brought up as a settler, either in a secondary colony. Gain <i>Animals (Riding)</i> or <i>Vehicle 1, Survival 1, Notice</i> or <i>Recon 0, Melee 0</i> . d3 Settler Contacts who were friends of the character from their youth.
4	Orbital/Mare: The character was brought up in a protected environment (in space/underwater). Gain <i>Animal</i> or <i>Mechanic 1, Zero-G</i> or <i>Seafarer 1, Vacc-Suit 1, (Any) Science 0</i> . d3 (random) Contacts who were friends of the character from their youth. (Note that some underwater gear, like Deep Diving Suits, use <i>Vacc-Suit</i> skill)
5	Cosmo: The character was raised in an urban, somewhat sophisticated area. Gain <i>Admin</i> or <i>Advocate 1, Art</i> or <i>Computers 1, Vehicle 1, (Any) Science 0</i> . <i>Special:</i> if the character wishes, they may reduce up to two physical statistics and add to their Edu statistic.
6	Caveman: The character lives in one of the Hive cities or arcologies, a “Cave of Steel”. Gain <i>Broker</i> or <i>Admin 1, Computers 1, Streetwise 1, Stealth 0</i> . d3 Street Contacts

Twilight Sector APR Citizen Early Life Events

Roll	Event
1-2	Proletarian: The character is the atypical member of the APR: hardworking, steadfast, and devoted (publicly) to the State. Gain <i>Athletics (Endurance) 1, Steward 0, Trade (Industrial labor) 1, Vehicle</i> or <i>Mechanic 1</i> . <i>Special:</i> if the character wishes, they may reduce up to two Edu and add to their physical statistics.
3-5	As Citizen: Many of the people of the APR are just like the denizens of other Interstellar states.
6	Dissident: The character was brought up within the larger community, but hidden in plain sight as part of a network of dissidents. Gain <i>Computers 1, Recon 1, Social Science (Politics) 1, Stealth 0</i> . d3 (random) Contacts who are fellow dissidents.

Twilight Sector Confederation Early Life Events

Roll	Event
1	Iconoclast: The character is the atypical member of the Confederation: fiercely independent, mobile, freedom-loving to the point of excess, eager to debate issues. Gain <i>Persuade 1, Jack-of-all-Trades 1, Survival 0, Vehicle 0</i> . 1 uncategorized Contact. (This option starts with 1 less level-1 skill due to Jack-of-all-Trades)
2-5	As Citizen: Most of the people of the APR are just like the denizens of other Interstellar states.
6	Co-Religionists: The character was part of a group of religious believers, sometimes living in isolated settlements but also found in some of the larger population centers of the Confederation. Gain <i>Survival</i> or <i>Streetwise 1, Recon 1, Social Science (Religion or Philosophy) 1, Vehicle</i> or <i>Animals 1</i> . d3 (random) Contacts who are fellow believers.



Twilight Sector Spacer-Born Early Life Events

Roll	Event
1-3	Orbital II: The character was brought up in a protected space environment, either an orbital, an inhabited asteroid or some other nearly weightless environment. Gain <i>Mechanic 1, Zero-G 1, Vacc-Suit 1, (Any) Pilot 0</i> . d3 (random) Contacts who were friends of the character from their youth.
4-5	Deep Space Brat: The character was born far away from the system's gravity-worlds and spent a lot of time in microgravity. Gain <i>Computer 1, Pilot 0, Vacc-Suit 1, Zero-G 1</i> . <i>Special:</i> the character can shift up to 2 points from Str or End into Dex to simulate their so-often weightless early life. Alternatively, they can remove 2 points from each of Str and End for a +3 Dex <i>and</i> the Negative Mutation High Gravity Intolerance (although it is not a mutation at all in their case but an environmental reality). These later types of Deep Space Brats are sometimes thought to be Zero-G SIMs.
6	Dreadhead: The character was born on a Dreadnaught while in transit, this is unusual for some reason and when it does happen, the Spacers tend to treat them as being "special." There are no skills associated with this however. Special: The character may re-roll <i>three</i> times on the charts during character generation. These re-rolls can be anything, from Survival and Advancement Checks, Injury Rolls, Skill Table Rolls, Event Rolls or Mishaps. Also, if dealing with a Spacer, the character who is known to be a Dreadhead will receive a +1 Interaction DM or the Highest of their IM or Soc DM (i.e. if they have no positive DM's for social interactions, this gives them one; it does not add to any others that already exist).

Twilight Sector Tinker Early Life Events

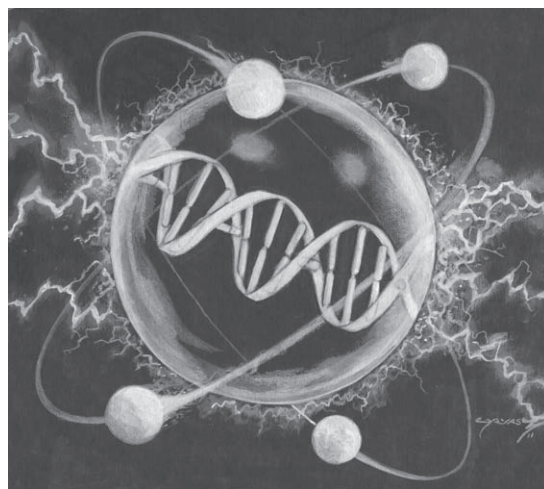
Roll	Event
1-3	Band : The character is the typical member of the Tinker kin-group. Gain <i>Art 1, Broker or Recon 1, Stealth 0, Survival 1</i> . d2 Tinker Contacts who were friends of the character from their youth and 1 (random) Contact who is on Walkabout (has taken a Leave of Absence from the Tinker Career).
4-5	Scavenger: The character in one of the Space communities of Tinkers. Gain <i>Broker or Pilot (Shuttlecraft) 1, Recon 0, Vacc-Suit 1, Zero-G 1</i> . 1 Tinker <i>and</i> 1 random Contact who is friends of the character from their youth plus a Vacc-Suit which is highly stylized (bright designs, cosmetically modified exterior)
6	Squatter: The character was brought up in or near a Squatter community, or otherwise in a mixture of Tinker and non-Tinker population. Gain <i>Animals or Vehicle 1, Art 0, Recon 0, Survival 1</i> . d3 Tinker Contacts who were friends of the character from their youth.

Referees are free to design their own Early Life Term Event Tables for their own groups. Future **Terra/Sol Games** products will also feature more of these packages.

30TH CENTURY EDUCATION:

Education comes in a many formats in the 30th century. No longer can it be assumed that students — even those with higher degrees — have been exposed to a formal institutionalized form of learning. While these “classical” forms of education (students, teachers, classrooms) still exist, there are several new teaching methodologies which have become available with 30th century technology. These provide more flexible and nuanced educational backgrounds. These include:

- ⚡ **Education Softs:** The advent of widespread cheap and powerful computers allowed the development of *edSofts* (the capitalization is deliberate, the result of an early marketing program that stuck in the minds of the public), specialized software packages for education. Relatively cheap to produce and easy to spread around, these *edSofts* allowed even poor nations to provide solid educational opportunities for their young people. An expert program integral to the *edSoft* allows a young person to develop at their own pace, but also charts out the best course of action to encourage knowledge retention and best guide development. Like all things, some *edSofts* are better than others, and some students excel at using them while others cannot pick up much even from a high end *edSoft*.
- ⚡ **EdWorks:** Educational Networks or *edWorks* are similar to *edSofts* in that they eschew a more traditional, institution based format in favor of internet-based learning that combines the interactivity of a more formal educational institution with the flexibility of Educational Softs. *EdWorks* themselves can either be highly structured (like many 21st Century Online Degree programs) or diffused (a kind of street-smart education by hanging out in the right sort of discussion boards and informational forums).
- ⚡ **Hypnolearning:** Subliminal education, or *hypnolearning*, is usually performed through automation. Frankly, this form of informational



exchange never panned out, as any complex information seems to escape the conscious mind. This form of education does however work very well for a small subset of the population, and can provide a repository of information in rote form even in some individuals who gain no other benefit from the process. Hypnolearning has been a boon for language acquisitions because of this effect, allowing vocabulary to be learned much quicker and easier than by traditional methods.

- ⚡ **Direct Transfer:** Despite the fact that consciousness transfers have been around for some time, *direct transfers*, which use sensory implantation to “feed” the brain information is very difficult to master. This technology is just in its infancy, using very delicate and complex machinery, the brain is directly fed information. While the possibilities of direct transfer are somewhat frightening (brainwashing), actual trials have demonstrated the technology to be extremely weak in actual application. This has gone a long way to easing fears. One day however, the technology *will* be more capable and the possibilities for misuse a reality.

A Matter of Degree

The specific level of achievement (measured by degree title) is related directly to the character’s Edu score, but does not *require* official accreditation. In fact, the receipt of a specific degree is entirely optional, and there are many highly educated individuals who pursue their own path to high Edu scores that have nothing to do with Bachelors, Doctorates or other academic titles. For characters who start the game with high Edu scores and **do** wish to hold some degree, formal career choices (including a package here) are not required; the character could have been able to attain their degrees through accelerated education at a younger age (if this is rolled as their initial stat) or through part-time college attendance (if gained during the course of a career).

One does not *need* to take any of the University Packages to claim a degree, and they do not *need* to use their Basic Training Package selection on University even if they do decide that it is appropriate for their background.

Education Level Table

Edu	Approximate Degree
5+	Primary School
7+	High School
9+	Bachelor’s Degree
11+	Master’s Degree
13+	Ph.D.

Twilight Sector

Each nation – and often local governments inside interstellar nations – has their own preferred educational methodologies. In many interstellar nations, a mixture of edSofts and Institutionalized education programs are utilized, with a proscribed ratio based on individual student needs. The APR for example, is actually quite good about educating students, although the content of that education in history and government may sometimes be suspect. The Archenars use very aggressive adaptive EdSoft programs no matter what the young person's social caste. The Osters on the other hand, tend to use more outré methods like hypnolearning and direct transfer for their lower classes, and traditional learning and edSofts for their higher classes.

Likewise, certain types of colony tend to adapt their own methodologies which are uniquely suited to their environments. Belter communities throughout the Known Galaxy are well-known for using structured edWorks and edSofts as a 'standard' for early education. Tinkers are well known for their edWorks and a system of mentorship in which small focused groups are attached to adult members of the community.

Education Mechanics:

The Education score represents a mixture of generalized knowledge and ability to integrate and recall the information to which the character has been exposed. The 30th Century of Twilight Sector is a place where unemployment has become problematic, and there has been a significant rise in "leisure time" which has translated

into a practical renaissance of learning and human knowledge. Studies in subjects ranging from the esoteric to the highly theoretical are conducted by regular citizens.

To reflect this, there are **two** suggested modifications to the character creation system:

/// **Educational Benefits Rule:** When a character Musters Out of a career they can use up to **two** of their Benefit Rolls to gain +1 Edu (for a total of +2 Edu). If this career path went on for longer than 4 Terms (i.e. 5 or more terms), they may use up to **three** of their Benefit Rolls to gain Edu. This is assumed to be a course of generalized study undertaken while in the career, either in traditional (night) classrooms or using EdSofts and EdWorks. No more than **five** (total) Benefit Rolls may be shifted this way over the course of a character's lifetime (unless the Referee for some reason wants this number higher, such as a game starting with a large number of terms).

/// **Scientific Hobby Rule:** Any bonus to the Edu score of an individual (including the above Benefit Roll substitution) *can* also be translated into a *Science* specialty instead. The specialty should not be raised above 2 using this method, so as to encourage a breadth of knowledge (and the fact that *Science* skills can be raised above this level using regular means without impediment). Look at this as an opportunity to make the character's education more well-rounded. In some University Packages, these substitutions are mandatory (over certain Edu maximums).

UNIVERSITY/ACADEMY SKILL PACKAGES:

Extended Basic Training Package: (Minimum Requirement: Edu 6+) **Note:** *The following is an Extended Basic Training skill package, representing a transformational experience in the character's young adult life. If characters want a University background but would prefer the Extended Basic Training of their first choice in post-University careers, use the University Background Courses on the bottom of the next page and delay the extended basic training package until the next term. Also, as will be commonplace for these educational packages, no Benefit Roll is gained from this career (either eaten up by tuition or representing lost opportunities for making extra cash).*

The Field Skill: In many of the below packages, characters may select one academic skill appropriate to their field from: Advocate, Art, Engineer, Instruction, Medic, Sensors. Some specific packages may adjust this list further.

University/First (non-Extended Basic Training) Term: This package is a single term intended to convey attendance to some form of advanced degree program for a sustained period of time, in which the character (hopefully) gained academic credentials as well as useful academic skills. **Note:** *This is a first career Extended Basic Training Package, if the character wishes to delay their Extended Basic Training, use the University Background Package instead (pg 11, bottom).*

Edu +3 (Maximum Edu 12, use Scientific Hobby Rule for excess Edu bonuses), Art 0 or (Any) Science 0, Admin 0, Computers or Investigate 1, Computers or Investigate 0, Science (Any) 1, plus the Field Skill 1

University Secondary Package Term: This is a full term spent in a Post-Degree program; the character is, once again, spending the entire term studying, gaining useful academic skills (the Field skill includes *Computers* and *Investigate*).

Edu +3 (Maximum Edu 14, use Scientific Hobby Rule for excess Edu bonuses), Art 0 or (Any) Science 0, Field Skill +1*

Academies:

Beyond the need for general knowledge, there is also a strong need for specific knowledge in certain fields, whether they constitute a trade or a given profession. Such institutions are scattered throughout the Known Galaxy in all stripes and qualities, but they fall into two basic categories:

- /// *Prep Academies* are designed to prepare their attendees for their first term (apply the Academy skills, then segue the character into their “real” career and allow them the normal Extended Basic Training Package for that career).
- /// *Advanced Training Academies* are designed to be attended by people in a specific career to supplement their basic skills for their normal career. In both cases, roll on the events tables of their chosen careers for this term.

Note: All of these Academies take up a full term and cause the player to lose one Benefit Roll (tuition, missed opportunities, etc.). Players in them roll on the survival, advancement and events rolls just as they would normally for their career. Default to a roll on the Life Events Table if the character is not in another career.

Colonist Courses (Prep or Advanced): This represents a colonist crash course, either given as a preparatory step towards a formal colonization effort or “on the job training” in a harsh environment for a leadership position in the colony.

Edu +1 (Max 11, use Scientific Hobby Rule for excess Edu bonuses), Science (Any) 1, Choice of: (Admin +1, Diplomat +1, Instruction +1, Leadership +1, Medic +1), second skill from that list at 0

Military Academy (Prep): This represents one of the standard Military Academies scattered around the Known Galaxy. Some highly specialized academies do exist with their own First term extended Basic Training packages which can be taken instead as a ‘mini-career’ (listed elsewhere), but this term package represents one of the many institutions, both notable and honorable, which prepare military service people for their careers. Graduates of these programs who go into the military are assumed to immediately have attained a commission.

Edu +1 (Max 11, use Scientific Hobby Rule for excess Edu bonuses), Science (Any) +1 or Tactics (Any) +1, Leadership +1, Military Specialist Skill (see appropriate Service or Force for list) at 0

Orbital Mechanics (Advanced): This represents a series of training sessions that allow the player to better survive in space-based locations like orbital habitats and similar areas. This could represent formal courses or a more aggressive “hands on” environment on one of the habitats (or in the belt or a similar location).

Vacc-Suit +1, Zero-G +1, Physical Science (Physics) +1 or Space Science (Robotics) +1, Physical Science or Space Science 0

Protected Environment School (Advanced): This represents a military or civilian course that prepares the student to undertake dangerous (civilian) and/or violent (military) missions in hazardous or airless environments. The civilian versions are considered standard for some postings to hazardous worlds as settlers or as contracted laborers. Some facility with zero-gravity skills (anything, including a skill of 0-level) is technically required if this is for military service, but since the individual could be fighting on a low-gee moon or a corrosive atmosphere this is often not rigorously enforced.

Vacc-Suit +1, Tactics (Exotic) +1 or Physical Science (Chemistry) +1, Sensors +1, Piloting 0

Psionic Development Courses (Prep or Advanced): This represents an effort to develop the Psionic potentials of a particular individual in a concentrated fashion. These Psionic Development courses are limited to those who have either managed to develop PSI elsewhere or who have qualified for a Psionic Career.

PSI +2 (or PSI 3 if they have none), Life Science (Psionology) +1, Social Science 0

Traders School (Advanced): This is a school that is designed to get the most out of a character’s mercantile career; these are often considered to be little more than fancy retreats by the lower-level members of a Trade House, but they are also considered to be the “price of admission” if a Trader wants to reach up to real power.

Broker +1, Social Science (Economics) +1, Persuade +1, Diplomat 0

University Background Courses (Prep): This is a University Background that did not become the focal point of the character’s early adulthood. They attended, they may have even liked the experience and had a great/illuminating time, it just didn’t “mark” their life the same way that the (subsequent) career did. Characters should use their Extended Basic Training Package for their career choice in the next term (see **Delayed Extended Basic Training** on page 3).

Edu +2 (Max 12, use Scientific Hobby Rule for excess Edu bonuses), Science (Any) +1, Science (Any) 0

EVENT, MUSTERING OUT AND RANK BENEFITS:

The following new Event, Mustering Out and Rank Benefits are available in the Twilight Sector Setting.

Cash: Portfolios & Immediate Cash

Portfolios or "P" Accounts are listed in high numbers of credits in secured funds. These assets are not liquid, and there are penalties involved for sudden major withdrawals. A character with such a Portfolio has access to 1% of the amount automatically (once/month maximum). The character can choose to liquidate 25% of the Portfolio to gain 10% of the amount after d6 days (once/quarter maximum, this reduces the Portfolio's value accordingly) or can take the full penalties of a massive withdrawal and receive 30% of the total as a cash payout after d6 weeks (making the banks and brokerage houses very very happy as they split the other 70% for doing nothing).

Portfolios will increase in value by 2d6%-d6% (yes, they can go down) every standard year after play begins if the Referee wants to bother with the accounting. Frequent (monthly) reductions of the Portfolio will cause it to diminish over time.

Immediate Cash Rolls are just that, an immediate roll on the Mustering Out Cash table, sometimes using a d3 or the Rank of the character instead of the dice roll. They represent windfalls and significant scores as well as bonuses and (in the case of Authorities at the National and Sector-Level) higher pay-rates. These do not count against the lifetime maximum rolls on the Cash table.

Contacts & Allies

Contacts and Allies work very much as presented in the **Traveller Main Rulebook**, although Contacts are *categorized* in Twilight Sector which requires some mention.

Events should state what general type of Contact the character makes. Some Events declare the Contact as *random* (roll on the Tables, facing page), *player's choice* (players have free hand in selecting what they are in character generation) or *uncategorized* (players may wait and determine precisely what they are as the game or campaign unfolds). The categories used here include:

- /// *Academic Contacts*, include scientists and explorers as well as 'true' (teaching) academics.
- /// *Civilian Contacts* covers a broad area, generally "average joe" citizens who might nonetheless have critical skills or knowledge. These are subdivided into the various social classes (selected by player or mentioned in the event).

- /// *Corporate Contacts* belong to one of the big corporations, including Z-Corps and Metacorps.
- /// *Government Contacts* include political leaders, LEOs, government spies or bureaucrats.
- /// *Media Contacts* include Artists, Sports figures, reporters and others who seek the public eye.
- /// *Military Contact* is someone in the military (also someone in a military related industry).
- /// *Settler Contacts*, include the Settlers and Fringers that live in the still rough hewn parts of space.
- /// *Street Contact* who flirt with the shady side of life: criminals, pirates, convicts and that type.
- /// *Spacer Contacts* which include true Spacers, but also Port Authorities, Customs LEOs and other similar types who frequent the same areas.
- /// *Tinker Contacts* are Tinkers but also Vagabonds of all kinds, rootless wanderers.
- /// *Trade Contacts* are involved in the world of business and finance. Some are corporate, but many are Traders and ordinary business owners.

Note: Mutant, AI and Uplift contacts are dealt with separately. Generally, these contacts are important primarily as inroads to that community. Referees are free to assign a subcategory (Spacer, Government etc.) as they deem appropriate.

Referees can determine that a Contact is no longer in one of these career paths as the player calls on their "old acquaintance", but the skill sets and the Contact's own Contacts often remain helpful. For this reason, it is suggested that characters specify when they acquired the Contact (term 1, term 2). This is not a requirement, but having this information on hand could help the Referee making a spot decision.

It is also suggested that as these acquaintances are brought into the game (especially if they are met face-to-face) there is a record kept beyond their name. What are they doing now? Are they helpful and friendly or mercenary? What sort of baggage do they bring? These details (Referee provided, but it is not inappropriate to use player suggestions) will make the Contact something more than "Old friend #15 is Corporate".

Implant

Select a single cybernetic or bionic implant up to 150,000 Cr (not different cybernetic implants that add up to this amount). Multiple Implant results can be combined to allow larger purchases.

Note: Some Events give a cybernetic allowance higher than 150,000 Cr. This is deliberate.

Random Contacts

The following tables allow the random categorization of Contacts. Begin with the Master Contact Table and proceed from there as indicated.

Master Contact Table

Roll	Contact Type
1-2	Civilian
3	Table A
4	Table B
5	Table C
6	Table D

Contact Table A

Roll	Contact Type
1	Government
2	Media
3	Corporate
4	Military
5	Academic
6	Trade

Contact Table B

Roll	Contact Type
1	Corporate
2	Civilian (High)
3	Trade
4	Government
5	Media
6	Uncategorized

Contact Table C

Roll	Contact Type
1	Street
2	Spacer
3	Tinker
4	Street
5	Civilian (Low)
6	Uncategorized

Contact Table D

Roll	Contact Type
1	Spacer
2	Settler
3	Tinker
4	Trade
5	Military
6	Uncategorized

**Interaction Modifiers (IMs)**

In the 30th Century of Twilight Sector, people are given respect for what they have done rather than their socioeconomic status. To a point this is true even in the APR, although it would be more accurate to say there that the person's accomplishments help to *determine* their political status.

As one rises in their career, they achieve higher *Interaction Modifiers (IM)*. Characters use either their highest IM bonus *or* their raw Soc for NPC interactions. In some cases, the Referee will insist on using one of these DMs, one that may not be the highest. A good example is using Soc when meeting someone who has no idea of the character's background.

Notice that some careers (Convict) do not translate their IM to the general public at all, and some (Spacers, Tinkers, Criminals) have a "split level" IM: one for the general public, one for others inside that career.

Favor

The character has garnered a Favor with a political, corporate or criminal bigshot. The Favor is one-time, and implies a significant debt from the person the character got it from. Like Contacts, the character may want to write down the nature of the Favor, who gave it to them and when (how many Terms back). While players may request repayment of the favor, it is the Referee directing the NPC who determines how much the NPC is willing to do. If the Favor is significant or costly, there may be some bargaining involved.

Memory Shunt

In the setting, both Psionic abilities and high tech devices allow for brain scanning. While some protections do exist (Anti-Psi Skill, Psionic Protection gear) this is a major concern for many in the military, government and corporations. This implant, now in use for more than 200 years, replaces other less sophisticated methods (such as chemical memory wipes) to narrow this security gap.

The memory shunt is a bionic implant (mixing cybernetics and biotech) that re-routes memories of the subject before they are committed to their long term memory. The implant can store up to 6 hours of such memories, which is more than sufficient for normal use since it is generally used for codes, names, numbers and other scraps of sensitive data. For the most part, users have full access to this information, but it is impervious to Psionic deep scans and *resistant* to technological engram scanners without the proper codes.

The secondary function of the technology is to wipe the stored memories in case of capture or death. Once erased they cannot be retrieved. Erasure is controlled either by the implantee or an automated circuit which detects a loss of life functions (this is subject to a d6 minute delay however). The erasure is also sometimes caused by EMP bursts (1-4 of a d6) and Psionic attacks (1-3 of a d6).

Note: Memory Shunts are always cleared when the character *Musters Out* or takes a *Leave of Absence*.

Shares

Shares are a bundle of dedicated portfolios, secrets, Contacts who owe the character favors and loan guarantees that can be used to help players make major purchases: ships or other vehicles, businesses or Biocons, down payments towards Consciousness Transfers or an AI. The actual "amount" of any given Share is determined by what it is that the individual is trying to purchase (in essence, the larger the purchase the more a share will get you).

- /// **AI:** The cost of Artificial Intelligences (covered in much greater depth in *Mutants and AI*) keeps many out of the hands of most citizens, but governments and corporations have sometimes "offloaded" their excess AI capacity to the market when their demands for processing power suddenly flatline. AI Shares cover 3% of the cost of the AI. Monthly costs for the AI's mortgage are calculated similar to starships but based on a 20 year payment (1/120th). An AI has

1 "Share" worth of amortized value per year (also 3%) that should be added to the character's shares. (i.e. a character with 15 Shares can purchase a 10-year old 200 MCr AI for [45% (character's 15 Shares)+30% (10 "amortization" Shares for age)=] a 75% reduction, a mortgage of only 416,667 Cr/month (based on the remaining 50MCr).

- /// **Biocons:** The Biocon is also covered in much greater depth in *Mutants and AI*, but one of these biological cybernetic entities is a sizable investment for a character, more than a luxury vehicle or small home. If the unit was not kept in good shape (wounds/battle damage, allowed to age, et al.), Reduce costs by -2 for a Simple Biocon (mass produced) or by half for a Custom Biocon. *These are for outright purchases, although Biocons also require monthly/yearly upkeep costs separate from this.*
- /// **Businesses:** This expense represents a lump sum tied into the overhead of a smallish company. The creation of a business is a good

Table 2: Shares

Item	Shares	Notes
AI	1/3%	Monthly payments (20 year) 1/120 th of remainder.
Biocon, Simple	5	Mass grown clone with standard Mountings.
Biocon, Custom	10+	Sophisticated Biocon, unique appearance, a few "extras."
Businesses		
Tiny firm	3	Rental storefront, temp employees, little equipment.
Small firm	5	Owned Storefront, 1-5 employees, minimal budget.
Moderate firm	10	Medium Shop/Office, marketing budget, 6-10 Employees.
Large firm	15	Large/Upscale Shop or Office, 21-50 employees, budgets.
Small Subcorp	20	A few offices, 51-100 Employees, perks, big budgets.
Residence		
Simple Apartment	2	Conapt or small bungalow for one-person.
Moderate Home	3-4	Large Conapt or a medium-sized family home.
Large Home	5-8	Huge Conapt, big house or a high-priced smaller conapt.
Estate	9-10	Residential Wing, Country Estate, high price townhouse.
Small Compound	10-15	Isolated (small) building, surrounding estate/perimeter.
Space Vessels		
Starships	2%/Share	"Inexpensive" Starship (100-400dtons, under 150 MCr).
Starship, Medium	1%/Share	Traditional Starship (400-2,000dtons, under 800 MCr).
Shuttlecraft	10%/Share	Up to 100 tons (Under 35 MCr).
Vehicle, Non-Military		
Under 15 KCr	1	Most groundcars, small/cheap aircars, small boats.
15k-50 KCr	2	Most gravcars, boats, luxury or offroad groundcars.
50kcr-100 KCr	3	Grav Belt, "Gazelle" ATV.
100-500 KCr	4	Older Air/raft, Electric Trains, Grav Utility Vehicle, Planes.
500-1 MCr	5	Heavy Construction Vehicles, Jets, Racer Grav.
1 MCr-5 MCr	6	Cargo Flyers, Research Submarines.
5+ MCr	As Shuttle	Grav Trains, Refueling Platforms.

way to help characters establish themselves in a specific niche within the setting. *Firms* are small business subcorps located in one area while a small *subcorp* can be bought which has more employees and larger facilities. *These are largely self-sustaining, with the income of the businesses paying for much of their monthly upkeep (normally, Referees will decide on a case-by-case basis afterward if there are additional overhead costs).*

- ✎ **Residence:** The shares can also be used to purchase a residence. Characters must pay roughly 250 Cr/month per share for incidentals related to their residence (a large home costing 6 shares would require 1,500 Cr/month in upkeep; a small building purchased for 10 shares would cost the owner 2,500 Cr/month). **Note:** *These costs are in lieu of normal Soc-based upkeep costs between "poor" and "rich".*
- ✎ **Space Vessels:** The traditional purchase using Shares, each share is equal to 2% of the cost of an "inexpensive" starship (100-400 dtons, under 150 MCr), or 1% of the cost of a "medium" starship (400-2K dtons under 800 MCr in value). Shuttlecraft can be purchased for an almost "reasonable" 10% per share.
- ✎ **Vehicles:** Shares can also be used to purchase smaller ground/sea/air vehicles (non-military) outright.

The characters may combine their shares for larger purchases.

Ship's Boat

The character has acquired a Ship's Boat of their own, free and clear. Obviously, they must pay their own berthing costs, fuel, maintenance, life support and the rest. Alternatively, they could use this Benefit as 5 Shares in a Shuttle-sized Vessel (up to 100 tons) added to other shares for a larger, more expensive ship.

Additional rolls of this result means that either the character gets an additional 5 Shares for a Vessel or the owner gains Piloting (Shuttlecraft) skill.

Stateroom Condo

Massive Dreadnoughts are able to accommodate thousands (sometimes tens of thousands) of passengers and hundreds of thousands of tons of cargo. They are also much faster than normal vessels, capable of travelling at an unreal 8 parsecs a week, and have the added advantage of providing a Tachyon Wake which allows smaller vessels to travel along with it on the same route. Specific Dreadnoughts (those which are relevant to this discussion) travel along well-defined

routes, linking 2-3 Sectors together on a circuit and providing regular transit for commerce.

This Benefit indicates that a stateroom on such a Dreadnought is owned by the character. This is generally given as a reward for their service or as a result of shrewd investments. A small stipend is also attached in a special hands-off account that is dedicated to pay for all of their life support costs. The stateroom condo itself is also a commodity, which can be sold, traded, leased, or "time-shared" for staterooms on other Dreadnoughts. Those who wish to use them can travel with the Dreadnoughts, visiting different ports of call along the route. Those who do not wish to use them can rent or lease the space to others (perhaps eventually selling them outright). By using special service agencies (such as *Mortimers of London* on Terra/Sol and dozens of others along every world on the Dreadnought route) characters can facilitate these trades without much effort. An office visit, sign papers, pay 1,000 Cr per 'trade' (including getting their original back) and use the established Dreadnought routes to make fast transit from the core to any sector along the route for nominal costs.

Statistic Adjustments

Add the bonus to the listed statistic. **Note:** this does not mean adding to the DM of the statistic (although the additional points gained as experience may help the character reach the threshold for a higher DM).

Weapon

The character has not only been given a ceremonial weapon appropriate to their career, they have also been granted a special permit to enable them to carry this weapon **Note:** not to brandish it, or use it, or threaten others with it).

Additional rolls of this result means that either the character gets an additional weapon or gains skill in the weapon received.

Wicked Shiv

This Benefit is a shiv (prison knife) that has been created using one of the more innovative technologies available to prisoners. Specifically, this is a weapon that can be effectively hidden from the eyes of the guards. Examples include bio-crystals grown in industrial vats or mutated bone fragments fused to the inner forearms, or Memory plastic arm wrappings. The point of the shiv is that it is deadly and concealable, otherwise it has the same characteristics as a knife. Alternatively, the character could have some other weapon characteristics: a bolo, bagh nakh, or club for example (perhaps even a defensive device).

TWILIGHT SECTOR SKILLS

The following are subject to rules covering specialties, tasks and other aspects common to skills. In some cases they overlap with existing skills, but they do offer different ways to achieve the results and may have different strengths and weaknesses.

NEW SKILLS

Accounting:

This skill allows characters to be able to follow a company's "money trail", determine what might be a good investment, figure out probabilities of a course of action succeeding, or to balance their checkbook. This assumes access to adequate information in the first place. The skill overlaps slightly with *Computers* as both can generate raw data about finances (while there are plenty of accounting programs to do the math, these don't tell you what patterns emerge from the data or much substantive analysis other than the bottom line); and *Social Science (Economics)* which also analyzes financial data (although structured more towards macro-level theory, accounting is the more practical application). **Note:** This skill appeared first in the *Average Joes* section of *Starfarer's Gazette* #1.

Follow a company's money trail to find out they have funneled money to a shell company that is supporting the rebels: Intelligence, 2d6 days, Formidable (-6)

Determine what might be a good speculative commodity for the next planet on your itinerary based on the last two years market trends: Intelligence, d2 days, Difficult (-2)

Anti-Psi:

A skill designed for mundanes (non-psionics) to protect against unwanted Psionic intrusion. *Anti-Psi* is effectively a Psionic shield but unlike the automatic shields of psionics it must be activated as a free action in a combat round and properly executed (i.e. a skill check to make it work). The Anti-Psi shield can be kept up for reasonably long periods (Effect x10 minutes, longer than most combat situations). Anti-Psi can also be used to baffle some mind probes and perform a few other tricks. Training in Anti-Psi involves not only conventional mental exercises, but hypnotic suggestions, biofeedback, and subliminal mental conditioning. While designed for mundanes, it is also useful when learned by psionics due to some of the differences between the skill and their natural shields.

Engage Anti-Psi shield as a free action: Intelligence or Psionic Strength, d6 seconds, Average (+0)

Push false thoughts/images to the forefront of thought during a Basic Mind Probe: Intelligence, d6 seconds, Difficult (-2)

Confuse a deep scan for 1 minute: Intelligence, 1-6 seconds, Very Difficult (-4)

Confidence:

This is the ability to communicate, demonstrably empathize with, and gain the trust of people. Combined with leadership this can make a potent combination for getting a group of people to do what you want. It overlaps slightly with *Persuade*, in that it too can be used to change someone's mind (but isn't the same as fast-talking); *Diplomat*, in that it too can assuage hurt feelings (although not with the same gravitas or face-saving component).

Note: This skill appeared first in the *Average Joes* section of *Starfarer's Gazette* #1.

Convince someone you just meet to tell you if Joe was here yesterday or not: Social Standing, d6 minutes, Average (+0)

Gain the trust of someone who was just on the wrong end of a bar fight with you: Intelligence, d6 minutes, Very Difficult (-4)

Deflect whiney patron's petty complaints. Intelligence, d6 minutes, Routine (+2)

Empathy:

This is the skill of understanding the motivations of others, generally other humans and to a more limited extent how to properly react to that to achieve your own goals and motivations. It is related to, although not entirely the same as *Social Science (Psychology)*, which does deal with behavior analysis but tends to be less helpful in suggesting counterstrategies. It is also related to *Investigate*, which also deals in motivations, although of a particularly channeled variety (criminal). It can also do some of the same things as *Notice*, although limited to more direct analysis of people.

Determine that the man at the restaurant is casing the joint: Intelligence or Education, d6 seconds, Difficult (-2 DM)

Separating the very basic motives of someone chatting you up at a party: Intelligence or Social, d6 minutes, Routine (+2)

Note: because it is very basic, the quality of information received will be slight. "They are interested in you" might mean they are trying to pick you up, or that they are pumping you for information (or cannibals looking for a bite out). This might call for a second roll to determine specific motivations, taking more time and greater difficulty by 2 or more steps.

Catch the eye of a prospective Romantic Partner at a party (said subject being 'open' or 'neutral' to the advance): Social, d6 seconds to d6 hours (depending on individual), Difficult (-2 DM)

Notice:

The ability to pick out details, as well as the appreciation of how those details might convey some greater significance. This skill could be thought of as the non-Combat version of *Recon*, which also deals with sensing the environment but is more focused on danger and quick reactions rather than details and analysis. It also bears some resemblance to *Investigate*, which is more focused on crime and forensic data and criminal interpretation, while the *Notice* skill is more sensory interpretation and evaluation.

To notice that there is an extra vacc-suit in the niche near the airlock: Intelligence, Instant, Routine (+2 DM)

See the smudge on the politician's tie and recognize the general type of stain: Intelligence or Education, Instant, Very Difficult (-4 DM)

Interrogation:

This is the ability to elicit information from someone disinclined to cooperate. There are three specialties to the skill:

- ✎ **Interview:** The subtle effort to elicit information, usually through gaining confidence or using emotional manipulation. If done skillfully enough, the target does not even have to know they have been interrogated.
- ✎ **Questioning:** A less subtle, but sometimes more efficient (though not always more effective) means of gaining information by direct questioning.
- ✎ **Torture:** Commonly used by Totalitarian regimes due to the fact it makes people say what you want, regardless of the quality of the intelligence. Getting *actual* information is often the hardest part of this tactic.

Skillfully steers the conversation during dinner to the topic of your interest, not theirs: Intelligence or Social, d6 minutes, Average (+0)

Get the names of the other perps from the culprit in custody (said subjects being the culprit's friends unknown to player): Education or Social, d6 minutes, Very Difficult (-4 DM)

Get the hardened terrorist to give up the bomb codes: Intelligence, d6 hours, Formidable (-6 DM)

Interrogation may be opposed by *Diplomat* (skilled evasion), *Persuade* (feigned ignorance), or *Deception* (lying in the face of questions).

Research:

The ability to find and collate disparate pieces of information to find reasonable answers to open questions. Combined with even minimal *Computers*, skill this can allow you to research most any kind of information that might be somewhere on the internet. *Research* obviously overlaps with *Computers*, although this skill helps you not only find information not on the computer but also pull the material together to tell you something about how those facts come together. *Research* also slightly overlap with *Investigate* (which is dedicated more to forensics). **Note:** This skill appeared first in the *Average Joes* section of *Starfarer's Gazette* #1.

Find that the person being held on charges of industrial espionage is the cousin twice removed of a Rival companies CEO. Intelligence d2 days, Very Difficult (-4)

Compile a list of every port the Dawn Avenger has docked at in the last two years. Intelligence, d6 hours, Average (+0)

EXISTING SKILLS

Art:

Several Specialties are altered slightly in Twilight Sector than the main book:

Art (Performance): Is related to *Art (Acting)* with more emphasis on how to tap one's own feelings and present them in a way that maximizes how others perceive those feelings. For example, how to express grief in such a way others are moved by it; this is not feigned grief or the grief of a scene. This is not to say the "act" has to be entirely genuine either, it just has to have a kernel of feeling on which to build and shape. This is the art of creating your own legend (and very useful in "picking up" romantic encounters). The skill is useful for athletes, politicians and others who spend time in the public eye. It can be substituted for *Art (Acting)*, and vice-versa, with a -2 DM.

Expressing heartfelt grief in a way that moves an audience: Intelligence or Social, instant, Easy (+4)

*Hefting up a firearm like you intend to use it: Intelligence, Instant, Routine (+2 DM). **Note:** if the character is unfamiliar with the firearm, someone who is could roll a Routine Notice or Simple Gun Combat check to see the false bravado. But you **look** so very impressive...*

Pick up some groupies: Social, d6 seconds, Simple (+6)

Demonstrate your romantic interest to a doubtful individual: Social, d6 minutes, Very Difficult (-2)

Art (Instrument): The specialty is broadened to apply to different types of instruments rather than

Twilight Sector

specific instruments: woodwinds, acoustic strings, keyboards, etc. Although Referees may impose a familiarity penalty (up to -2 DM) for specific instruments within this group which are new/untried by the character.

Computers:

In the Twilight Sector setting, computers are a part of everyday life. 30th Century operating systems have been designed to be extremely intuitive, with voice commands and trode inputs for ease of use (processing thought into commands). Some still use manual inputs like keyboards, which are now found in a bizarre variety of forms. Even those without *Computers* skill (0 or higher) will have *some* experience getting normal information requests out of computers. In this setting, *Computers* skills checks are not strictly needed unless the user is doing something novel, difficult, or hacking. If for some reason, the character wants to avoid having any skill at all with a computer (they for example grew up under a large rock), their character is computer illiterate and must roll Intelligence stat with a -3 DM for dealing with the most simple request from a "think-machine."

Language:

The skill functions largely the same as detailed in the **Traveller Main Rulebook**, but the languages have been adapted for the Setting. For every point in *Language*, the character has **one** of the Central Languages of the setting (common languages known by large cross-sections of the population) as well as **one** non-Central Language, or **two** non-Central Languages. See **Appendix 2: 30th Century Languages** on Page 171 for more details.

Powered Armor:

Battledress is Powered Armor in Twilight Sector. The skill is divided into several overlapping categories which takes advantage of the similarities in the piloting of these various forms of powered armor:

- ✎ *Trade (Civilian Exosuits)*: The character is skilled in the use of both large and small civilian exosuits, but the character may not use this skill whatsoever with military suits.
- ✎ *Powered Armor (Small Civilian)*: Use of body-sized exosuits. The character can translate this skill into LANCE Powered Armor (with a -1 DM) after d66 hours of training.
- ✎ *Powered Armor (Large Civilian)*: Use of small vehicle-sized exosuits (Power Loaders). The character can translate this skill into HAVE Powered Armor (with a -1 DM) after d66 hours of training.
- ✎ *Powered Armor (LANCE)*: Use of body-sized LANCE exosuits. The character can translate

this skill into Small Civilian Exosuits with a -2 DM. LANCE skill determines the users effective Dex and is used to avoid injury for certain risky maneuvers.

- ✎ *Powered Armor (HAVE)*: Use of small vehicle-sized HAVE exosuits. The character can translate this skill into Large Civilian Exosuits with a -2 DM. HAVE skill determines what actions are available to a HAVE pilot during the combat round.

Science, Life:

The following specialties need some details added to them for Life Science.

Life Science (Uplift Species): This skill details some of the basic changes that are made for various types of Uplifts, including basic operation and repair of common tech strategies to compensate for their physical limitations (squawk boxes). Likewise, the skill provides some knowledge of the anatomy of various Uplift species.

Determine whether an animal is Uplifted or not at glance: Intelligence, instant, Difficult (-2)

Make a simple repair on a squawk box: Intelligence or Education, d6 minutes, Routine (+2)

Life Science/Mutation: This specialty deals with human mutation syndromes, their possible causes and the capabilities of standard mutants. It also gives a window on the "wildcard" mutant abilities exhibited from time to time that truly defy nature.

Determine what capabilities a mutant has based on an external physical examination: Intelligence or Education, d6 minutes, Variable Difficulty [ranging from Easy (+4) if the mutant is largely unclothed and unresisting to examination, to Difficult (-4) if the mutant is buried under layers of clothing and not helping the examination.]

Use long-term observational evidence to piece together the ability of a wildcard mutant: Education, d6 hours, Routine (+2)

Life Science (Psionology): The academic study of Psionic abilities and their application. Psions use this skill to learn how to harness new talents.

Develop a new Psionic application: Intelligence, d6 weeks, Formidable (-6)

Figure out how to adapt an application to a unique situation: Intelligence, d6 seconds, Difficult (-2)

Science, Social:

The following specialties need some details added to them for Social Science.

Social Science (X Culture): "X" being any of the "special" groups like Mutants, AI, Uplifts. This skill acts like the *Psychology* specialty for humans. It

allows some insight into these different groups, their motives, drives, and means of manipulation.

Make an educated guess of how to ask a(n) "X" for a particular kind of favor: Intelligence or Education, instant, average (+0)

Determine the best course of action to persuade a(n) "X": Intelligence or Social, d6 minutes (of observation), Average (+0)

Social Science (Corporations): This delves into the Corporate mindset, what makes them tick and why they do things. This skill helps to analyze decision making trends and surmise what they might do next, examine structures of a particular business to see what the weak points may be, and determine the best strategies to maximize resources issues (or target them).

Determine who is the most important one to sway in the meeting: Intelligence or Social, d6 seconds, Average (+0)

Make an analysis of the power structures of a corporation given only public information: Education, instant, Difficult (-2)

Social Science (Economics): Is the study of macro- and micro-economic principles. It can be used to run a business, and perform after a fashion some of what *Accounting* covers (although it takes much longer to use for this purpose and subtle nuances can be easily missed), but it is designed for larger scale market analysis, economic trends and similar activities that are quite necessary for the Trader House of Corporate leader.

Make an informed guess about the Market prices of a given commodity in the upcoming quarter: Education, d6 weeks (observation), Difficult (-2)

Create a Business Plan: Intelligence or Education, d6 hours, Easy (+4)

Social Science (Politics): The study of political systems, including analysis of policy, election strategies, and the principles of government. This also includes a working knowledge of major ideologies.

Run an election in a major city: Education, ongoing effort, Difficult (-2)

Determine the best approach to asking for government assistance: Intelligence or Education, d6 hours, Average (+0) (often used as the first step of a task chain)

Social Science (Psychology): Allows the character to guess at the motives or psychological state of someone (human) they are dealing with. It gives general academic information, such as "Wanda is worried and anxious" not necessarily what she is anxious about, although the *Psychology* roll can act as the first part of a task chain in an

Investigation, Notice or Empathy test that could reveal further information.

Determine whether someone is lying to you based on their behavior: Intelligence or Social, d6 minutes, Difficult (-2)

Make an educated guess about the motivations of the subject: Intelligence or Education, d6 minutes (of observation), Average (+0)

Social Science (X Topics): This is the study or hobby or interest in some aspect of culture (popular and otherwise): movies/vids, artwork, sports, literature (each is of course a different specialty). The more specific the specialty ("*The works of Shakespeare*" versus "*Literature*") the more specific the information that can be recalled/analyzed.

Tactics:

The following specialty is added to Tactics.

Tactics (Exotic): This is the skill that specializes in utilizing the advantages of an odd environment (such as a Methane Atmosphere or Zero-G Asteroid). Like all forms of the *Tactics* skill, this adds to initiative, but can also be used to try for a "special effect" (such as setting something up to explode that isn't normally volatile in human-normal environments).

Assess the most dangerous/least dangerous ground to occupy in an exotic environment: Intelligence, d6 seconds, Average (+0)

Cobble together common items to make something which can act as an impromptu explosive: Education, d6 minutes, Difficult (-2)

Special Note: The "Vehicle" Skill:

In the career Skill Tables that follow, specific types of transportation (Ground Vehicles, Grav/Flyers, Watercraft, etc.) are *not* mentioned for the most part. These are usually listed as "Vehicle" which is not italicized as other skills because it is not a skill of its own. Given the sheer variety of worlds the setting covers, there is no way that the limited framework of the skill tables can accurately reflect the needs of the character's story. On one Colony, ground cars might predominate, on others, the predominant vehicle might be boats. The single most ubiquitous vehicle (if one has the cash for it) is the gravcar (use with the *Flyer (Grav)* skill).

When gaining "Vehicle" players may select the form of vehicle they receive skill advancement. Each vehicle skill is treated as a separate skill, with its own specialties as normal.

Other skills found in the book can be located in the **Mercenary Core Book** (*Instruction*, pg 38) and **High Guard Core Book** (*Discipline*, pg. 39)

THE CAREERS

Qualification Checks & Hold

When the character wishes to enter into a new career (and occasionally to re-enter an old career) they should make a Check for *Qualification*. If the Qualification roll is missed, the character has to spend a year (not a **term**) with their Career on Hold (aka CoH or just *Hold*). This indicates that they are not pursuing any specific objective. They might be preparing for entry into another career, dejected from their rejection, or just taking time out. They can make a second effort to qualify (for the original career or another), but when they do, the character either succeeds (by passing the Qualification roll) or must spend the rest of that term "Career on Hold". See Page 21 for more details/

Survival and Advancement

All standard rules concerning Survival and Advancement rolls are followed. This includes the "services no longer needed" rule (rolling under the number of terms already served in a Career for an Advancement Check prompting a mandatory Mustering Out (See **Leave of Absence**).

Interaction Modifiers (IMs)

Interaction Modifiers are listed as "IM" on the Rank Tables. These optionally replace a character's Soc DM's for character/NPC interaction. Note that this substitution is generally *not* mandatory however: a character with a Soc of 12 does not have to abandon their +3 DM. In some cases, the Referee may *require* use of certain IM's, or Soc, for a specific encounter but in general use the *highest* of either the Soc DM or the character's highest IM.

Mustering Out

Mustering Out is expanded slightly to accommodate the Longevity Rules in *Twilight Sector*. As normal, Characters receive a Benefit Roll for each term served in a career (unless there is a Mishap). This can be modified by certain events which will add to, or subtract from this base number. The character also receives a bonus number of Benefit Rolls based on their Rank, but this should be kept separate unless the character decides to turn their back on the career completely (see *Leave of Absence*).

Characters in *Twilight Sector* may use their Benefit Rolls for bonuses to Education (as discussed on page 10), reflecting their efforts during the course of the career to improve their education), or they can use Benefits to roll on the Cash or Other Benefit tables of the career.

While the **total** (or lifetime) number of Cash Benefit Rolls is limited to five per character (the *Twilight Sector* default), this number is still subject to the Referee's discretion for their own games.

The Leave of Absence

When the character chooses to **leave** a career, they may either Muster Out fully, or take a *Leave of Absence*. The Leave of Absence allows characters to take a break from that career for a period of time rather than abandon it permanently. Employers and Military Officials understand that given the extremely long life-span possible in the 30th Century, these leaves are necessary. This is strictly voluntary, characters do not have to take them.

When taking a Leave of Absence, the character should roll for Mustering Out, but should **not** use the Rank bonuses for their Benefit Rolls (see pg. 4, +1 for Rank 1 or 2, +2 for 3 or 4, and so forth). Instead, they Muster Out with the Benefits for the number of Terms served, plus whatever additional Benefits have been gained/lost as a result of their Events. Mishaps will indicate whether or not a Leave of Absence is allowed.

All Rank-derived Benefits are saved for their eventual return to the career or until the character abandons the career for good, (taking the accumulated Benefit Rolls in their last Mustering Out checks). Characters who are still left Benefit rolls due to a "Leave of Absence" at the end of Character Creation can claim that they are still a member of that career, simply "on Extended Leave." Indeed, this can be a handy way to retain one's military clearances and so forth. Unresolved Benefits left at the beginning of play are "lost" (the character is still on Leave and ostensibly could return to that career and claim them in the future).

The Return: If later in the character creation process the character wishes to return to a career from which they have taken a Leave of Absence earlier they must make a Qualification Roll, using all standard modifiers.

- ✎ If the Check is a success, the character resumes their Rank and takes up where they left off in the career. (At same Rank as when they left)
- ✎ If the Check is a failure, the character *still* resumes the career but drops down by 1 Rank (due to their inability to pick up where they left off, as signified by the failed Qualification roll).

Helpful Reminders for the Career Tables:

- ✎ *Targets* are always **8** unless otherwise specified
- ✎ If a *Contact type* is not specified, it is determined randomly (see Table page 13)
- ✎ *Effect* refers to the dice roll-8 (positive is a success, negative is a failure)
- ✎ The *Injury Tables* are on Page 174-177
- ✎ The *Life Events Tables* are on Page 181-187
- ✎ The *Legal Trouble Tables* are on Page 173
- ✎ *Benefits* (capitalized) always refer to Benefit Rolls, made during Mustering Out.

CAREER ON HOLD (COH)

Characters who are “Career on Hold” have missed their Qualification Check this term. This means that one year of time (at least) has been spent “on hold”. There is a **second** opportunity for the character to roll for Qualification (the same or a different career) at the end of that first year, but if this is failed as well, the full term is spent on Hold.

Different characters have different interpretations of “Hold.” For some, this is time spend gathering their wits, taking a break or readying themselves for the next challenge. For others, Hold is a period spent in remorse and self-gratifying pity. It can also be a time spent on family or pursuing their own desires (hobbies for instance); or it might be a matter of happenstance, in which fickle fate has simply denied the character the opportunity to move forward. The defining characteristic of “Career on Hold” is that the character spends their time **not** pursuing their goals (except maybe if personal time or holiday fun happens to be those goals).

Second Qualification Check

The Second check is made using all standard modifiers, there is no adjustment. If this check is failed, the character spends the rest of the term CoH. If the character *makes* the second qualification check, they have a shorter than normal term in their chosen career.

- /// Instead of a Selection Skill they must roll for *both* skills in the term (the Tables they roll on still may be selected).
- /// They also have a -2 DM on their Advancement Check due to the shortened period of time in the term.

Advancement/Survival

None. Hold is *not* suitable for either of these two. Likewise, there are no Benefits or Rank Tables, nor any specific Events (instead, the Life Events Table is rolled, see below). If Life Events give Benefits or Immediate Cash Rolls, use the (worker) Civilian Mustering Out Tables of the appropriate Soc.

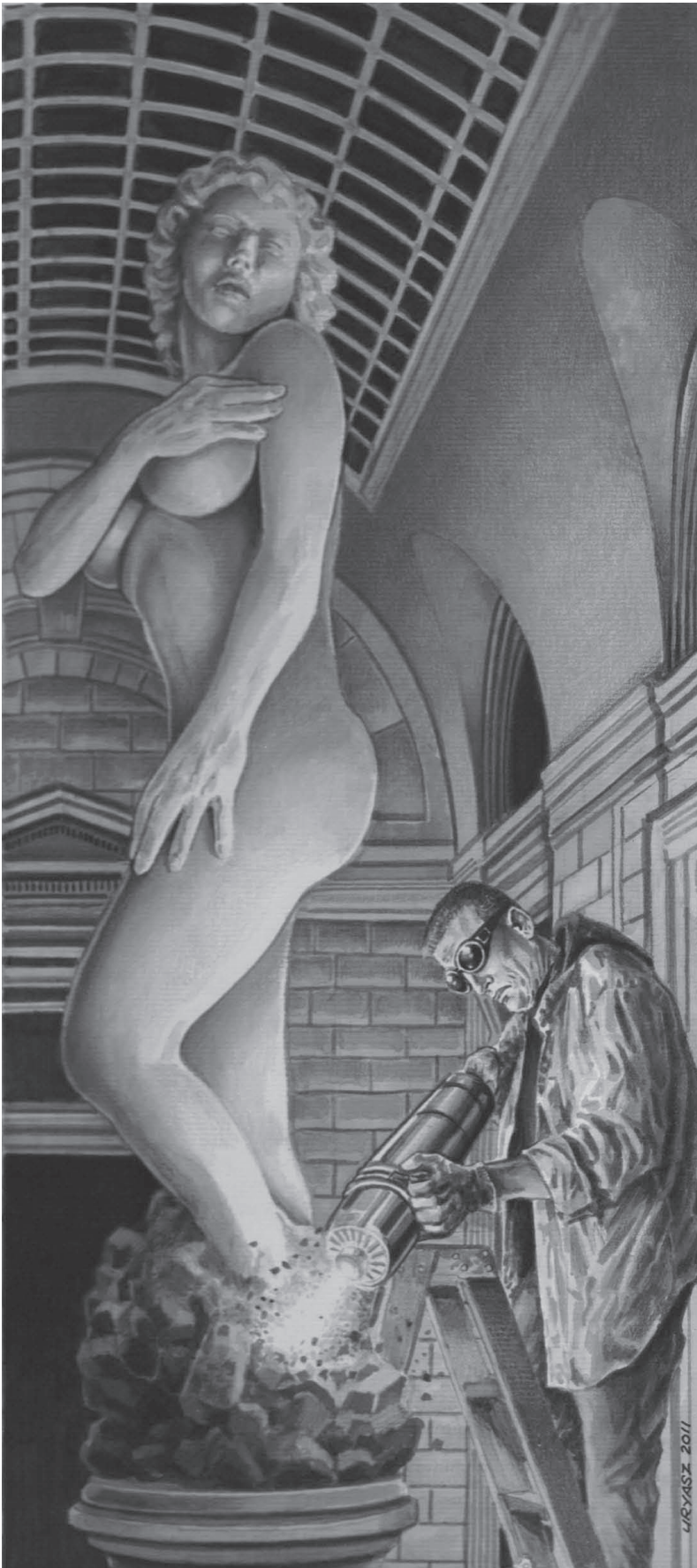
Career on Hold Events & Skill Tables

- /// Characters who are temporarily “on Hold” (missed the first Qualification, made the second) gain no Skills for the experience.
- /// *For those characters who spend an entire term on Hold*, they can make a skill roll on one of the following tables **and** make a Life Events roll as normal (i.e. without the limitation for gaining skills, Allies, lack of Benefit Rolls above. Treat any Benefits gained as a Civilian) Simply select the most appropriate of the following Tables on which to roll.

Roll	Idle Days (loitering)	Preparation	Personal Time	Misfortune
1	Jack-of-all-Trades	Computers	Carouse or Language	Trade or Language
2	Carouse	Research	Social Science (X Topic)	Athletics
3	Network I	Career Skill	Network I	Jack-of-all-Trades
4	Computers or Science	Network II	Vehicle	Streetwise or Survival
5	Vehicle	Immediate Cash	Skill of Choice	Implant
6	Skill of choice	Career Skill	Immediate Cash	Ally

- /// **Skill of Choice** indicates that the character can learn any skill (which the Referee allows in their game/campaign). The maximum for this skill is a level-2 using this method (i.e. if skill is already level-2, pick another).
- /// **Network I** means that the character acquires either d3 random Contacts **or** 1 uncategorized Contact (which they can specify after the game has begun).
- /// **Network II** means that the character acquires d2 Contacts from the profession they wished/wish to enter.
- /// **Career Skill** means that the character can select a skill from the career that they have tried to enter.
- /// **Vehicle** means that the character has their **Soc DM plus 1** (min 1 even if Soc Dm is negative) Shares devoted to buying a vehicle.
- /// **Immediate Cash** indicates that the character should make a Immediate Cash Roll (using a d3) on the Civilian Career’s Cash Benefits table (as a worker, not as an Investor), based on their Soc.

Centennials created using the rules on Page 58 of the Revised Twilight Sector Setting Book have spent terms in regular careers and several terms in Career on Hold which, when combined with the memory loss associated with their Longevity Treatments, has reduced their skills to the point where they are in those rules.



Pyg worked into the night, the image of the woman clear in his mind. She wasn't one woman, she was all of them. She was the girl at the counter of his favorite restaurant. She was the one that helped the man who ran the shop where he collected his supplies. She was the one he loved and lost. She was the ones he would never even meet.

She was woman. Not **a** woman or **the** woman, but **woman**, the spirit he saw reflected in them all. Rendered through his art. Beautiful and terrible as the night, and shining as the stars in all their glory.

The disassembler in his hands grew heavy as the figure was revealed, but he kept going. It had been programmed with the proper depth, and the fields were still active so he kept going. The tool glowed red hot, but he kept going. Sweat bathed him, but he kept going. One arm demurely covering her breasts, the other along the outside of her hip emerged from the marble; then her buttocks, thighs and calves. He kept going.

She wanted him to, that was enough.

It was then that Pyg truly worried about what he was doing. His hands were shaking. The old ladder shook, but he kept going. The pedestal finally began to emerge, and the disassembler kept sweeping over the rock like his hands were being guided by the very spirit which goaded him to finish.

"Complete me..." The marble whispered into his mind.

Pyg kept going, grimacing as the disassembler's beam carved away the excess marble from her calves almost too quickly. He blinked as the sweat pooled on his eyelashes even under his goggles. Fatigue draped over him, but Pyg kept going. He knew he had to.

"Finish..." The ivory-colored woman murmured into his head. "Finish..."

He prayed then he would collapse, but knew better. She would of course get her way... it was inevitable...

TWILIGHT SECTOR ARTIST

The artistic classes come in a wide variety, encompassing many different disciplines and styles: dancers, musicians, artists of every type and scope, as well as actors, critics and street performers. Mutants are well tolerated in the arts, which have always been very open about such things. The pure arts however tend to be highly resistant to the encroachment of artificial intelligences. This is seen by some as a matter of empathy, but is far more due to a traditional (and frankly mildly sentientist) mind-set among many humans. This resistance does not mean that AI are not found however in the ranks of the Artist however, controversy is always a draw.

Advancement/Survival

	Survival	Advancement
Rank 0-3	Int 6+	Edu 6+
Rank 4-6	Int 5+	Edu 7+
Rank 7-8	Soc 4+	Int 8+

Qualification: Int 6+

+1 DM for an Art skill specialty of 2 or higher, -1 DM per previous career

DMs: +1 DM to Advancement if Skill from Leadership or Press taken last term, +1 DM to Survival if Skill from Critique taken last year. -1 DM to both Survival and Advancement Checks if the Artist is an AI.

Artist Skill Tables

Roll	Creativity	Grace (Physical Arts)	Presentation	Support
1	Primary Art	Athletics or Art	Mechanic	Language
2	Primary Art	Athletics or Art	Computers	Social Science (X Topic)
3	Primary Art	+1 Dex	Deception	Science
4	Other Art	+1 Str	Diplomat	Research
5	Empathy	+1 End	Persuade	Trade (Fabrication)
6	Research	Art (Performance)	Advocate	Steward

Roll	Leadership	Training	Critique	Arts Lifestyle
1	Leadership	Primary Art	Interrogation	Carouse
2	Leadership	+1 Int	Empathy	Carouse
3	Empathy	+1 Edu	Art (Writing)	Confidence
4	Empathy	+1 Soc	Art (Writing)	Notice
5	Notice	+1 Dex	Social Science (X Topic)	Gambler
6	Notice	Other Art	Social Science	Soc Sci (Philosophy)

Note: "Primary Art" is the artistic expression the character is known for, and can change over time (choice, Events)

Artist Rank & Benefits Table

Rank	IM	Title	Benefit
0	+0	Unknown	
1	+0	Amateur	Primary Art
2	+1		
3	+1	Professional	+1 Int or +1 Dex
4	+2		
5	+2		Empathy
6	+2	Doyen/Doyenne	
7	+3		+1 Soc
8	+3	Master/Mistress	

Mustering Out Benefits

Roll	Cash	Other Benefits
1	2,500	2 Shares
2	5,000	d3 (random) Contacts
3	10,000	Ally
4	20,000	+1 Int
5	40,000	5 Shares
6	60,000	+1 Soc or 10 Shares
7	120,000 (P)	Stateroom Condo

Note: P=Portfolio.

ARTIST EXTENDED BASIC TRAINING PACKAGES:

The following examples represent a “snapshot” of 30th Century Artists. The listed Art skill, where specified, can be replaced by another specialty if this would be more appropriate...

Traditional Artist: Artists have many new kinds of canvass in the 31st century. Traditional fields like video and painting have not given way to holography and photonic sequencing. Physical forms like sculpture are supported not surpassed by Mnemonoforms (Memory Plastics that shift with touch, temperature or other stimuli).

Art (Specific Form) 1, Carouse 1, Deception or Confidence 0, Deception or Confidence 1, Diplomat or Persuade 0, Diplomat or Persuade 1, Notice 1, Science (Any) 0, Steward 0

Physical Entertainer: These are a mixture of performers such as dancers and pratfall comedians; anyone who uses physical grace and movement to express their artistry.

Art (Performance or Dance) 1, Athletics (Any) 1, Carouse 1, Deception 0, Diplomat or Streetwise 0, Persuade 0, Melee (Unarmed) 1, Notice 0, Stealth 1

Musician: Sublime works of musical harmony, rhythm, and syncopation have long been a mainstay of entertainers. This covers the concert hall musician to the café performer.

Art (Musical Instrument Group) 1, Art (Other Instrument Group or Performance) 1, Carouse 1, Deception 0, Diplomat or Streetwise 1, Persuade 0, Steward 0; Dex or Edu +1 (as appropriate to instrument)

Vid Actor: The Vid has been a staple of the acting profession for some time, and while some (largely stage actors) may sneer at the Vid Actor they generally have far more lucrative careers.

Art (Acting) 1, Deception 1, Diplomat or Notice 0, Diplomat or Notice 1, Carouse 1 Jack-of-all-Trades 1, Persuade 0, Stealth 0, Steward 0

Stage Actor: The stage actor has the advantage of a long history, from well before the Long Pause, perhaps back to early man. They are often taught musical skills (singing most commonly) and dance as well as acting.

Art (Acting) 1, Art (Singing or Performance) 1, Athletics (Coordination) or Art (Dance) 1, Diplomat or Notice 0, Diplomat or Notice 1, Carouse 1, Persuade 0, Stealth 0, Steward 0

Fiction Writer: The writer is an artist of words, and therefore of ideas. The fiction writer specializes in writing new and fresh material, theirs is a broad palate.

Art (Writing) 1, Deception 1, Empathy 1, Investigate 0, Persuade 0, Notice 1, Science (Any two areas) 0, Research 1

Essayist: This writer specializes in non-fictional work. They concentrate on essays for paying the bills, but they write longer works too. Many transition from here into media reporting (as a Correspondent).

Art (Writing) 1, Computers 0, Empathy 1, Investigate 0, Interrogate (Interview) 1, Persuade 0, Notice 1, Science (Any) 0, Research 1

PURSE CHECK

Skill Roll		Artistic Work	
Effect	Impact	Adv. DM	Cash
-5	Humiliation	-2	0 Cr
-2-4	Failure	-1	50 Cr
-1	Underwhelming	0	100 Cr
0	All right	0	300 Cr
1-2	Decent	0	1,000 Cr
3-4	Entertaining	+1	3,000 Cr
5-6	Very Popular	+1	9,000 Cr
7+	Wildly Popular	+2	25,000 Cr

Example: The character rolls a 33, “Great Performance”, and a 4 on the table (+2 DM). They then roll a 6 on 2d6. If their skill were a 3 and they had a +1 Statistic modifier, the result would be a 12 (6+3+1+2) for an Effect of 4, ‘Entertaining Performance’, which gives them +1 to next terms advancement and 3,000 Cr at the start of play.

Characters in the Artistic Career are often called upon to make art for pay, but there are some efforts that truly stand out. These efforts are referred to as “purses” (and shared in common with the Athletic and Correspondent careers). Make a check of the character’s Art skill and use the effect to determine the quality of the result (“Impact”). “Adv. DM” is the modifier for the next term’s Advancement Check. “Cash” is the monetary reward that the character earns for the effort. While the cash may sometimes seem a paltry sum, recall that all of the events of character generation are all somewhat indirect. This is the money that, years later, has *still* been retained from that event, the actual payment *at the time* would have been much more handsome. Referees who would like to use the Purse Table for artworks produced by the character after play begins should keep this in mind (a x5 or x10 multiplier would likely be appropriate).

ARTIST MISHAP TABLES

Roll	Event
1	Severe Injury: The character is injured in a way that hampers their physical grace. Roll on the General Injury Table. While their body may recover completely for conventional tasks (not involving their art), the character is never able to re-acquire the poise or pure artistry of their former physicality and has to Muster Out entirely (no Leave of Absence). Make a roll on the Presentation Skill Table.
2	Dried up at the idea well: While it happens from time to time, the character's well of creativity seems to have dried up for the foreseeable future. They stuck it out, churned a few pieces out that were unworthy. But now they simply have to face the facts: it might be time for something new. A Leave of Absence is allowed.
3	Legal Troubles: <i>The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.</i>
4	Political Problems: The character becomes an embarrassment of the local government, forcing them to either change careers (with or without a Leave of Absence) or relocate (if relocation is opted for instead, treat this as Event 52) they can have the same Rank, <i>but the character must roll re-qualification to continue.</i>
5	Scandal: The character is involved in some deep scandal that could force them to abandon the career, if not the local area. However, adversity sometimes makes for great art. A Leave of Absence is allowed for this result. ✎ <i>If the character wants to keep going in the career, treat this result as a Loss of 1 Soc and -2 Rank.</i> ✎ <i>If the character wants to go off and do something totally different (than this career) they may retain the Skill selection from this term.</i>
6	Addiction: The character's career is ended by substance abuse. The character indulges in a drug usually, but he could also become a volt junkie or sensorium abuser. A Leave of Absence is allowed with this Mishap, but must remove the character for at least d3+2 terms (terms spent Career on Hold "getting straight" count double). Roll d6: 1-2 Old Faithless: The substance itself is not illegal or even particularly immoral (when used in moderation, the character set records of abuse), but it still strings them out and leaves them an empty shell as far as their talent. A genuine shame. Treat the addiction as a mental illness, PDI d3+1 (festers). 3-4 My Secret Shame: The addiction is something that, while technically legal, is morally questionable and needed to be kept from the eyes of the public. The public revelation ends their career. 5-6 Strung Out: The addiction is illegal and leads to some legal issues as well as the addiction. The character is placed on trial, loses 2 Rank, and spends time in jail during this term. Make a skill roll on the "Doin' Time" or "Prison Life" skill tables in the Convict Career. They may continue on next term with this career. The addiction however continues to linger, even after the prison rehab program: treat as a mental illness, PDI d2 (festers).

ARTIST EVENT TABLES

Roll	Event
11	Enter Salieri: The character gains a serious professional Rival, they have the tenacity of an Enemy but do not seek to kill them... just make them miserable professionally. Take a -2 DM on next term's Survival Check or Advancement Check (Players choice). But unlike the fictionalized Salieri of <i>Amadeus</i> (and more like the real historical figure) this isn't <i>necessarily</i> acrimonious. In fact, the two Rival artists may get along perfectly well personally, but they are nonetheless locked in a bittersweet Rivalry. Make a Purse Check this term, with a +3 DM as the Rival's presence creates more than enough tension to both maximize the performance <i>and</i> whet the crowd's appetite.
12	AI Student: The character is befriended by an AI who finds what they do fascinating and wants to learn how to do it themselves. Gain <i>Computers</i> or <i>Social Science (AI Culture)</i> and 1 AI Contact. Also gain an Enemy, who sees the AI as attempting to replace humans in the arts (or sports, or news) "as they have everywhere else" the individual is a fanatic and a lunatic, but still dangerous.
13	Blue Period: The character enters a depressed emotional state. Treat as a result of "Desensitization" on the Psychological Injury Table, with a PDI of d3 (+1 if this is rolled again or they already have this Psychological injury). If the character is over Rank 3, or has a Muse, Patron or Ally, gain an Academic Contact (their new therapist).
14	All the Rage this Season: The character scores a seasonal hit. Gain in their main <i>Art</i> skill, then make a Purse Check for the efforts they have made. If the roll is a failure, the work was something everyone liked at the time, but since have had second thoughts about (bell-bottoms, Nehru Jackets, the Macarena...).

- 15 Gear:** The character has to spend an inordinate time getting the right gear together. Gain one of *Computers*, *Mechanic* or *Sensors* as they try to get things right.
- 16 Artis Gratia Macabre:** The artist is asked to create or perform a work which is both terrible but magnificent. This could be a piece of mind-numbing sculpture, a painting of raw madness, or a story that would make St. Hunter... okay envy most likely. Roll the character's Primary *Art* skill. The level of their success in this endeavor is measured by the Effect of the roll similar to a Purse Check, but with slightly modified results...
- 2 Magnum Oop-us:** The character destroys it before it ever sees the light of day but is nevertheless haunted by it. Roll on the Psychological Injury Table.
 - 1 Near Miss:** The character is unhappy with it, and so is everyone else. They got the grotesque right, but the spirit of the thing never quite flowered for the full effect. -1 Soc and the character becomes known as "the one who did that... thing". The character is also paid 500 Cr, and they haul it for free.
 - 0 Almost:** While it still isn't quite all together, it conveys the spirit of the thing and is (with some reluctance) deemed suitable by the patron. The character is paid 1,000 Cr for the thing and they thankfully take it away never to be seen again.
 - 1-2 Nearly Right:** The character creates a grotesque of minor greatness, sure to be cited as an excellent example of a grotesque form in future critical analysis (if it ever sees the light of day). Gain 5,000 Cr as payment.
 - 3-5 Gruesome:** The character has created a work of art that will be recognized for centuries. It definitely causes a stir whenever mentioned and is displayed before being whisked away. The Player is paid 20,000 Cr and may choose to gain a skill level in *Art* or a +1 Soc as the society flocks to this new "shocker." **However...** along the way the character also loses d3 Contacts who are frightened by the thing "and what it has made you into." (If the player has fewer Contacts than rolled, incur a 5,000 Cr debt instead) Indeed, their personality has changed, better in some ways, worse in others (Player discretion on this, basically think 'darker' and 'haunted' like some Lovecraftian victimized artist).
 - 6+ Monstrous:** The character has succeeded beyond their wildest imaginations, a perfect element of horror cast in the amber of their artistic triumph. In fact, there was a point at which the character may have lost it, drawn into the macabre thing that they have spawned. But it is a true work of genius, and the character is more than amply rewarded... gain in skill or gain +1 Soc AND Gain 50,000 Cr as payment for the work. **However...** The personality changes mentioned above are also very pronounced. The character also loses d3 Contacts or 1 Muse/Romantic Partner/Ally (if the character does not have enough of these assets, Read on). **Also** roll on the Psychological Injury Table, the PDI of the issue is increased for every Contact they could not shed or choose not to give up.
- Note:** Prospective patrons might be curious offworlders who are never seen, nebulous Men in Black that chill the blood, the mysterious Octopi, or some other strange group at the edge of the Known Galaxy, or they might simply be a raving lunatic (with lots of cash, making them "eccentric").
- 21 Entourage:** The character gathers a group of individuals around them that come from a moderately broad spectrum. Gain 1 Civilian Ally and 1 interesting Contact (roll d6...)
- 1-2 The Computer Set:** This includes an AI Contact. Gain *Computers 1* or *Soc Sci (AI Culture)*.
 - 3-4 Token Aficionado:** This includes a Mutant Contact. Gain *Life Science (Mutation) 1* or *Social Science (Mutant Culture)*.
 - 5-6 Uplifted Advocate:** This includes an Uplift Contact. Gain *Animals (Veterinary) 1* or *Social Science (AI Culture)*.
- If the Character **is** an Uplift/Mutant/AI, the character can instead treat this as Event 14, "All the Rage this Season".
- 22 Spacetime:** The character spends time in space this term playing on liners or creating artworks in one of the orbital communities on spec for paying clients. Gain one of *Vacc-Suit 1*, *Steward 1* or *Zero-G 1* (If the character possesses all three already, gain skill in one). Also roll d6...
- 1-2 You Left, not me:** Lose the character's Romantic Partner, Ally, or d3 Contacts (in that order, if nothing is left they become estranged from a previously close family member).
 - 3-4 Travelling Companions:** The character gains a Rival in one of their fellow artists on the tour.
 - 5-6 Getting Around:** The exposure from the tour helps their profile, +2 DM to Advancement next term.

- 23 Humility comes after the Fall:** The character either has a very bad performance that is distributed broadly or runs afoul of "Behind the Scenes" shenanigans that affect their effective Rank in the career. Roll d6
- 1-2** *Rank drops by 1*, it was very very very bad. The character has traumatic flashbacks sometimes, and some of the other artists like to remind them of it. At least it sold well. Gain an extra Benefit at the expense of their legitimacy as an artist.
 - 3-4** *Rank drops by 1*, Corporate wanted the character to make concessions in the commercial piece but seemed to have already bumped them off the list anyway.
 - ✎ If the character did give in, gain *Deception 1* or *Social Science (Corporate Culture)*.
 - ✎ If the character refused to coddle their stilted vision, gain *Empathy 1* or *Social Science (Psychology)* but also suffer a -2 DM next term for the Advancement Check.
 - 5** *Rank drops by 2*, The character was very sick/tired/drunk, but that is not an excuse, it is a reason. The humiliation causes them to use biofeedback techniques and intense training to acquire a +1 End so as to prevent that from happening again. **Note:** if the character was addicted before, instead of the +1 End they can resolve those issues altogether and be free of their addictions).
 - 6** *Rank drops by 2*, how was the character supposed to know the drunk groupie they painted in the very ...imaginative... pose after the party was a parent of the Senior Executive Vice President of Media Coverage, he/she didn't look a day over 25! Gain the groupie as a Contact, and *Melee (Unarmed)* as they had to defend themselves **and** gain an Enemy in the process.
- 24 Setback:** The character suffers a major setback, which may have come from any number of causes — personal, professional or just dumb luck gone sour — but they drop 1 Rank. Also, make a roll on the Life Events table, but the player may reject results (they may have been the cause instead of the loss instead of the listed effect).
- 25 Extended Tour:** The character has the opportunity to travel abroad for a significant amount of time during this term, perhaps on tour in smaller venues as part of a long range promotional effort. Gain *Language* skill and make a Purse Check this term with a +2 DM to the skill check.
- 26 Party Animal:** The Artist's life is sometimes sweet, sometimes too sweet. Sometimes bittersweet. Gain *Carouse*. Make a roll of this skill, if the Effect is **over 4** also gain an addiction (as psychological injury, PDI of 1, festers) as well as a Street Contact (if the substance is illegal, their supplier) or an "Ally" (and codependent, with no useful skills) who is a fellow addict if the substance is not illegal or isn't hard to obtain (such as wirehead addictions).
- 3X Great Performance:** The artist has an outstanding performance that is distributed broadly. Make a Purse Check with a modifier based on the following... Roll d6
- | Roll | Purse DM... | Other Alterations... |
|------------|-------------|---|
| 1-2 | +1 | Gain skill <i>Art (Performance)</i> , <i>Comms 1</i> or <i>Admin 1</i> . |
| 3-4 | +2 | Gain a Contact (fellow artist) or <i>Social Science (X Topic)</i> . |
| 5 | +3 | Gain a Rival who saw this as "his shot" and a Corporate Contact (media). |
| 6 | +4 | Effort takes it's toll as they edge toward burnout, -2 to the Survival Check next term. |
- Note:** If the Purse Check fails treat it as an Effect 0, that at the time was mistaken for something better than it really was..
- 4X Roll on the Life Events Table:** See Appendix 6, pg 180-187.
- 51 Relocation:** The character relocates to a new place (a different world, system or sector, even interstellar nation), affecting their visibility. The extent of the relocation is up to the player. The effect of it however... Roll d6
- 1-3 Who?:** Drop 2 effective Ranks in the career. However, the character rededicates themselves to their art in this humbling experience and gains in their primary *Art* skill and gets +2 Advancement for next term.
 - 4 Not from Around Here:** The character loses 1 effective rank in the career but gains *Language* and a new Contact (citizen).
 - 5 Found in Translation:** There is no effect on Rank, or more likely the effects of the change and the exotic new tone the character sets cancels out. Gain a local Contact (Government or Media) who assists in this process and *Social Science (X Topic)* covering some local subject of interest (the "hook").
 - 6 Exotic:** People like different sometimes, and even in this strange new place the character's work takes off like a rocket. Gain a +2 to next terms Advancement.

Twilight Sector

- 52 Muse:** The character is inspired by someone. This individual does not have to be a romantic attachment however, that detail is up to the player. Gain +1 DMs to Survival and Advancement Checks for as long as their Muse “stays with them” (note that this is largely symbolic, although some artists do make a Muse part of their entourage). Multiple results do not enhance the effects of the Muse, but do make the Muse more important (make them the equivalent of an Ally on the second roll for example).
- 53 Patron:** The character discovers that a major Patron is looking for someone of their basic type to support.
- ✧ *If the character is Rank 0-2*, the Patron makes them part of their “stable” and grooms them for use as a pet project or as a part of their public relations department. Gain +1 to Survival and Advancement DMs.
 - ✧ *If the character is Rank 3-5*, the Patron offers them a cushy consultant position, which will allow them to gain an immediate Cash Roll every term (using a d3 rather than a d6 to generate the number on the table).
 - ✧ *If the character is Rank 6+*, the Patron offers them an excellent opportunity not only to create, but to showcase what they have done in a way that touches entire worlds. Make a Purse Check, if it is a success, add +4 to the Effect to determine it’s impact. If the roll was a failure, “creative differences” prevent the character from working with the patron long-term, they gain a 10,000 Cr cancellation fee and are shown the door.
- 54 Inspired:** The character takes a sideline path this term, Select any skill to gain at skill level 1, also roll a Purse Check for the piece of art which becomes derived from this newfound source of inspiration. For example, the character may learn *Vacc-Suit 1* and decide to do a series of paintings from the underside of a low-orbiting workshack that captures both the majesty of space and the gritty reality of these micrograv sweatshops in one terrific piece of art.
- 55 New Form:** The character gains a new *Art* skill in which they become obsessed. The character drops their previous artistic endeavors for a new form for at least this term and the next. Also, the character may not take skill in the old art form even if they roll “Other art skill” during that time. Sometimes it is good to diversify one’s talents, but the new form however can be troubling for the existing fanbase. Roll d6...
- 1-3 Why Did You Stop?:** The character begins at Rank 0 in their new field, starting as if they has just begun a new career; after the next term the character may return to the old Rank with a re-qualification check.
 - 4 The Artist Formerly Known as X:** The character’s dedicated fanbase clings, reduce rank by 1 and take a +2 DM to the Advancement Check next term.
 - 5 Band-AID of Brothers:** The character was prompted into this by their new friends who stick with them in a close collegial atmosphere. Gain d3 Contacts (fellow artists).
 - 6 Exotic Appeal:** People like different sometimes. Maintain Rank but gain a Media (Artist) Rival who *also* made the change but did not get quite the same bounce.
- 56 Uplifted:** The character’s major performance this year involves an Uplift in some fashion. Roll d6
- 1-2 Seymour Doolittle:** The character has the chance to befriend an Uplift artist who becomes part of their entourage. Gain 1 Uplift Ally.
 - 3 Educational Experience:** The character gains *Life Science (Uplift) 1* or *Social Science (Uplift Culture) 1* as they work closely with an Uplift who happens to be on their support staff. If the character already possesses both skills, take the Uplift as an Ally.
 - 4-5 Tour:** The character’s art/performance becomes famous in the local Uplift community. There is little effect on general visibility, but the character gains d3 Uplift Contacts and a Purse Check (any bonus/loss to visibility here applies normally).
 - 6 Groundbreaking:** The character is part of a fascinating new effort with Uplifts that becomes all the rage for a time and breaks new ground in a startling (and very popular) way (such as an Uplifted Raven that sings with an Oster Metalhazzen Band). Make a Purse Check with a +1 DM.
- 61 The Manilow Convection:** The character develops a new style or a new concept that might well outlast them...
- (OC)** Not everyone loves it, but most people in a Sectorwide area (Rank 0-4) or across the interstellar nation (Rank 5+) will recognize it and the character’s name (although this fades over time). Add +1 to the character’s highest career Interaction Modifier (not necessarily as an Artist) for those who recognize their name (Referee discretion).
- (APR)** The player has a choice of where his music/paintings/artwork finds it’s true niche...
- ✧ *By the Masses*, as the OC result above, but the government sees it as a ‘problem’, -2 DM to Survival Checks.
 - ✧ *Among the Leadership*, which means that it was compromised from the start. Gain +4 DM to Survival Check next term and 50,000 Cr, hopefully this is enough to take away that “dirty” feeling seeing it gives them.

62 Politics: The character's work becomes enmeshed in politics...

(OC) ...by one of the local political parties. This is really more of an annoyance than anything and it isn't even what they would consider their best work (i.e. no Purse Check). The character eats a lot of synthetic glop dinners and suffers through boring speeches as they are shown off to the press like a prize horse. Gain a Government Contact and **either** +3 DM to Advancement or +3 DM to Survival for next term.

(APR) ...and the State demands the character perform above their abilities. Make a check against the character's performance skill. If successful, roll for a Purse. If the check is a failure, Citizen X has decided the character is not the kind of Entertainer that is healthy for the state. The character is "drafted" into (d6)... Convict for 2 terms (1-3), Ground Forces (4), Protected Forces (5), Space Service (6). Select a Skill from the Services Skills Table of the service into which they are drafted. Automatically change careers following this term, receive the standard Basic Training (NOT the extended) if necessary for their new career in the service of the state. The character may **not** roll for a Commission in this first term, but they can stay in their new Military career and do so in later terms.

63 Censored!: The character's work (dance, music, art, story or even broadcast of their artwork) is censored by...

(OC) ...a socially conservative local government, which is frowned on in the Confed, but part of their quasi-sovereign rights to protect "local moral and cultural codes". Roll for a Purse Check with a +2 DM to the check. The tidal wave this censorship produces however only serves to make their work that much more attractive elsewhere: Roll *Advocate*, *Art (Performance)* or *Diplomat*. If successful, gain +1 Soc.

(APR) ... the State itself. Of course the character knew about this possibility already and took precautions, concealing their identity and creating a separate persona that becomes wildly famous as a result. This persona (not the character) has an Effective Rank of 2+d6 for determining any Interaction Modifiers. Roll *Deception*, *Art (Performance)* or *Computers*. If unsuccessful, gain a small coterie of d6 (random) Contacts (one should be Academic, save for last roll) that assisted the character to perform this media coup who know their secret, which could prove to be a liability. If Successful, gain the skill rolled and 1 Ally who knows the secret of this false persona's true identity but would never (voluntarily) tell.

64 The Prize: If of sufficient noteworthiness already, the character is in contention for an award for their work. Make a Purse Check, and add the Effect to the character's Rank. The award given is...

Rank+ Effect	Orion Award	APR Award	Benefit...
3-5	Oscalle	Medal of Labor Honor	Automatic Advancement
6-7	<System> Sunburst	Medal of Labor Valor	Shuttle (Pinnacle)
8-9	Novaprisen	Medal of Artistic Honor	Stateroom Condo
10+	Orion's Freedom Star	People's Artist Medal	As above plus Pension

Note: The character also gains the results of the normal Purse Check (unmodified by their Rank). If Rank + Effect is not 3+, the character gains a "Brando" **one free re-roll** for character creation because they could have been a contender. The Freedom Star or Artist's Medal comes with a "Pension" for 24,000 Cr (yearly, see Traveller Main Rulebook pg. 36) as well as the stateroom condo.

65 Symbolic Value: The character is determined to have symbolic value by the government.

(OC) which means the character is hyped for a brief period, then either vilified or dumped cold-turkey. Make a Purse Check with a +2 DM. The fame and the swooning comes too fast and too strong; this is the thing one-hit wonders are made from and some do not ever recover (-3 to next term's Survival Check), but if a mishap results, treat it automatically as "Dried up at the Idea Well". They also get a crash course in *Art (Performance)* and 25,000 Cr left over cash after their meteoric rise and subsequent fall.

(APR) The character is placed on smartboards and splashed over the vid as one of the government favorites, thus placing them squarely into the shark tank. In either case, the character gains *Diplomat* skill **and** a +4 to next term's Advancement check. Characters may choose to add up to 3 Authority Contacts, but if they do they must take (d6) an Enemy (1-2) or a Rival (3-6) (rolling separately for each).

66 Magnum Opus: The character crafts a piece that comes to define their legacy, they can make a Purse Check with a +6 DM **or** simply take an automatic promotion.



The crowd thunders, filling Asteroid Stadium with sound and excitement to accompany the heat of the spectators and the light cast by the bright lights of the playing dome. Inside of the dome the home team has managed to get back possession of the discus and there is a scrambling of players from both teams inside the artificial Zero-G enclosure.

Gravball is a favorite pastime among the humans, described to me once as the perfect melding of strategy, sheer physical prowess and excitement. From where we stand it looks like the excitement comes just as much from the arena seats as it does from inside of the dome.

"You know you can't hear it inside of there," someone says to Kodiak, "or at least just the dull echo of it, not like here." He's shouting and we're less than a meter apart, but I could not hear him with my own ears. The crowds have quite overwhelmed my senses. But even if I had the wherewithal, I would not have been able to understand a word. The speaker is an honored veteran of the sport, a man who is now dying despite the best that 30th century science offers in longevity. He speaks in Modern Han, a language I have never been proficient with, but my translation program and the good noise-cancelling sonic pickups splash his words across the bottom of my vision.

This for once is a good thing.

Balor Tupec was a young man once, and a vital one. You can still see it in his actions which are bold and dynamic; despite the fine crisscrossing of lines on his face and the slightly ephemeral quality to his skin. He is 217 years old, and he has come here to remember and be remembered.

Balor ceased his longevity treatments by choice nine years ago and no one expects him to be here much longer in body; but in spirit it would be hard to separate the man and the place. Someone from the crowd recognizes him and lifts a new cheer in his name that is swiftly taken up by the rest of the crowd. He raises his arms and faces them, smiling and happy for their kind recognition.

Balor Tupec has become something of an institution at Asteroid Stadium, and while most of the audience have no meaningful recollection of him as a player, they all know the highlight vids. *Bay-lor! Bay-lor!* They cry. The crescendo swells until another reversal in the game sweeps their attentions back to the action inside the dome. Balor himself understands. He gives a wistful look towards the action inside the dome and I can see that he would prefer to be there. His gaze is a mixture of pride and longing.

Kodiak says something to Tupec that either the pickups or my translator refuse to translate. The alphanumeric slide a bit, then give up entirely. Balor nods in return and is swept by well-wishers towards his seat in the place of honor. Kodiak returns to me and we turn to leave. He says that we will conduct the interview tomorrow at the hotel, that this was Tupec's day to be honored. I agree.

But Balor Tupec died that night, the roar of the crowds still in his ears. It comes to all of us, but I think Kodiak is right when he says "the veteran gravballer died well."

**Twilight Conversations, by Jonze & Jeremiah
(Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR ATHLETE

Athletics have been with humans since time immemorial, and satisfy some primal urge in the species. Sports, races, physical contests of all kinds, offer many things from instilling the competitive spirit to admiring the perfection of the human form. The athlete career includes: *Barnstormers*, who play sports in small venues as part of a traveling circuit. Such exhibition matches are commonplace, especially in the fringes. *Stadium Sportsmen*, These do however tend to be more local/planetary/system wide with the exception of the Leagues of Ratan which are becoming popular well outside of the Sector. And finally *Racers*, who have an amazing assortment of vehicles and creatures to ride in the 30th century.

Advancement/Survival

	Survival	Advancement
Rank 0-3	Dex 6+	End 6+
Rank 4-6	Dex 5+	End 7+
Rank 7-8	End 4+	Int 8+

Qualification: End or Str 6+

+1 DM for an Athletics of 2 or higher,
-1 DM per previous career

DMs: +1 DM to Advancement if Skill from Leadership or Fitness Trainer last term

Athlete Skill Tables

Roll	The Field	Racer	Locker Room	Support
1	Athletics	Vehicle/Ride	Confidence	Interrogation
2	Athletics	Vehicle/Ride	Carouse	Empathy
3	Stealth	Vehicle/Ride	Carouse	Art (Writing)
4	Stealth	Mechanic/Ani (Training)	Notice	Mechanic
5	Melee (unarmed)	+1 Dex	Gambler	Comms
6	Art	Athletics	Social Science (XTopic)*	Language

Roll	Leadership	Training	Fitness Trainer	Fighting Sport
1	Leadership	+1 Str	Instruction	Melee
2	Leadership	+1 Int	Instruction	Melee
3	Leadership	+1 Edu	Mechanic	Melee
4	Tactics (Military)	+1 Soc	Medic	Athletics
5	Social Science (X Topic*)	+1 Dex	Persuade	Recon
6	Empathy	+1 End	Life Sciences	Deception

*This is usually a interest in the character's chosen sport, but can be any sport or sports in general.

Rank & Benefits Table

Rank	IM	Title	Benefit
0	+0	Amateur	Social Science (X Topic)*
1	+0	Semiprofessional	Athletics/Vehicle
2	+1	Rookie	Social Science (X Topic)*
3	+1	Professional	+1 Dex
4	+2		
5	+2	Veteran	+1 End
6	+2		
7	+3	Legend	+1 Soc
8	+3		

Mustering Out Benefits

Roll	Cash	Other Benefits
1	2,500	3 Shares
2	5,000	d3 Contacts (fans)
3	10,000	Ally
4	20,000	5 Shares
5	50,000	+1 lowest Phys. Stat
6	75,000	+1 Soc or 10 shares
7	150,000 (P)	Stateroom Condo

Note: P=Portfolio.

ATHLETE EXTENDED BASIC TRAINING PACKAGES:

The following examples represent a "lineup" of just a few of the possible Athletes of the 30th Century. Rather than specify individual sports, the following examples are meant to be as generic as possible. Referees and Players are encouraged to come up with more...

Traditional Athlete/Thorpe: The Traditional Athlete is the sort of all-around player not entirely different from the athlete of the 21st century. These individuals are sometimes called "Thorpes" by other athletes, which is a planetary sports award given in the Orion Confederation (often but not always to Traditional types, thus the moniker sticks).

Art 0, Athletics (Any) 1, Athletics (Any other) 1, Carouse 1, Medic 0, Melee 0, Recon 1, Stealth 0; Lowest Physical Stat +1

Athlete, Zero-G: The Zero-G Athlete has to have perfect balance as well as grounding in the physics of zero gravity. Zero-G sports are highly competitive and extremely popular throughout the Known Galaxy.

Art 0, Athletics (Coordination) 1, Athletics (Any other) 1, Carouse 1, Medic 0, Melee 0, Physical Science 0, Recon 1, Zero-G 1

Racer: The professional racer follows a time-honored competitive sport; one which demands as much from them as any team sport. They need reflexes and a

certain kind of strategic thinking that will provide them the edge in their chosen field.

Carouse 1, Comms or Engineer 0, Comms or Engineer 1, Discipline 1, Mechanic 1, Physical Science 0, Recon 0, Vehicle (primary) 1, Vehicle (secondary) 0

Rider: Similar to the Racer, the rider requires a slightly different skillset because they must deal with the living creature as a partner. This is still a very popular form of racing, and has found new life with every planet that provides a new kind of riding animal. One very popular form is taking creatures from dense atmosphere worlds and using them in low-G flying contests (either on their home worlds or in orbital stations designed especially for them): this is known as *skyriding*.

Animal (Riding) 1, Animal (Training) 1, Athletics (Coordination) 1, Carouse 1, Life Science 0, Navigation 0, Recon 1, Survival 0

Robot-Racer: This is a strange sport gaining in popularity in which a rider utilizes a mechanical steed instead of a live beast. *Animal-based Riding* is still the correct skill for riding them because the contours are very similar to that of a live animal.

Animal (Riding) 1, Mechanic 1, Athletics (Coordination) 1, Carouse 1, Navigation 0, Space Science 0, Vehicle 0, Recon 1

PURSE CHECK

Skill Roll	Athlete's Performance		
Effect	Impact	Adv. DM	Cash
-5	Humiliation	-2	0 Cr
-2-4	Failure	-1	50 Cr
-1	Underwhelming	0	100 Cr
0	All right	0	300 Cr
1-2	Decent	0	1,000 Cr
3-4	Entertaining	+1	3,000 Cr
5-6	Very Popular	+1	9,000 Cr
7+	Wildly Popular	+2	25,000 Cr

Example: The character rolls a 23 "Pyrrhic Victory" Result, and eyes their stats. The Event reduces a physical stat by 1, but allows him to roll a Purse Check with a +2 DM (there is an option for a second lost point, but he decides against this). The character's skill in Athletics (Coordination) is 3, and the Check comes up as a 7+3 (skill)+1 (Dex DM) +2 (Modifier for Event) = 13, for an Effect of 5, a "Very Popular" game that nets him 9,000 Cr and a +1 to their Advancement Check next term.

Characters in the Athlete Career get paid, and rather well, but there are some efforts that truly stand out. These efforts are referred to as "purses" (and shared in common with the Artist and Correspondent careers). Make a check of the character's appropriate *Athletic*, *Vehicle* or *Animal(Ride)* skill and use the effect to determine the quality of the result (gauged by the descriptor listed under "Impact"). The "Adv. DM" column lists the modifier for the next term's Advancement Check as a result of the contest. "Cash" is the monetary reward that the character retains for the effort. While the cash may sometimes seem a paltry sum, recall that all of the events of Character Generation are all somewhat indirect, thus this is the money that, years later, has *still* been retained from that event, the actual payment *at the time* would have been much more handsome. Referees who would like to use the Purse Table for contests entered into by the character after play begins should keep this in mind (a x5 or x10 multiplier would likely be appropriate).

ATHLETE MISHAP TABLES

Roll Mishap

- 1 Severe Injury:** The character is injured during a contest/race/event in a way that ends their professional career. Roll on the General Injury Table. While their body may recover completely, they are never able to re-acquire their position. The character may attempt to re-qualify in a totally different sport and stay in the career, before or after a Leave of Absence.
- 2 Banned from the League:** The character is banned from the league because of some significant violation of their sport's rules. 21st century examples would include doping or gambling on one's own games, there is an even longer list in the 30th century: sensorium tampering, Mod Chipping and other more esoteric forms of cheating.
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Scandal:** The character is involved in some deep scandal that could force them to abandon the career, if not the local area. However, adversity sometimes makes for great sports drama.
 - ⌘ *If the character wants to keep going in the career, treat this result as a Loss of 1 Soc and -2 Rank.*
 - ⌘ *If the character wants to go off and do something totally different (than this career) they may retain the Skill selection from this term. A Leave of Absence is allowed for this result.*
- 5 Addict:** The character's career is completely ruined by substance abuse, either due to pain or out of boredom and excess. The character indulges in a drug usually, but they could also become a volt junkie or sensorium abuser. The usage could have been ongoing for some time, and this might not be a sudden fall (although it also could be, especially if a volt junkie). Roll d6:
 - 1-2 Old Faithless:** The substance itself is not illegal or even particularly immoral (when used in moderation, the character however set records of abuse), which strings them out and robs their talent. A genuine shame. Treat the addiction as a mental illness, PDI d3+1 (festers).
 - 3-4 Enhancer:** The addiction is something that, while technically legal, has an effect on the sport and needs to be kept from the eyes of the public. The character is forced out of their career (entirely, no Leave of Absence) by someone who knew about it and wanted to get them (if the character has a Rival remove them, they have just done their worst).
 - 5-6 Illegal:** The addiction is illegal and leads to some legal issues as well as the addiction. The character is placed on trial, loses 1 Rank, and spends time in jail during this term. Make a skill roll on the "Doin'Time" or 'Prison Life' skill tables in the Convict Career. They may return with a successful re-qualification check to this career. The addiction however continues to linger, even after the prison rehab program: treat as a mental illness, PDI d2 (festers).
- 6 Wrong Sport:** The character's chosen sport simply dries up (at least locally), and the character takes this time to take stock of their life and the direction in which they are headed. The character may choose to re-qualify next term if they wish, taking up a new sport, and retain their Rank should they so desire. A Leave of Absence is allowed for this result.

DM: None

ATHLETE EVENT TABLES

Roll Event

- 11 Penalty Box:** While not all sports have them on the field, the character still gets into some trouble because they got involved in a scrap. The character gains a Rival and is hit with a Debt of 10,000 Cr (the fine from their employer), but also gains in *Melee (Unarmed)*.
- 12 New Ballgame:** A temporary injury forces the character to gain insight into another sport, gaining a different *Athletic* skill if a sportsman (if they have all three of the "common" *Athletic* specialties, raise the lowest) or a new Vehicle type (including *Ride*) if they are a Racer.
- 13 Talk Circuit:** The character has been asked in the off-season to contribute to some Sports-related discussions on the local media. Gain *Social Science (X Topic)* (specifically a knowledge of the sport) **and** *Interrogation (Interview)* 1, *Empathy* 1, or *Art (Performance)* 1. If the character possesses all three skills, gain skill with one of them.

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- 14 Endorsement:** The character discovers that a major patron is looking for someone of their basic type to support. Roll *Confidence*, *Carouse* or *Diplomat*. Gain a +1 to Benefit Rolls from each term they are under contract (i.e. keep the endorsement for 4 terms, they gain a +1 on 4 Benefit Rolls) gain *Social Science (Corporate Culture)* or *Art (Performance)*.
- 15 Setback:** The character suffers a major setback, which may have come from any number of causes — personal, professional or just dumb luck gone sour — but they lose 1 Rank. Also, make a roll on the Life Events table, but the player can decide whether to accept the results or not (if they are negative, the problem might have been the cause of their setback). If the character has an Endorsement, they will lose it as a result of their Setback.
- 16 Traded:** The character relocates to a new home, effecting their visibility. The extent of the relocation is dependent on their current visibility and is player determined. The effect of it... Roll d6
- 1-2 Who?:** Drop 2 effective Ranks. However, the character rededicates themselves to their sport in this humbling experience. Gains in their primary *Athletics* skill and get +2 Advancement for next term.
- 3-4 Not from Around Here:** The character loses 1 effective Rank in the career but gains *Language* and a new Contact (Citizen) as they make friends with new people.
- 5 Found in Translation:** There is no effect on Rank, or more likely the effects of the change and the exotic new tone they set cancels out. Gain a local Contact (Government or Media) who assists in this process.
- 6 Exotic:** People like different sometimes, and even in this strange new place the character begins to attract throngs of new fans. Gain a +2 to next terms Advancement.
- Characters that have either an **Endorsement** or a **Hero's Hero** will lose those advantages immediately (as they are no longer in that area to continue to gain from them).
- 21 Freefall:** The character either has a very bad game or race that is distributed broadly or runs afoul of "Behind the Scenes" shenanigans that ultimately reduce their effective Rank. Roll d6
- 1-2 Rank drops by 1,** it was very bad. The character have traumatic flashbacks sometimes. Gain 5,000 Cr (as they got paid anyway for the effort, although grudgingly by the promoter/owner/whatever).
- 3-4 Rank drops by 1,** Corporate wanted them to drop one of their team mates, the character refused. Gain a Media Contact who also owes the character a Favor (within their power).
- 5 Rank drops by 2,** The character was very sick/tired/drunk, but that is not an excuse, that debacle had none. The humiliation makes them rededicate themselves: taking care of their health and training extra hard to acquire a +1 End. *Note:* if the character was addicted before, *instead* of the +1 End they can resolve those issues altogether and lose the addiction).
- 6 Rank drops by 2,** the fact that the character slept with the Assistant Division Head of Marketing was... well maybe not 'fine' but strategic; the fact that their spouse was the Head of Entertainment Programming was not. Then the executive tried to have the character eliminated by a paid champion on that Moon where duelling was legal according to the local laws (which was a bit much). Gain *Melee (Blades)* 1 and an Ally (the character's new lover).
- 22 Sports Rivalry:** The character gains a serious professional Rival, they have the tenacity of an Enemy but do not seek to kill the character... just make their life miserable (professionally). This isn't *necessarily* acrimonious, and indeed, isn't necessarily bad for the character either. Make a Purse Check this term with a +2 DM.
- 23 Pyrrhic Victory:** The character manages to score a hugely successful win. Make a Purse Check, but the character has to sacrifice 1 point from their physical stats (as a result of a torn something or other, general punishment to the body) as they grind themselves down in their pursuit of victory. In return for their sacrifice, the character gains a +2 DM (an *additional* +2 DM can be had on the roll for a further point of stat loss, decided before **or** after the check, to further grind in the victory at personal expense).
- 24 Hero's Hero:** The character meets someone that inspires them and the feeling is mutual. Perhaps a child who idolizes the character or a Coach that simply "gets" their pure love of the game. Gain +1 DMs to Survival and Advancement Checks for as long as this individual "stays with them" (note that this is a largely symbolic element).
- 25 Big Celebration:** The Athlete takes part in a party that quickly spirals out of control. Add *Carouse* 1 or a (random) Contact who is a "fellow survivor". **However**, a rather serious fight or scandal emerges out of the proceedings as well. The character should make an *Admin* or *Advocate* check to avoid legal troubles (d6 x 2,000 Cr legal debt and lose any Endorsement they might have)

- 26 You know, for kids:** The character spends time with troubled youths. Kids from the Hives, Mutants, or just run of the mill lower class orphans from the war. Select the character's level of commitment to this project...
- ✎ *Kids schmids*, technical compliance (if that) without any real effort. Gain an Immediate Cash Roll (heel).
 - ✎ *Sometimes, Life is about Showing Up*, the character spends a modicum of time, but their focus is still on their career. Gain a Street Contact (the child they give confidence to who rises in their chosen field) and roll a Purse Check.
 - ✎ *Investing in the future*, the character takes a little time out from their career, enough to instill something in the young person. Gain a Civilian Contact. Gain *Instruction* 1 or *Confidence* 1 (if both skills are already possessed, gain in one). The player has rolls a Purse Check with a -1 DM on the check.
 - ✎ *The Foundation of a Better tomorrow*, the character mentors not just one child, but many, to the detriment of their career slightly, but touching many more lives. The player invests their Benefit from this term into a charitable foundation (which offsets the career losses for not having as many sports contests as they could have). Gain *Instruction* 1, *Confidence* 1, or *Empathy* 1 (if all skills are already possessed, gain in one of them) and d3+1 Unclassified Contacts (do not have to be classified until used, pay attention to ages though).

- 3x Barnstormer/Stadium Broadcast:** The character either becomes a well-loved barnstormer, joining a crew of other Athletes that journey from world to world staging their events with the locals, or has a string of their sports victories re-transmitted across the Sectors. Roll d6

Roll	Purse DM...	Other "Benefits"...
1-2	+1	Gain skill <i>Art (Performance)</i> , <i>Comms</i> 1, or <i>Admin</i> 1 as they peek behind the curtain and see how the media work behind the sports contests.
3-4	+2	Gain a Media Contact and <i>Social Science (X Topic)</i> (specifically a knowledge of the sport).
5	+3	Gain a Rival who saw this as "his shot" and a Media or Corporate Contact.
6	+4	Effort takes it's toll as they edge toward burnout, -2 to the Survival Check next term.

- 4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.

- 51 The Big Game/Race:** There are big games and there is THE big game. This is the one. But sometimes these games make you, and sometimes they break you. Make a check against the *Athletics* skill used for their Sport. The level of the character's success in this endeavor is measured by the roll's Effect...

- 2 Terrible:** The character is injured early in the game or race, stealing their moment of glory. Roll on the Injury Table. Gain 10,000 Cr, but whether their team won or lost, the character was useless.
- 1 Underwhelming:** The character is unhappy with their performance, and so were the fans. -1 Soc and they become known as "the guy that screwed up in that big game". They do go home with 5,000 Cr.
- 0 Rank and File:** While not their most stellar performance, they nevertheless do their thing and claim a part in the contest. Unfortunately on the losing side. The character gains 10,000 Cr for the game/race nonetheless and a +1 DM for Advancement Check next term.
- 1-2 Well done:** The character performs a few moves of minor greatness, sure to be cited as an excellent example in future critical analysis of this great game/race, making the highlight reel if nothing else. Gain 20,000 Cr and a +2 DM for Advancement next term.
- 3-5 Awesome:** The character's contributions to the game were major and will be recognized in the playbacks of this famous game/race. Choose to gain either in *Athlete* skill or +1 Soc **as well as** Gain 25,000 Cr as payment and a +1 DM for Advancement Checks next term. Unfortunately, they also got injured in that game, or developed a problem which manifests much later as a "trick" injury, that can resurface in times of stress/duress (referee option, this can be removed with a Cybernetic or Bio Replacement, but this also ends the Athlete's career) as a -2 DM modifier to movement actions.
- 6+ Be the Gipper:** There is a great story in sports legend about the star player who is suddenly struck down, and on his deathbed tells the coach to have the team "win one for the Gipper" which later rouses that team to victory. Unfortunately, in this modern re-retelling: *the character is the Gipper*. The character's athletic performance succeeds beyond their wildest imaginations, a perfect triumph until a nasty injury that gives the monumental game the element of tragedy and excitement all great games need (walk-overs are boring). Increase *Athletic* skill, gain +1 Soc **or** make the next Advancement automatically (player choice) **and** get paid 50,000 Cr for the game. Also reduce *two* of the characters physical stats by 1 as they took what should have been a lethal injury on the field and were put back together as best possible by Bio-Replacement (paid for by the owner/manager/team).

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- 52 Barnstorming:** The character has the opportunity to travel abroad with a real old-fashioned Barnstorming troupe this term, not one that is covered by the media but a ramshackle team on a rickety starship that crosses the systems and the planets in order to follow a vision of the game, first and foremost.

1-2 Far Flung Adventures: Gain *Language* skill and make a Purse Check this term with a +2 DM.

3-4 We laughed a Little, Cried a Little: The character has an existential moment with the troupe, which gives them a sense of themselves and their place in the scheme of things. If the player rolls a Mishap after this event, the character can choose to make it a successful Survival instead (this reversal of fortune only happens once). If the character doesn't use this by the end of character generation, make a check on the Life Events table (which could have happened at any time), but the player can simply reject the outcome if it is unfavorable as something that only might have happened.

5-6 The Playing Fields of Eton: The character develops the skills necessary for leading troops into battle (if need be), Gain *Leadership* if that skill is currently under level 2, or *Tactics (Military)* if their *Leadership* is 2 or more already. Additionally, gain d3 random Contacts (fellow players who have since moved on).

- 53 Stolen Victory:** The character is defeated soundly not by a better opponent, but trickery and some illegal activity. The character can attempt an *Investigate* check or (with a -2 DM) *Notice* check.

✎ If the check is passed, the character is able to prove that they were the victim of a cheating, they gain an Enemy (the beneficiary of the cheating) but +2 to next terms Survival Check or Advancement Check (player choice).
✎ If the check was failed, they have tantalizing evidence, but turn off a lot of fans by being a "bad loser" as well, -2 Survival and gain a Media Contact who believes them.

- 54 Cobb Maneuver:** The character has to decide in a key contest whether they are going to win using some brutal or generally unpopular tactic keeping in mind this is also technically legal.

✎ If they **take** the opportunity for an ugly win, Make a Purse Check with a +3 DM and have a +1 DM on next term's Survival. Lose the Hero's Hero if they have one.
✎ If they **avoid** the ugly win, Roll Art (*Performance*) to play up the character's nobility. Use this roll as a normal Purse Check (no monetary reward, they did lose). The character adds +1 DM on next term's Advancement Check (beyond what the modified Purse Check calls for), **and** gains a Media Contact among the Sport's Journalists. However, if the character has an Endorsement, they will lose it immediately (as a "loser").

- 55 Tragedy:** The character accidentally kills another contestant during a contest. There is no issue of foul play, these things still happen, even in the 30th Century. The player should determine if they are actually guilty of this or not (an indication that they did something to cause this inadvertently: a brushing during a race, a legal but dicey move in the gravball dome, or some other direct action that lead the other's demise).

✎ If the character is **not** guilty, they are still pilloried by the press and harangued by fans of the fallen competitor. The character spends most of the term trying to clear their name. If they have a Hero's Hero or Endorsement, they will lose those as well.
✎ If the character **is** guilty, the character is wracked by guilt and self-recrimination but their genuine contrition makes the media (and fans) lay off slightly. Apply a -4 DM to Survival next term, treating the Severe Injury Mishap (if rolled) as psychological injury rather than a physical one. The character will lose any endorsement they have, but their Hero's Hero will understand and stay with them.

- 56 Uplifted:** The character's major performance/game this year involves an Uplift in some fashion. Roll d6

1-3 Seymour Doolittle: The character has the chance to befriend an Uplift who becomes part of their entourage. Gain 1 Uplift Ally.

4-5 Competitive Edge: The Uplift is involved in a contest of sorts with the character, in which their unique biology gives them an advantage. Roll a Purse Check with a -2 DM.

✎ If the check is a success, gain the results of the Purse and the character becomes the poster boy for Uplift-haters everywhere.
✎ If the check is a failure, gain 25,000 Cr as Uplifts from far and wide tune in to see the character's defeat. It's humiliating, but it still increases the character's profile. +2 DM to next term's Advancement Check.

6 Groundbreaking: The character is part of a fascinating new thing with Uplifts that becomes all the rage for a time and breaks new ground, such as a Simian Gravball player in that normally very traditional sport. Gain a +2 DM to Advancement next term for the association ("yeah, you were on the team with that Uplift").

61 Ramp up to the Championships: The character's work becomes enmeshed in divisive (and literal) politics, as they are given a symbolic connection to some authority figure as they make their way to the championships.

(OC) This is really more of an annoyance than anything else. Roll a Purse with a +2 DM on the check. **However...** gain an Enemy (Political), someone inside of the political power structure that is marginalized or stymied because of the effect of their victories. (If the Purse is a failure, the Enemy is reduced to a Rival).

(APR) The State demands that the character perform above their abilities. Make a Purse Check at -1 DM. If successful, gain a Purse with the winnings multiplied by 5. If the check is a failure, Citizen X has decided that the character is *not* the kind of example for the youth of the state. (The character must Muster Out while their towel is still wet, but they do have the option of where to go next).

62 The Long Haul: The race (or multi-world championship) was a test of endurance. Roll a Purse Check and...

(OC) ...gain *Athletics* or *Navigation*. Confederation Culture places an emphasis on the hardships that are part of these contests and neither team officials nor authorities cut any corners for the athletes because the grueling travel is "part of the game". The character should roll their End or *Athletics (Endurance)* as well; failure means that this term the character incurs an injury which is either (d6): General Table (1-4) or the Psychological Table (5-6).

(APR) ...gain *Steward* or *Diplomat*. The character is given crash courses in *Diplomat* by the local People's Athletic Chairperson because they represent their district. If the Purse Check is a failure, the character also loses their Benefit this term as they must find their own way home.

63 SNAFU: The character is caught up in a bureaucratic mess, it could be taxes, a tax glitch or some other records problem with the government or their employers.

(OC) Make an *Admin* or *Advocate* check and avoid any setback. If the roll is failed, the character loses their Benefit from this term.

(APR) The Party disapproves of this from high profile types. Make an *Advocate* check to avoid becoming an "object lesson". If the roll is a failure, the character spends one term as a Convict.

64 The Prize: If of sufficient noteworthiness already, the character is in contention for an award for their work. Make a Purse Check, and add the Effect to the character's Rank. The award given is...

Rank+ Effect	Orion Award	APR Award	Benefit...
3-5	Thorpe	Medal of Sports Honor	+4 Advancement next term
6-7	<System Name> Sunburst	Medal of Sports Valor	Shuttle (Pinnacle)
8-9	Pan-Sector Title	Public Choice Medal	Stateroom Condo
10+	Orion Olympiad	People's Sports Medal	As above plus Pension

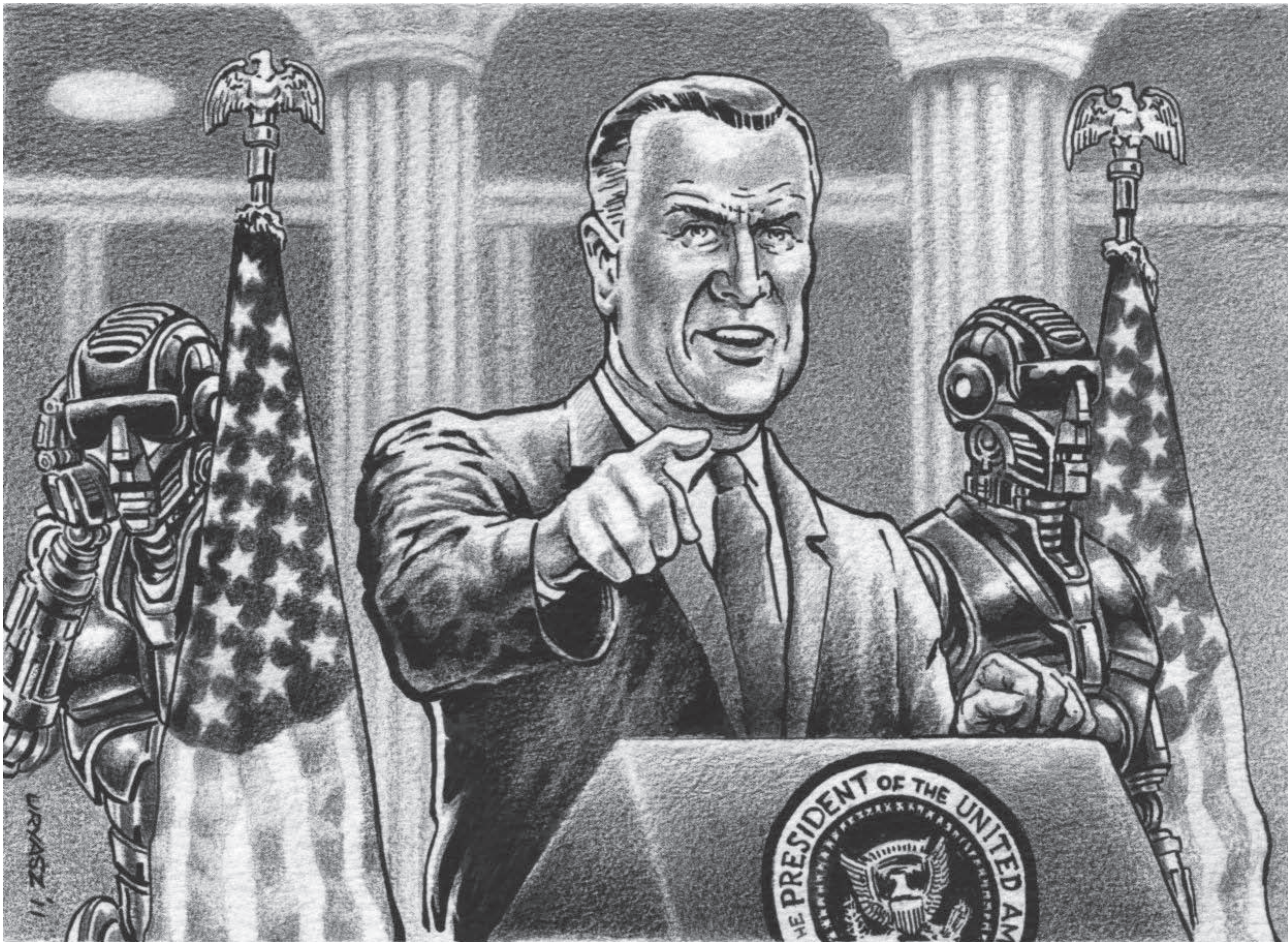
Note: The character also gains the results of the normal Purse Check (unmodified by their Rank). If Rank+Effect is not 3+, the character gains a "Brando" **one free re-roll** for character creation because they could have been a contender.. The Orion Olympiad or People's Sport Medal comes with a "Pension" for 24,000 Cr (yearly, see Traveller Main Rulebook pg. 36) as well as a stateroom condo.

65 Symbolic Value: The character is determined to have symbolic value by the government (or Corporation).

(OC) which means the character is hyped for a brief period, then either vilified or dumped cold-turkey. Make a Purse Check with a +2 DM. The fame and the swooning come to fast and too strong however; this is the thing meteoric rookies are made from and some crater after all the attention and stress (-3 to next term's Survival Check, but if a mishap results, treat it automatically as "Wrong Sport". They also get a crash course in *Art (Performance)* and 25,000 Cr left over cash after their meteoric rise and subsequent fall.

(APR) The character is placed on smartboards and splashed over the vid as one of the government favorites, thus placing them squarely into the shark tank. The character gains *Diplomat* skill **and** a +4 to next term's Advancement check. They also gain a Government Rival and a Government Contact (unless the player would prefer to up the ante and gain a Government Enemy and Government Ally instead).

66 Pro/Retro-spective: The character is in a magnificent contest, which then becomes the subject of a seminal article that comes to define their legacy as a sports star. Make a Purse Check with a +6 DM (to simulate the game) **or** simply take an automatic promotion (to not bother with that and just cut to the chase).



"We observe today a celebration of freedom—symbolizing an end as well as a beginning—signifying renewal as well as change." So said the President who launched the first true Space Program just over nine centuries ago in the nation from which we assert our humble origins.

The state of human existence is very different now than it was then. We now truly have the power he envisioned to abolish all forms of human poverty, and yet we have set ourselves upon a path that diminishes all forms of life — human, Uplift or digital —by denying equal treatment for the mutants who are our family members, our friends, our neighbors and our fellow countrymen. Today we reverse that course by repealing the Mutant Immigration Act...

The revolutionary beliefs for which our forebears on Earth fought, and forged a nation upon, are still relevant now. The belief that the rights of sentients come not from the generosity of the state, but from the spark of sentience itself. A spark shared by mutant and baseline as much as human and Uplift, as well as artificial intelligences and other digital entities. We **think** therefore we **are**; we **are** therefore we **have rights** that may not be diminished because our genetic

code has been altered by accident or design. To our shame, we have not ourselves always clung to our beliefs. That policy ends today.

This position will undoubtedly cause some unrest. Anti-Mutant feelings are strong, even in our own freedom loving nation. But we dare not forget that we are the heirs of that first revolution. We of the UUP stand for the rights of sentients everywhere. Let the message go forth from this time and place, to friend and foe alike, that the standard has been passed to a new generation of united and free peoples of all origins —born well outside the cradle of humanity, biological and digital, human and Uplift, tempered by war, disciplined by our settler's creed, and yet still proud of our ancient heritage—and unwilling to witness or permit the slow undoing of those sentient rights to which this Nation has been committed from time immemorial.

UUP President Hadrian Fox, 2881

Announcing the repeal of the Anti-Mutant Laws

TWILIGHT SECTOR AUTHORITY

Authorities come in a wide variety of guises, and many of the upper ranks of the various other careers certainly qualify as authorities within their fields, but this career is used for the authorities of government and corporate interests who have control over the lives of millions of citizens (government or corporate), and often control or command the military forces of their states or corporations. **Note:** Patents of nobility are generally not found in the *Twilight Sector Setting* outside of certain backwaters and fringe systems.

Advancement/Survival

	Corporate		Government	
	Survival	Adv	Survival	Adv
Rank 0-3	Int 6+	End 6+	Int 6+	Edu 6+
Rank 4-6	Soc 5+	Soc 7+	Soc 5+	Int 7+
Rank 7-8	Soc 4+	Int 8+	Soc 4+	Int 8+

Qualification: Int 8+ or Soc 7+

DMs: -1 for having less than 4 terms experience, +1 for having a Medal (or multiple medals), +2 for having the Highest Medal for that nation (Medal of Honor, Order of Archenar), +1 for Law Enforcement Career, -3 for serving as a Convict or having been a known Criminal (Rank 4+).

DMs: -1 Advancement for Sector Level Authorities, -1 to *both* checks for National level Authorities.

Authority Skill Tables

Roll	Policymaking	Populism	Fact-finding	Support
1	Advocate	Deception	Investigate	Social Science
2	Advocate	Social Science (Politics)	Notice	Accounting
3	Empathy	Empathy	Art (Writing)	Admin
4	Broker	Interrogation	Research or Computers	Research or Computers
5	Diplomat	Diplomat	Advocate	Comms
6	Admin	Advocate	Accounting	Notice
Roll	Leadership	Training	Diplomatic Envoy	Bureaucrat
1	Leadership	Deception	Diplomat	Admin
2	Leadership	+1 Int	Anti-Psi	Computers
3	Diplomat	+1 Edu	Empathy	Accounting
4	Empathy	+1 Soc	Persuade	Science or Trade
5	Admin	Empathy	Broker	Art (Writing)
6	Research	Notice	Advocate	Confidence

Rank Table, Generic Civilian Authorities*

Rank	IM	Government		Corporate	
0	+0	Staffer	Memory Shunt	Assistant	
1	+1	Minor Official	Notice	Supervisor	Persuade
2	+1				Memory Shunt
3	+1	Official	Leadership	Executive	Leadership
4	+2				
5	+2	Major Official	+1 Soc	Senior Exec.	+1 Soc
6	+3				
7	+3	High Official	+1 Soc	Mogul	+1 Soc
8	+4				

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	25,000	2 Shares
2	50,000	+1 Int
3	75,000	5 Shares
4	100,000 (P)	+1 Soc
5	150,000 (P)	Favor
6	250,000 (P)	Stateroom Condo
7	500,000 (P)	10 Shares

Bonus: Immediate Cash Rolls (using d3) every term for National Politician, every even numbered term for Sector Politician

AUTHORITY EXTENDED BASIC TRAINING PACKAGES:

In keeping with the concept of entry level training, the following Package titles do not represent what they are now, but the kind of skills and training provided to those who will eventually rise to that position (whether they ever do is another matter).

Generic Administrator: This is the sort of training provided to those who will go on to perform some function in Local or Planetary government. What it lacks in flavor it more than makes up in wide coverage of the various necessary skills.

Admin 1, Advocate 1, Broker 0, Computers 1, Diplomat 1, Investigate 0, Leadership 1, Persuade 0, Social Science 0

Diplomat: This is the sort of training provided to those who will go on to become diplomats, arbiters and Judges.

Admin 0, Advocate 1, Carouse or Leader 0, Deception or Investigate 0, Deception or Investigate 1, Diplomat 1, Persuade 1, Social Science (Politics) 1, Steward 0

Politician: This is the sort of training provided to those who will go on to run for political office.

Admin 0, Advocate 1, Confidence 1, Deception 0, Diplomat 1, Empathy 0, Leadership 1, Persuade or Social Science 0, Persuade or Social Science (Politics) 1

Local Boss: This is the kind of local headman/boss position enjoyed in the backwaters, of course the individual who gets this training set will certainly need to beef up their skills subsequently if they actually want to stay on top a while.

Admin 0, Advocate 0, Carouse 1, Deception or Confidence 1, Empathy 0, Leadership 1, Persuade 1, Social Science 0, Streetwise 1

Level of Service

The character must determine whether their position is in Local, Sector-wide or National government. For Corporate Authorities, this level indicates the relative strength of their corporations. The initial level of service is linked to the character's Soc stat. Serving at the Sector and National level affects the character's Survival and Advancement Checks but expands their Interaction Modifiers (larger constituency base, more for whom this modifier is relevant).

The check is unmodified by any DMs. Characters may only make one try, if this fails they are channeled into the "auto" selection for their Soc score. The Interaction Mods for serving members of Sector government are 1 higher than their present Rank, the Mods for Serving members of National government are 2 higher than their present Rank (at Rank 7 and 8 they have a +5 Interaction Modifier). Afterwards, which is what most players would be after Mustering Out, their Interaction modifiers are as shown on the Rank Table.

Check For...			
Social	Local	Sector	National
1-5	Auto	-	-
6-8	Auto	9+	-
9-10	Auto	7+	9+
11-12	7+	Auto	8+
13+	9+	Auto	7+

Note: For every term that a National-level Authority holds office, they receive an Immediate Cash Benefit (using d3 instead of d6). Sectorwide politicians receive an Immediate Cash Roll every other term (even numbers, 2nd, 4th, etc) they serve for office (also d3).

AUTHORITY MISHAP TABLE

Roll Mishap

- 1 New Boss:** The character's regime is toppled, a new one takes its place. The character decides that they'd better run for it. The character re-gains their Selection skill for this term. The character may use this as a Leave of Absence.
- 2 Election Results:** The character loses their power after an election (if they were an unelected official, they get phased out after the new government's policies come into effect). Make a Skill roll on the Populism Table and decide whether to keep the Benefit or take a +4 to the next career's Qualification check.
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Bitter Betrayal:** An Ally (or Romantic Partner or family member) betrays the character and tries to bring them down by revealing information (which may be false or true) to discredit them. If the character tries to cling to their position, make a *Empathy*, *Art (Performance)* or *Advocate* check to refute their betrayer's claims with a -2 DM. If the roll is a success, the character weathers the storm and their career is saved. If the roll is a failure, apply the negative effect to their Rank (i.e. missing by 2 will cost the character 2 Ranks in the career). In either case, do not lose the Benefit Roll this term.
- 5 Scandal:** The character is involved in some deep scandal that forces them to abandon the career, if not the local area. Lose 1 Soc; retain the selection choice in skills for this term but they simply *will* have to go. (No Leave of Absence)

6 Shut Down: Politics can be very frustrating, and after one battle too many, the character has decided that the effort is no longer worth it. Gain a Skill roll on the Policymaking Table. A Leave of Absence is allowed for this result.

7 Assassination Attempt: Some lunatic tries to assassinate the character. Roll d6

1 Screwball: The attempt is pathetic, so much so that it becomes a matter of some derision or the effort wasn't a true "assassination" attempt at all but designed to make them look silly. "Weren't you the Senator that crazy guy shot with a fire extinguisher?" -1 DM to Advancement Check next term.

2 Underpowered: The assassination is a little hare-brained, but serious nonetheless. Roll d6 against the character's Rank, if the roll is underneath the Rank the guards easily manage to secure this deranged individual. Otherwise, roll on the Injury Table.

3 Explosion: The character is caught at the edge of a massive explosion. Roll on the Injury Table.

4 Et Tu?: The effort is made using a close-in weapon, giving the character something of a chance. Roll *Melee* to avoid taking a general injury.

5 Sniper: The shooter is a good distance away, and there are a lot of variables involved, but the bastard is good too. Roll d6, the character is not injured at all (or only lightly) on a 1-3, the Sniper does one injury to the character on a 4-5, and two injury rolls on a 6.

6 The Grassy Knoll: The character hardly has a chance. If the character has an Ally, Romantic Partner or Mentor, they die in their place, and they "only" suffer a Serious Wound (General Injury Table, result 5). If the character has none to sacrifice, they get a Mortal injury from the attempt (General Injury Table Result 2).

Note: this mishap does not require the character to get out of this career, the lost Benefit & Selection Skill comes from the mishap and the increased security afterward. Of course they can choose to Muster Out if they want...

8 Election Returns: The character is either voted out or phased out of office (No Leave). Roll again on the event table for this term to see what else happens and if it is negative they may disregard (it happened to the next guy in their position). Decide whether to keep the Benefit or take a +4 to their next career's Qualification check.

DM: +1 for a Sector Politician, +2 for a National Politician.

AUTHORITY EVENT TABLES

Roll Event*

11 Conspiracy inside Government: The character becomes aware of a conspiracy that extends all the way through the system, above and below their position. Make a roll of *Accounting*, *Admin*, *Deception*, or *Investigate*. If the roll is a success, the character is able to sidestep the conspiracy long enough to slip information to a superior. Gain a +2 DM to both Advancement and Survival next term. If the roll is a failure, make an *Advocate* check and pick (if successful) or roll (if unsuccessful) on the Legal Troubles Appendix this term as they are set up for a crime they did not commit.

⌘ If the character has a Mentor, there is a chance that their Mentor is actually involved with the Conspiracy. Roll a d6, if the result is 4+, the Mentor is involved and the character loses them.

12 Stellar Alignment: The character has a particularly favorable set of circumstances before them in a particularly important negotiation and uses it to their (not inconsiderable) advantage. Gain an extra Benefit Roll and +2 DM to next term's Advancement Check.

13 Constituency Service: The character spends much of their time dealing with the issues of the population (or business) that they serve. Gain +2 DM to next term's Advancement Check and either *Social Science (Politics)* 1 or an Ally (Authority, Upper Class Civilian or Military).

14 Anti-Psionic Training: In the course of their duties, the character is exposed to all manner of secrets and official documents, and as a result is given Anti-Psi training. Gain *Anti-Psi*.

15 Corruption Chance: The character gains the chance to indulge in a little off-book malfeasance. They can make an immediate Cash bonus roll with a +1 DM or take the high road. *If they go public with the Corruption*, the character gains +2 to their Advancement next term. They also gain d3 Enemies (politicians) and -1 on next term's Survival Check as these enemies or their followers go for some payback. The character must also roll a 4+ on d6 to avoid making a roll on the Injury Table this term due to an "accident" that is an effort to get them out of the way early on in the coverage of the scandal. If the character has a Mentor, the Mentor is killed instead.

* **General Note:** when Authority character is Corporate rather than Government, "Government" Contacts gained are Corporate

Twilight Sector

- 16 New Friends...:** The character has made friends in a public or semi-public way with some high profile and rather unique individuals... Roll d6
- 1-2 Dealings with AI:** The character spends a considerable time with the AI set. Gain *Computers 1*, *Research 1* or *Soc Sci (AI Culture)* and an AI Contact.
- 3-4 Dealings with Mutants:** The character befriends prominent members of the local Mutant population. Gain *Life Science (Mutation) 1* or *Soc Sci (Mutant Culture)* and a Mutant (leader) Contact.
- 5-6 Dealings with Uplifts:** The character spends a great deal of time in the Uplift community. Gain *Animals (Veterinary) 1*, *Life Science (Uplift Species) 1* or *Soc Sci (Uplift Culture)* and an Uplift Contact.
- ...and old prejudices:** This is a politically risky maneuver however, no matter what interstellar nation one hails from. Even in tolerant places like the Orion Confederation there is an undercurrent of suspicion and distrust. The character can try to overwhelm this with a deft political strategy (*Social Science (Politics)* check), oratorical skills (*Advocate* check with no DM or *Diplomat* with a -1 DM), or keeping coverage of the matter down (which is a random check, 3+ on a d6). Use the character's active service Career Interaction DM (thus higher for Sector and National politicians) or their Soc for any of these rolls (including the random keeping it down roll). Note the Effect of any skill checks. An Exceptional Success means the character has made this 'scandal' a *cause célèbre* and turned it to their advantage, +2 DM to Survival next term. A success merely negates the prejudice. A failure fails to head off the prejudice -2 DM to Advancement next term.
- 21 Kidnapping Attempt:** The character is the target (or mistaken for the real target) of a kidnapping effort. Make a check of *Athletics* or *Stealth*. If successful, the character has escaped. If unsuccessful, the character is taken hostage. Roll d6
- 1-2 Freed Immediately:** The hostage takers are quickly apprehended. Gain d3 Government Contacts, members of the LEO (local or Sector Authorities) or an Espionage Agent (Sector or National Politician). The character also owes *them* a favor.
- 3-4 Short Time:** The government/Corporation is able to free them, but only after 2d6 months of captivity. During that time, the character is tortured several times. Make an End check or *Athletics (Endurance)*. If the Check is successful, the character comes out worn but wiser, gain *Athletics (Endurance)*. If the Check is unsuccessful, the character has broken down physically and mentally: roll on the Psychological Injury Table.
- 5 Talk your way out:** The character sees an opportunity to talk their way out. Roll *Broker*, *Persuade* or *Deception* with a -2 DM. If successful, the character increases this skill and has literally talked themselves out of a bad situation. If unsuccessful, the hostage takers are not swayed. Re-roll on this table for the duration of the hostage event, if this number is re-rolled (i.e. another 5), treat as a daring escape (the character at least talked them into stupefaction).
- 6 Long Siege:** The character rolls next term as a Convict (simulating their captivity). Unless the character gets an Event or Mishap result that extends their Convict terms, they are freed after the one term. The character rolls for Advancement and Events as usual.
- 22 Mentor:** The character acquires a Mentor in political circles. This gives them some significant advantages, but also brings all of the Mentors enemies along with it. The character gains +2 DM to all Advancement Checks while their Mentor stays with them. The character also picks up d3 political Enemies linked to their mentor. At least one of the enemies remain even if the Mentor abandons the character or is otherwise eliminated.
- 23 Political Injury:** The character suffers a setback to their political and personal life. Suffer loss of 1 Rank as the player watches their power slip away in the aftermath. If the character has a Romantic Partner, the relationship is over. If the Character has a Mentor, they leave them. If the character does not have either a Mentor or a Romantic Partner, lose an Ally or d3 Contacts.
- 24 The Catbird Seat:** The character is able to use their enemies' assumptions against them. If the character has a Rival, make them into a Contact. If the character has an Enemy, remove them (this Event neutralizes them as a threat). The character also gains *Art (Performance)* or *Art (Acting)* as part of their little *coup*.
- 25 Assistant:** The character either becomes or is assigned an assistant.
- ⌘ If the Character is under Rank 2, they are assigned to another Authority of higher Rank, gain *Steward*.
 - ⌘ If the Character is Rank 3 or Higher, congratulations on a new Assistant. Gain *Leadership* or *Instruction* and a Government Contact (the assistant of course).

- 26 The Junta:** While this does not have to rise to the level of an actual takeover of government (most local governments are more stable than that), this result does indicate that there has been a change in the shifting winds of power and the character was at the pivot point. They must choose to remain loyal or to side with the challengers...
- ✎ *Sticking with old guard*, gives the character an extra Benefit Roll and a +2 DM to next term's Advancement Check. They must however give up either one Ally or two Government Contacts who were members of the Junta.
 - ✎ *Siding with the Challengers*, gives the character *Deception 1*, *Confidence 1* or *Social Science (Politics) 1*. (If all three skills are possessed by the character, simply gain one skill level higher in one of them). The character also acquires d3+1 Enemies and sheds their Mentor (if they had one).

- 31 Gaffe:** The character blows it, and the level of blowing it is dependent on the character's Rank

Rank	Gaffe & Penalty
0	Who cares: no loss (Insignificance has its advantages).
1-2	Oops: -2 DM to Survival or Advancement next term (player choice).
3-4	Mistake: -4 DM on Advancement next term.
5-6	Blunder: Loss of 1 Rank.
7-8	The Err Brobdingnagian: Loss of 2 Ranks.

- 32 Romantic Entanglement (Fellow Authority):** The character becomes involved with another political authority romantically. The player may choose whether this relationship supplants any existing relationship the character may be in. If they chose to undertake this new relationship...Roll d6

- 1-2 Anyone but them!:** Add a Rival (either another Authority or a Citizen) who was the lover's former lover
- 3-4 That's My Girl/Guy!:** Add an Authority Rival who also seeks their affections
- 5 Friends with Benefits:** Add a (random) Contact who is their new lover's best friend.
- 6 Power Couple:** The character gains politically as a result of the match. +2 DM to Survival or Advancement next term.

- 33 Fact Finding Mission:** The facts were pretty much irrelevant, but the character got to see some very nice scenery. Gain *Carouse* or *Languages* and a Military Contact (the character's honor guard).

- 34 Romantic Entanglement (Staffer):** The character becomes involved with a Staffer romantically. The player may choose whether this relationship supplants any existing relationship the character may be in now. Roll d6

- 1-2 Bad Press:** The liaison is perfectly legal, but politically damaging anyway. Take a -4 DM to next term's Advancement Check
- 3-4 Mixed Press:** The character receives some good and some bad press. Gain an Ally in the media and an Enemy in the media along with a -1 DM to next term's Advancement Check
- 5 Sad Endings:** The romance ends badly after some very rocky press coverage or their response to it, the staffer moves on, but remains a Government Contact.
- 6 Love Conquers All:** The media storm parts and their new relationship is stronger than ever. Gain an Ally who is a common friend of both partners.

- 35 Community Work:** The character proves themselves in the field +4 DM to next term's Advancement Check.

- 36 Maintaining Election:** The ship or state or the corporate board goes through a tough election but retains power, and the character did their part in the process. Gain +4 DM to next term's Advancement Check and a Government Contact.

- 4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.

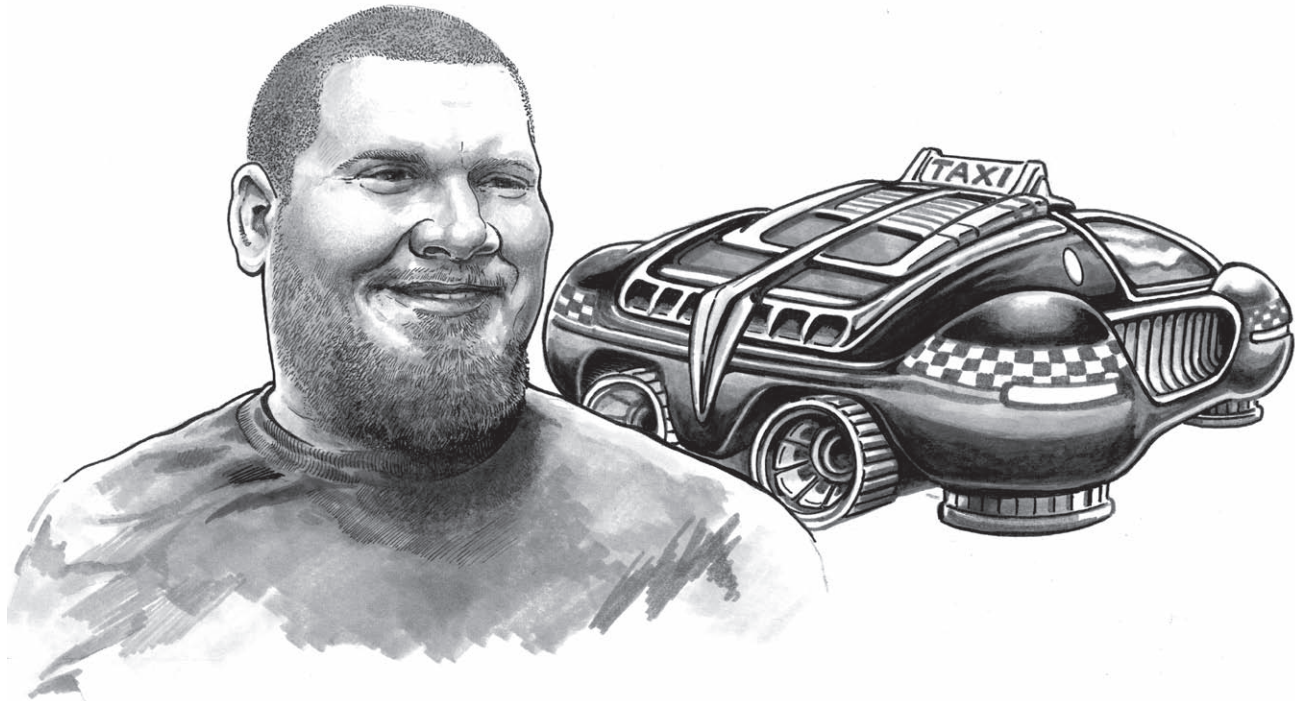
- 51 Shaking Hands, Kissing Babies:** The character has to perform more public relations this term than usual, although it does net them some interesting contacts. Gain d3 random Contacts plus a Government Contact.

- 52 Burn your Bridges:** The character is put up against the wall and has to burn some of their bridges. If the character "burns" one of their Allies (betrays, turns on, ignores, whatever makes them no longer be an Ally) they receive a +4 to the next term's Advancement Check. If the character has no Ally, they can use a Romantic Partner or Mentor. If they have none of these either, gain a Rival and d3 Government Contacts.

Twilight Sector

- 53 Paths of Glory:** The character has the opportunity to increase their profile and possibly “go up to the next level” in terms of their political influence.
- ✎ *If they choose not to do so* (or they are already at the National Level), +4 DM to next term’s Advancement Check as they demonstrate their steadfast determination to stay the course in their career.
 - ✎ *If they chose to go one step up*, they are now 2 Ranks lower than their old position but they are now considered at the higher political level (Local to Sector, Sector to National). Gain a Media Contact.
 - ✎ *If they chose to go two steps up*, they are now 3 Ranks lower but at the National Government level (since only locals can jump this far). Gain a Mentor (as Event 22).
 - ✎ If the character wants to make a transition that would drop their Rank below 0, they cannot make the move at all. (For example, a local politician with a Rank of 2 can only go up to the Sector level, starting this new phase of their career with a Rank of 0; they could not go to the National level since they lack sufficient Rank).
- 54 Reversal of Fortunes:** The character is confronted with a serious political problem that comes upon them unawares. -2 to Survival Check next term. If the character has a Mentor, roll d6. The Mentor stays with the character on a 4+, otherwise leaves.
- 55 Dog Whistle Politics:** The character spends a considerable amount of time this term maintaining a close connection with a key population in their area of service. Gain +2 DM to next term’s Advancement Check and either *Carouse 0* or *Trade (whatever the local industry is) 0*, as well as a random Contact among the narrow population in question (AI, Uplifts, Military, Academics, whatever — even criminals if they want, this isn’t necessarily a transparent effort on the part of the Authority).
- 56 Great Press:** The character is given a golden press opportunity, tons of favorable coverage, and the level of positive effect is dependent on the character.
- | Rank | Benefit |
|------|---|
| 0 | That’s Mister Nobody: Next Survival and Advancement Check is an automatic success. |
| 1-2 | Rising Star: +4 on next Advancement Check and a Government Contact. |
| 3-5 | Dynamic: +3 on next Advancement Check and a Government Contact, if they do not have one they are instead approached by a Mentor (see “Mentor” result) beginning next term. |
| 6-7 | On your Game: +2 on next Advancement Check and a Contact (of the player’s choice). |
| 8 | Same old, same old: Not much, the character is a polarizing figure at this point and the coverage just starts a wave of debates over old battles, both losses and victories. Gain a Media Contact. |
- 61 Layers of Government:** There are layers upon layers of any sizable Interstellar Government to deal with, and the character gets the chance to hone these skills.
- (OC):** The character has the opportunity to deal with several different layers of the complex political system in the Confederation, increase *Admin*, or *Social Science (Politics)*. In the egalitarian Confederation, it doesn’t really matter whether the interaction is upward or downward, the paperwork and the politics are still exasperating. In many ways, local authorities have more power in their small ponds than do national politicians in wide seas.
- (APR)** The character has to deal with someone above or below their status level, gain either *Diplomat* (dealing with the upper-level) or *Deception* (dealing with the lower).
- 62 The Trains must Run on Time:** The character is placed into a difficult project, without adequate resources to complete/manage it and considerable pressure from the top to do so.
- (OC)** Make a roll of *Broker*, *Advocate* or *Admin* with a -4 DM. Failure reduces next terms Survival roll by a -2 DM, success increases same by 1.
- (APR)** Make a roll of *Leadership*, *Interrogation* or *Admin* with a -2 DM. If the roll is successful, gain +2 DM to next term’s Advancement Check. If the roll is failed, the character may (with a *Persuade* or *Deception* check) place blame for this fiasco on someone else. If both rolls are failed, the character is removed from office (Muster Out this term). No Leave of Absence.
- 63 Statesmanship:** The character is recognized for their political leadership and advances a Rank.
- (OC)** The character gains a Rival, if they do not make a check of *Empathy* or *Diplomat* the new Rival is a former Contact (if they have no Contact, make this two Rivals instead).
- (APR)** Make a check of *Advocate* or *Diplomat*, if the roll is a success, the character has gained an Government Contact that comes from a Higher Rank than they do. If the roll is a failure, the character has acquired an Enemy.

- 64 Better Together:** The character is faced with a difficult political situation, and their friends are of assistance. Modify the checks below by +1 for every Ally and Government, Corporate, or Trade Contact the character has.
- (OC)**... the matter at hand is a delicate internal negotiation between the various levels of government... *The Roll:* The character must make a skill roll for one of: *Advocate*, *Admin* or *Diplomat*. There is a -6 DM on the roll (this is a Formidable task). *The Stakes:* Making the roll gains the character +2 DM to next term's Advancement Check. If the roll is failed, the character may not make an Advancement Check at all next term.
- (APR)**... the matter at hand is a standoff with the local military leadership over a matter of the utmost importance. The local military leadership is being especially obtuse... *The Roll:* the character must make a skill roll for one of the following: *Advocate*, *Leadership* or *Confidence*. There is a -6 DM on the roll (this is a Formidable task). *The Stakes:* Making the roll gains the character +1 Rank. If the roll is failed, the character will have to face the Internal Bureau of Military Affairs for direct questioning about why they cannot deal with simple matters such as these. They will suffer a -2 DM to next term's Advancement Check in the process.
- 65 Political Capital:** The character has acquired power and now must dole it out efficiently to deal with a problem.
- (OC)** The Character has to make the leadership above them understand the gravity of the situation that the institution (if not the whole nation) faces. The stakes are high. Roll *Advocate*, *Art (Performance)* or *Leadership* to give a rousing speech. If the roll is a success, gain the skill used for the check. If the roll is a failure, the character at least has the advantage of saying "I told you so" later. Repeatedly. **Note:** *If the character has a Rank of 5 or less currently*, they gain +4 DM to next term's Advancement Check for their forethought, whether or not they were successful.
- (APR)** The problem is their own career. The character has become aware that show trials are looming on the horizon and the time is getting closer and closer.
- ⌘ *If the character is at the Sector or Nationwide scale*, they can voluntarily step themselves down and "hide in the rushes" of the next lower level bureaucracy. Lose 1 Rank but gain *Admin*.
 - ⌘ *If the character is at the Sector or Local level*, they can always try to "pass the buck" to their superiors by gathering meticulous (and forged) evidence against them. Make an *Admin*, *Deception* or *Research* roll, if the character has an AI Ally or Contact, they have a +1 DM to the check.
- 66 Precursor Involvement:** The character becomes embroiled in a Precursor-influenced situation within their area of authority. This generally triggers a lot of shouting and running around as espionage agencies try to contain the situation and make the most out of what is discovered. As an Authority however, the character is focused on managing the public.
- (OC)** The emphasis in the Confederation is on learning the most they can. Roll d6
- 1-2 Black Bag:** The OSS has tamped this thing down hard and the character is part of the cover-up/whitewash whether they want to be or not. Gain a Contact in the OSS that owes them a favor.
 - 3-4 Silence is Golden:** The character is pressed hard by the media and citizenry about what that mysterious thing is in the [site of the discovery, now closed off] and why all the humorless people in black suits are suddenly all over the place. Gain *Confidence* or *Persuade*. And make a roll of the skill. If the roll is a success, the character fends them off deftly; if the roll is a failure, the character loses credibility -2 DM to next term's Advancement Check
 - 5 Out of our Hands:** The chance for a cover-up is blown as the Precursor artifact becomes something of a nuisance (it may even be dangerous in some fashion). The character still has a job to perform however and even more pressure under which it needs to be handled. Roll *Advocate*, *Leadership*, or *Confidence*. If the roll is a success, gain the skill rolled. If the roll is a failure, people die although the character manages to escape the brunt of the blame. Take a -2 DM to next term's Advancement Check.
 - 6 Going Public:** The character is placed front and center into the limelight as they become a liaison with the public at large. +4 DM to next term's Advancement Check and Gain *Space Science 0* as they have to know what they are talking about. The character may also treat their next term's event as Event 53, "Paths of Glory" if they chose to ride the coattails.
- (APR)** The emphasis in the APR for Authorities is on shutting down all information, even rumors, whether the damned thing is glowing or not, whether people are dying all around it or not. The job of the Authority is to keep a lid on things and make sure nothing gets out if at all possible. Gain *Admin* and *Interrogation*. Also suffer a -4 DM to next term's Advancement Check as the character has to use the whip-hand in order to carry out this unsavory task and thus becomes a political scapegoat for the higher ranked Authorities when the cover-up is eventually blown away.



While Kodiak claims that it is a result of my personality rather than my sheltered upbringing, I am constantly amazed by how easily he can talk to the people we meet.

"You like the work?" He asks the taxi driver as soon as the gravcar pulls away.

The burly man grins at him and lays an arm against the back of the seat next to him so he can glance back at us. "Yeah I dig bein' a cabbie, it's an ancient art you know? Not everybody has the right kind of mindset for this sort of thing."

"An ancient art?" Kodiak asks.

"Sure! You know they did this waaay back. Before the Long Pause."

"Yes," I say, "that is entirely accurate." Which elicits a polite nod from the taxidriver.

"Sure. And that makes me a part of something bigger you know. Not that I wouldn't be even if they invented taxis yesterday." His smile broadened.

"How so?" Kodiak asks, prompting him onward.

"You see stuff when you drive a cab. Good stuff, bad stuff. Sometimes just stuff. You start to feel the rhythm of the city you know? Kansas City is a great shining place. Lots of stuff happening, lots of people that add to the mix. Metropolitan. But the city moves too you know? It has it's own patterns and I'm part of that process. Bringing people in, taking them out.

"Sounds like you like your job," Kodiak stares past him at the glow of the distant city.

The driver laughs. "I love it."

The driver makes a smooth insertion into the flow of traffic and then the automated systems take over completely. At that point he turns around fully to us and I can see the instruments glow in his face.

"I'm Cal by the way." He reaches out a large, firm arm. Kodiak grasps it firmly, Terran style, and He reaches out to me. This is not part of my own culture, but I have come to see that it is required. I allow him to grip my hand and he smiles even broader than before.

"I'm Kodiak, this is Brother Jeremiah."

"A holy man?" He asks, looking at me.

"I am a member of the Golden Light Temple of Selesta Minor, in the Jade System," I explain. "But I am merely a brother there, a dedicate to the order."

He nods sagely. "But you are *Chela*."

I am somewhat shocked at his recognition and nod. "I have the honor of being in that caste."

"Sociology," he says, grinning. "I'm about to finish my Masters." Looking out at the traffic, he turns back. "The universities here are excellent."

"So we've heard," Kodiak says lightly, "So what will you do when you finish your degree?"

"You kidding me Kodi?" He bursts out laughing as the automated traffic system releases our gravcar and he banks us towards our destination, the Majestic Hotel. "This is the best place that I've ever found to actually use what I learned at school..."

**Twilight Conversations, by Jonze & Jeremiah
(Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR CIVILIAN

The Backbone of any society is it's civilian population. These represent the vast majority of the people in the society, people that work, own businesses or live on the dole (with an average 30% Unemployment and Trillions of population, this encompasses a *lot* of people). Civilians can be loosely classified into one of 4 classes: Upper, Middle, Lower and Underclass. They can also be classified as one of four sub-groups: **Investors** (who own companies or parts of companies), **Funders** (those who live off an allowance or inheritance), **Laborers** (who work for wages) and **Proles** (who live off of the dole). While there is a strong connection between the classes and the sub-groups, considerable crossover exists, with purely middle class shopkeepers (investors) and upper class consultants (laborers) for example.

Advancement/Survival

	Upper (Soc 10+)		Middle (Soc 7-9)		Lower (Soc 5-6) and Under (Soc 4-)	
	Survival	Adv.	Survival	Adv.	Survival	Adv.
Rank 0-3	Int 6+	Edu 6+	End 6+	Int 6+	Int 6+	End 6+
Rank 4-6	Edu 5+	Soc 7+	Int 5+	Edu 7+	Int 5+	End 7+
Rank 7-8	Soc 4+	Int 8+	Edu 4+	Soc 8+	Int 4+	Edu 8+

Qualification:

Int 4+ or Soc 5+

(all Soc levels)

DMs: None

Civilian Skill Tables

Roll	Worker	Entrepreneur	Civilian Lifestyle	Support
1	Trade	Social Skill	Jack of all Trades	Science (Any)
2	Trade	Accounting	Notice	Language
3	Trade	Broker	Social Skill	Computers
4	Vehicle	Broker	Social Skill	Empathy
5	Computers	Interr. (Interview)	Vehicle	Admin
6	Social Skill	Computers	Confidence	Deception
Roll	Leadership	Training	Orbital Civilian	Travel
1	Leadership	Athletics	Vacc-Suit	Steward
2	Leadership	+1 Soc	Zero-G	Notice
3	Empathy	+1 Str	Pilot (Small Craft)	Language
4	Notice	+1 Edu	Trade (ZG-related)	Carouse
5	Admin	+1 End	Flyer (Grav)	Survival
6	Advocate	+1 Int	Computers	(Other) Vehicle

Note: Social Skill varies from class to class: the Lower Classes use *Streetwise*, Middle Class *Admin*, the Upper Class *Diplomat*.

Rank Table

Rank	IM	Investor	Trust Funders	Worker	Prole
0	+0				
1	+0	+1 Asset	Carouse		Streetwise
2	+1	Admin		Broker or +1 Dex	
3	+1		+1 Social		Stealth
4	+2	Advocate		Mechanic or Admin	
5	+2	+1 Asset	Social Science (XTopic)		Deception
6	+2			Broker	
7	+3	+1 Asset	Leadership		Leadership
8	+3	+1 Social		+1 Soc	

Mustering Out Benefits (Workers, Proles, Funders)

Workers (Middle Class), Proles (Low Classes) and Trust Funders (Upper Classes) receive a steady income rather than trust to the vagaries of the market. Benefit Rolls are based on socioeconomic status: Lower Class and Underclass (Soc 3-6), Middle (Soc 7-9), High (Soc 10+).

	High Class (incomes)		Medium Class (incomes)		Lower Classes (incomes)	
Roll	Cash	Benefit	Cash	Benefit	Cash	Benefit
1	5,000	3 shares	2,000	2 Shares	1,000	1 Share
2	10,000	Ally	5,000	4 Shares	2,500	Ally
3	20,000	+1 Int	10,000	+1 Int	5,000	+1 Int
4	30,000	6 Shares	15,000	Implant	10,000	3 Shares
5	40,000	Stateroom	20,000	Ally	12,500	+1 End
6	150,000 (P)	+1 Soc	75,000 (P)	6 Shares	20,000	Implant
7	200,000 (P)	10 shares	100,000 (P)	+1 Social	45,000	+ 1 any stat

P = Portfolio

Mustering Out Benefits (Investors)

Investors are found at all levels of society, from the titans of industry in the upper classes to the Middle-Class shopkeepers and the small-time Middle Class stockmarket players to the Lower Class street vendors and street hustlers. An Investor's economic success is related to their **Asset** stat.

Character's assets begin at 1 and will raise or lower with Events. If an Investor's Assets go to 0, they must re-qualify for the career (going bankrupt and trying again) or Muster Out (making no Cash rolls). Here as well, Benefit Rolls are based on socioeconomic status: Lower Class and Underclass (Soc 3-6), Middle (Soc 7-9), High (Soc 10+).

	High Class (assets)		Medium Class (assets)		Lower Classes (assets)	
Roll	Cash	Benefit	Cash	Benefit	Cash	Benefit
1	1,000 x A	1 share	500 x A	1 Share	250 x A	1 Share
2	4,000 x A	Contact	2,500 x A	2 Contacts	1,500 x A	3 Contacts
3	8,000 x A	+1 Int	5,000 x A	+1 Int	3,000 x A	+1 Int
4	12,000 x A	3 Shares	7,500 x A	3 Shares	5,000 x A	3 Shares
5	15,000 x A	Stateroom	10,000 x A	Implant	7,500 x A	Ally, 2 Shares
6	30,000 x A (P)	+1 Soc	15,000 x A (P)	5 Shares	8,000 x A (P)	Implant
7	40,000 x A (P)	6 shares	20,000 x A (P)	+1 Social	15,000 x A (P)	+ 1 End

A= Assets, P = Portfolio

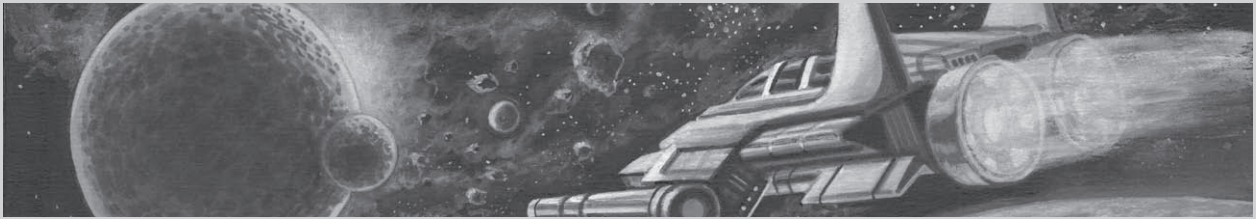
Trade Skills & trading a Trade Skill

The Civilian Career in fact is a stand-in for a wide variety of professions that are not spelled out in the game, a hodgepodge of construction workers, office-salarymen and other common laboring folks. The **Traveller Main Book** gives a scanty few example of subskills for the *Trade Skill*, but in fact nearly any profession not already connected to a specific skill can be rendered as a *Trade* skill. In some professions however, existing skills may be used in place of the *Trade* skill as appropriate (*Animal (Farming)* for an agriculture worker or *Flyer(Grav)* and *Mechanic* for an Gravtaxi driver for example).

Get a Job...

Unemployment is found at all levels of the social framework. Although obviously most prevalent at the bottom, there are still trust-funders and (non-retirement) pensioners at all levels. If the character is one of the long-term "unemployed" they may take one of the *Trade* skills and replace it with the *Admin* skill (for filling out the forms). While some might think that these are limited to the lower classes, this is not accurate. There are a fair number of citizens who are solidly "middle class" that simply excel at the practice of "oddjobbing", taking small under-the-table jobs here and there. These individuals should use the "Prole" category for Event descriptions. Upper Class Unemployed have their own special division (the Trust Funders, or sometimes just "Funders").

CITIZEN EXTENDED BASIC TRAINING PACKAGES:



Underclass (Soc 4 or lower): The people that live in the underbelly of the city, usually in a sociological sense, but sometimes in a much more literal sense (see the discussion of Hive Cities in *Beyond the Open Door*). The Underclass is often unable to find or keep steady work, and many have to spend a good chunk of their day fighting for survival, sometimes literally. Roughly one-half (or more in some interstellar nations) of the 30% unemployed fall into this category, especially if they have criminal records or live on underdeveloped worlds. (**Note:** Underclass is generally lumped in with the Lower Class, thus “Lower Classes” on most charts).

Carouse 0, Deception 0, Mechanic 0, Melee (any) 1, Notice 1, Stealth 1, Streetwise 1, Survival or Trade 1, Survival or Trade 0

Lower Class (Soc 5-6): The Lower class performs menial or unskilled labor, but do however have a modicum of safety and security. In some interstellar nations, a portion of individuals in this class are living off unemployment and subsidies for various reasons.

Carouse 0, Computers 0, Confidence 1, Vehicle 1, Melee (any) 1, Notice 0, Stealth 0, Streetwise 1, Trade 1

Middle Class (Soc 7-9): The Middle Classes are no longer the vast majority of the social fabric of the interstellar nations and have not been for some time. Nonetheless, they still exist and are still fighting to stay on that precarious perch.

Admin or Carouse 0, Advocate or Diplomat 0, Computers 1, Confidence or Empathy 1, Notice 0, (Any) Science 0, Steward 1 or Streetwise 1, Trade 1

Upper Class (Soc 10+): You only have to work when it pleases you, but when you do the hours tend to be shorter and the work itself more cerebral (In some cases, exchange *Leadership* and *Trade* to represent someone with less managerial functions). A surprising number of “unemployed” in society are actually found at this level, but that really means people living off of their own trust funds or the allowances provided to them by still-living parents, grandparents, great-grandparents etc. (The appropriately named “Trust Funders”).

Admin or Advocate 1, Carouse 0, Computers 1, Diplomat 1, Flyer (Grav) 1, Leadership 1, Notice 0, (Any) Science 0, Steward 1, Trade 0

Orbital/Belt Citizen: Those living in orbit have got to master certain skills regardless of their social standing. While there are a small number of citizens that can boast of never having to go out on an EVA or rarely ever wearing a Vacc-Suit, most of those Wealthy types actually only spend part of their time in the Orbitals. This is for the individual living full time in an orbital habitat, coming from any social class. Many “Orbitals” (as they call themselves, “Dirtsiders” sometimes call them “Zoomies” instead) tend to be very proud not only of the places they live, but of the remarkable beauty of their harsh environment. A sizable minority are Belt-Mod or Low-Gee SIMs (such as the “Luners” which are a distinctive social group living on low-g moons, yet have the same skill package as below).

Admin or Mechanic 0, Carouse or Steward 0, Computers 1, Flyer (Grav) 1, Physical Science 0, Notice 0, Trade 1, Vacc-Suit 1, Zero-G 1

Water Habitat Denizen: Those living in abovewater (artificial island) and underwater habitats share some remarkable similarities with those in orbital habitats. Not all colonies have large bodies of water, and even those that do sometimes do not all have water habitats. Only where population pressures are significant or there is some advantage on or near the seabed that demands nearby accommodations are they found. Like Orbitals, the “Mares” (pronounced MAR-ayz) tend to be fiercely proud of the places they live and the environments they have adapted to. Some, a minority, are Aquatic-Mod SIMs.

Athletics (Endurance) 1, Carouse or Steward 0, Computers 1, Comms 1, Mechanic 0, Notice or Vacc-Suit (for diving gear) 0, Notice or Vacc-Suit 1, Physical Science 0, Seafarer (Any) 1, Trade 1

Hell Worlders: Those who live on the so-called “Hell Worlds” are usually considered Settlers rather than Civilians, but the distinctions can grow very thin in places where the Hell World is long developed. There is a strong *esprit de corps* among Hellworlders, much like Orbitals and Mares, in this case through shared suffering and the constant edge of danger.

Computers or Comms 1, Computers or Comms 0, Mechanic or Engineer (Life Support) 1, Notice 1, Vacc-Suit 1, Physical Science 0, Vehicle 0, Trade 1

CITIZEN MISHAP TABLE

Roll Mishaps (Leave of Absence is allowed for all results)

- 1 Railroaded:** The character is cast out of their living accommodations, forced literally into the street or the countryside without as much as a "by your leave" (which could of course also mean they were squatting on someone else's land). Without an even nominal address, the character will either have to re-qualify for the career or find something else to do.
- 0 Criminal Injustice:** A criminal gang harasses the character (and/or their family) causing them to have to relocate. The character can attempt to re-qualify in their new location for the Citizen Career. The character also gains a roll on the Personal Development Table (even if they have already rolled on it for their random skill this term).
- 1 Injured:** The character is struck down with an injury that prevents them from maintaining their job or residence requirements. First make a roll on the Injury Table, then determine what Medical options are available for the character (standard rolls, see the Injury and Medical Treatment Tables). Without a job or address, the character will either have to re-qualify for the career or find something else to do.
- 2 Political Turmoil:** In the face of a political upheaval (or riot, major regime change), the character is forced to leave the area, and their civilian life, behind. Assets are unaffected for personal finances, but the Company is ruined. If the character wants to start again in new location, Qualification is automatic, but Investor's Assets are back to one-half their Rank (rounded up) or their (prior to mishap) Assets -3 (whichever is **lower**).
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Tough Times:** Tough economic times cause the character's company/program/benefactor to falter; gain a skill selected from the Leadership Table as the character fights the good fight and rally others to the cause. Assets -3 (if investor). Note that the Character does not have to leave the career after this event; but Labor and Prole characters will have to re-qualify for a Civilian Career (meaning essentially they had to get new jobs or go onto some new dole program) at the beginning of next term (if they wish to stay on).
- 5 Scandal:** The character is involved in some deep scandal that forces them to abandon the career, if not the local area. Lose 1 Social, retain the selection choice in skills for this term as well as the Benefit. Assets reduced to half as the market responds to the wave of bad press.
- 6 Bad Things Happen:** The character has hit a snag. They have three possibilities...
 - ✎ *Continue in this career:* If they zero out all of the money and halve any Shares they have accumulated thus far.
 - ✎ *If they Muster Out as disaster strikes:* Reduce all money accumulated thus far *by half* and leave the Shares untouched. Any cash rolls they make are halved as well.
 - ✎ *If the character had no money or shares accumulated thus far:* Make a roll on the Lifestyle Skill table and Muster Out at the end of this term. Take no cash Benefits at all from this career.
- 7 This is Your Life:** Welcome to an in-depth financial analysis, either of the character or their business partners. Whether there was anything to find or not, this intrusive, possibly abusive, effort causes the business to collapse. Count Assets as one-half when Mustering Out.

DM: +1 for Upper Class, 0 for Middle class, -1 for Lower Class, -2 for Underclass

CITIZEN EVENT TABLE

Roll Event

- 11 Mutant with Benefits:** The character becomes enamored with an attractive mutant of the appropriate gender (well, it *looks* like it is...). The attraction is mutual and the character can, if the player wishes, begin a relationship. The character receives a Mutant Contact (whether or not they enter into said relationship) as well as the ire of any anti-mutant bigots or anti-mundane mutants (treat this individual as an Enemy. The Enemy's motivation depends on the nature of the character's relationship; the more intense the relationship, the more dangerous/driven is their Enemy. A tragic but intense romance with a mutant who dies a short time later, leaving behind a still-enraged bigot stalking the character should earn the player points for style if nothing else.
- 12 Spacetime:** The character spends time in space (for low-class characters, this is connected to a sudden job opportunity, welcome to employment again citizen). Gain one of *Zero-G*, *Vacc-Suit*, *Engineer (Life Support)*.
- 13 New Job:** The character gets a new role (or has to fill in for one for a time) in their workplace. If this is an Investor, there is a new industry they have placed intense research into in order to invest. Gain *Trade 1* in a totally new specialty.

14 Regional Disaster: The region where the character lives suffers from a disaster.

Investor **Lost Assets:** The character's firm loses, either directly or indirectly, due to the disaster. -1 Asset.

Funder **Loss of Trust:** The player's trust benefactor decides to give part of their inheritance to the relief effort. Their Benefit Roll is lost this term.

Labor **Charity Work:** The character has usable skills that he provides for others on his own time. Add d3 random Contacts and an immediate roll on the non-cash Benefit table that comes about as an indirect part of their activity.

Prole **Increased Density:** The lower class sections of the city have just swollen with the new refugees. This places an added strain on the local Underclass and Lower Classes. Roll *Admin* or *Streetwise* or lose the Benefit for this term.

15 Romantic Entanglement (Co-Worker): The character becomes involved with a coworker romantically. The player may choose whether this relationship supplants any existing relationship they may be in now. If they decide to maintain their existing relationship, strengthen that bond. If they chose to undertake this new relationship... Roll d6

1-2 Anyone but them!: Add a Rival who was the former lover of the individual the character is now with

3-4 That's My Girl/Guy!: Add a Rival who also seeks their new lover's affections

5 Friends with Benefits: Add a (random) Contact who is their new lover's best friend.

6 Power Couple: The character gains as a result of the match. Either take +1 Assets or add a new Ally in the same workplace.

16 School: The character manages to make it to the school they have always wanted to attend, either saving and scrimping all along to make the tuition or gaining a scholarship. Next term attend an Academy (see Page 11), +2 DM for Advancement, and do not lose a Benefit from this career (this term's Event absorbs that).

21 Criminal Acts: The character is victimized by a criminal directly.

Investor **Lost Asset:** The character suffers the loss of a valuable part of their firm. -1 Asset.

Funder **Targeted:** The character is the target of an assassination attempt by another family member. Make a roll on the Injury Table. Gain an Rival unless they have one already. If the character wishes, they can make an *Investigation* check in order to discover the identity of their attacker. If the roll is a success, the character gains an Enemy. If the roll is failed, the character has a -2 DM on Survival Checks next term.

Labor **Roughed up:** The character is accosted physically. Roll *Melee*, or *Gun Combat*. If the roll is successful, the character defended themselves. If the character fails, roll on the Injury Table. If the character uses a firearm (Gun Combat) however, they must go through a legal hearing costing them d6x100 Cr in legal debt.

Prole **Life in the Slum:** The character saw that coming. Make a *Streetwise* check. If the roll is successful, gain +2 to either the next Advancement Check or the Next Survival Check (Player's choice). If unsuccessful, the character saw it coming too late to do much, roll twice on the Injury Table and take the lesser of the two.

22 Recreational Pursuits: The character spends time involved in a recreation or hobby. Roll d6:

1 Your Lordship/Ladyship: The character joins with a Medievalist Society or other "simulationist group", which provides members with the opportunity to study and experience anything from historical periods to settings found in literature. Simulationist groups are very popular and involve people from all classes (many Proles "work" in these as "extras" in fact). Gain *Social Science (History)* or *Social Science (X Topic)* 2. Also gain d3 (random) Contacts who are fellow enthusiasts.

2-3 Sports: The character takes up sports for a time. Gain *Athletics (any specialty)*.

4-5 Internet Gaming: The character gains *Computer* and d3 (random) Contacts who they game with regularly.

6 Modelling: This is a hobby which has experienced ups and downs over the ages, but sophisticated 30th century technology allows for the creation of amazingly detailed models, either real or digital, that periodically re-ignite interest. If the character is interested in the technical aspects, *Computer, Engineer (Electronics)*, if their interest is in the background, *Social Science (History)* or *Social Science (X Topic)* 2.

- 23 Witness to a Crime:** The character witnesses a crime and is stalked for their knowledge.
- ✎ *If the character does nothing*, the frustrated LEOs harass them but get nothing and begin no legal action against the character (despite their threats). The criminals bluster and threaten, but also do nothing serious.
 - ✎ *If the character goes to the authorities*, gain a LEO Contact and roll d6:
 - 1-2 Simple Harassment:** The character is harassed, their life is made miserable, but the treatment goes no further than this.
 - 3-4 Some Violence:** The character is beaten up or their property is maliciously destroyed, costing them 5,000 Cr of property debt.
 - 5 Indirect Harm:** The character's loved ones are injured or killed. If the character wishes to "go vigilante" they take a Leave of Absence and spend the next term as a (non-Syndicate) Criminal. The Survival Check is at a -1 DM. If they make their Survival and their Advancement, the Character has elicited their revenge.
 - 6 Mass Fatalities:** The character is left for dead after a particularly well-planned attack. Make a check on the character's combat skill, *Recon*, or (with a -2 DM) *Notice*. If the check is a failure, roll twice on the Injury Table and take the worst of the two results, **or** allow all of their loved ones to be slaughtered (close family, current Romantic Partner). If the check is a success, the character is able to save their loved ones and only takes one roll on the Injury Table. The character may elect to spend one term as a Criminal following this one if they decide to do the "vigilante thing", treating it as a short term Leave of Absence.
- 24 Tech time:** The character puts a good deal of effort into mastering technical gear. Increase *Computers*, *Comms*, *Sensors* or *Engineer (Electronics)* skill.
- 25 Travel Abroad:** The character has the opportunity to travel abroad for a significant amount of time during this term (either as an Executive visiting offworld sites, part of a labor exchange, or as a grunt-loader on a tramp Merchant ship for example). Gain *Language* and 1 offworld (player's choice) Contact.
- 26 Psecrets:** The character encounters a Psionic who has lifted secrets...
- Investor Corporate Espionage:** ...which is all part of an effort at corporate espionage. Make a check against Int with a -2 DM (also modified by any *Anti-Psi* they might have) *or* the secrets get out and the firm loses ground (-1 Assets).
 - Funder Faux Gambler:** ...and the character becomes aware of a skilled psion who is cheating on the idle gambling circuit.
 - ✎ If they try to do something about it, make a *Persuade* or *Deception* check and get an extra Benefit Roll as a reward but gain an Enemy.
 - ✎ If the character opts to do nothing, they get a Psion Street Contact.
 - Labor Not my Pay Grade:** ...and the character doesn't lose any secrets of their own, but the company they work for does. Suffer a -2 on the next term's Survival Check. They do however get some downtime, gain a new non-combat skill of their choice at level-0.
 - Prole Psionic Turf war:** ...and this is part of a turf war, but operating on a Psionic level that the character (probably) has no awareness of. All the character can do is choose sides or keep their head down. If they keep their head down, the event doesn't change their personal life much. If they make a choice, roll d6. On a 1-3, the character is on the losing side and receives the lesser of two injury rolls (got beaten up). On a 4-6, the character is on the winning side and is offered a criminal path. They can take one skill from the Criminal Service Skills table this term and if they choose to go into crime, they do not have to make the Qualification roll.
- 31 Office Politics:** The new boss wants to eliminate the character from their role in the corporation. Alternatively, this could be an intense Rival (for Investors or Proles). The character can either...
- ✎ *...play it safe and take this abuse*, gaining nothing but lots of headaches this term. Take a Rival
 - ✎ *...choose to fight back wherever possible*, and roll on *Deception*, *Advocate* or *Admin*. If the check is successful, they gain a roll on the Lifestyle skill Table, but also gain an Enemy and a -2 DM on next terms Survival Check.
- 32 Twelve Angry Sentients:** The character is called in for jury duty, alternately boring, emotional, frustrating, and dramatic (okay, mostly boring and frustrating). Afterwards, some of the other jurors start going to lunch or the occasional dinner together in small groups. Add d3 random Contacts for the character.

33 Major event: The character takes part in a major event going on in their community. Roll d6

1-2 National Mourning: The passing of a beloved leader or celebrity gives people a new sense of purpose. Make a skill roll on the Support table.

3-4 Holiday to Remember: The character is able to enjoy a Holiday. Make a skill roll on the Travel skill Table.

5-6 Religious Festival: There is a religious festival in the city, provoking many discussions. Gain either *Social Science (Philosophy)* or *Persuade* and make a check of the skill taken. If successful, the character gains a Civilian Ally, if not, a Civilian Contact.

34 Bad things Happen to Good People: The character is beset by a run of very bad luck. Roll d6

1-2 Financial Setback: The character loses their Benefit Roll from this term.

3-4 Accident: The character must roll *Notice*, *Recon* or *Athletics (Coordination)* with a -2 DM to avoid injury.

5-6 Target of Hate: The character is persecuted. The culprit might be a mundane-hating mutant, a human hating Uplift, or one of the various isolated race-hate groups which still exist in small numbers. Take a roll on the Injury Table. If appropriate, the player may instead choose to sacrifice their character's Romantic Partner for greater angst (a casualty in one way or another of the persecution – either being actually harmed or severing ties because of the strain). Choices, choices.

35 Unexpected Growth: There is an increase in activities of the businesses connected to the character.

Investor Fast Break: You either step up or get stepped on. The firm's Assets go up by 1, but the overtime and frantic work place test the character's skills. Make a check of their *Admin*, *Broker* or *Leadership* ability. If successful, gain the skill rolled and have a +2 DM next term for Advancement. Checks If the roll is a failure, someone else moves ahead on the corporate food chain and the character does not get an Advancement Check next term at all.

Funder Posse: The character gains a new member of their group of hangers-on. Gain an Ally

Labor Overtime: The character has to work some rather extreme hours at work, part of which is teaching others the job. Gain *Instruction*. Make a roll of *Instruction* skill, if successful, gain a Civilian Contact (one of the workers the character mentored)

Prole Job: There is an opening if the character wants it. Gain *Trade (any)*. Make a check of the skill, and if successful, gain +1 Soc as well.

36 Borrowed EdSoft: The character is loaned a fantastic EdSoft from someone. Gain any *Science* specialty at 1.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Common Cause: The character meets an unusual friend... Roll d6

1 AI: The character spends a considerable time with an AI who takes it upon themselves to impart some knowledge to their new friend (the character). Gain *Computers 1*, *Research 1* or *Social Science (AI Culture)* and an AI Contact.

2-4 Dealings with Mutants: The character befriends a member of the local mutant population who performs a role somewhat similar to theirs, but among the mutant community, thus giving them a unique window into the mutant culture. Gain *Social Science (Mutant Culture)* and a Mutant Contact. If the character is themselves a mutant, treat this as a "New Job" Event.

5-6 Dealings with Uplifts: The character spends a great deal of time with an Uplift, relatively rare in some areas, but with its own very well-defined subculture. Gain *Animals (Veterinary) 1*, *Social Science (Uplift Culture)* and an Uplift Contact. If the character is an Uplift, treat this as "School" (Event 16).

52 Garage time: The character spends time maintaining and/or using vehicles. Increase their appropriate Vehicle skill or *Mechanic* skill.

53 Municipal Problems: The city experiences serious chaos and unrest, forcing the character to rely on themselves.
 ✎ If the character is Soc 7+, Gain one of *Survival* or *Steward* depending on the severity of the situation. Usually simply *Steward*; if *Survival* is opted for, make a skill check. Failure indicates a roll on the Injury Table.
 ✎ If the character is Soc 6-, Gain one of *Athletics (Endurance)* or *Stealth*. If *Stealth* is selected, make a successful check or suffer a roll on the Injury Table as the character gets caught doing something underhanded (hoarding) or downright illegal (theft) and other suffering citizens take matters into their own hands.

54 Corner Office: There is a sudden opening and the character might be able to get ahead if they move fast enough. Make a check of either their Class Social Skill (*Diplomat*, *Persuade*, or *Streetwise*), *Confidence*, or *Deception*. If the roll is successful, the character gains in Rank. If *Confidence* was used for this roll, win or lose, the character gained a +1 DM on next terms advancement. If *Deception* was used for the roll, win or lose, they suffer a -1 DM next term on their Survival Check.

55 Emergency Situation: The character is suddenly thrust into an emergency situation. Make a roll of *Medic*, or *Recon* (instead of *Recon*, *Notice* can be rolled with a -1 DM).
 ✎ If the character rolls *Medic*, the character gains an Ally if they are successful, and an Enemy if unsuccessful.
 ✎ If the character rolls *Recon* or *Notice*, they were providing assistance when a collapsed portion of wall was starting to give way. By passing the roll, they were able to get out from under it in time, otherwise roll on the Injury Table.

56 Too Close for Comfort: The character becomes embroiled in a “neighborhood” dispute...

Investor Nosey Neighbors: The character is plagued by Corporate Espionage (or if middle or lower class, a nosey Rival). Make an *Investigation* Check or suffer -2 Assets.

Funder Dustups: The character suffers the slings and arrows of lawsuits and wealthy-people’s nonsense. Make a check of their *Advocate*, if the roll is successful gain an Enemy and a +2 DM to next term’s Survival Check. If the roll is unsuccessful, lose a Benefit Roll this term.

Labor Pain & Suffering: The character has to deal with squabbling neighbors. The character can either make a check of their *Persuade* or just put up with it until someone calms down. If the roll for *Persuade* is attempted, a success will calm things down and gain the character a Civilian Contact, but a failure will earn the character a Rival.

Prole Streets of Fire: There is a riot, roll either *Notice* or *Streetwise*. The character loses their Benefit for this term unless the roll is successful.

61 Boardroom Cuts: There are decisions made from on-high that involve the character...

(OC) ...by the Corporation, Family Benefactor or Cartel which pays their wages.

Investor Big Wheels Make Tracks: A good Investor saw that coming. Make a *Broker*, *Admin* or *Advocate* check. If the roll is successful, gain that skill. If not, -1 Asset.

Funder Cut Off: The character has been severed from their Benefactor. They lose their Benefit this term but do get to roll on the Entrepreneur table for a bonus skill.

Labor More Paperwork: The character is now in an administrative hell. Roll *Admin*, or *Advocate*. If the roll is successful, gain in that skill. If the character fails, they lose their Benefit from this term.

Prole Unemployment: The character is now out of a job. If he had one (i.e. not on unemployment). If not, life sucks just a little more, but no game effect.

(APR) ...by the Party or Apparatchiks in government that plan the economy.

Investor Winners and Losers: There are winners and losers. Today, Citizen X has decided that the character is to be the loser. -2 Assets

Funder Real Work: The character is forced to perform real work by Citizen X’s new anti-Trust Funder laws. They don’t do that much, just force the Trustee to work a nominal job for the good of the people. It isn’t overly long-term either, he usually has to come looking for donations from the wealthy for the next conquest or rebellion to tamp down, and the laws are repealed. In the meantime, Gain *Confidence* and at least a *faux* work ethic.

Labor More Paperwork: The character is now in an administrative hell. Roll *Admin*, or *Deception*. If the roll is successful, gain that skill. If the character fails, they lose their Benefit from this term and get beaten up by their co-workers. (No Injury Table roll at least)

Prole You Take the Low Road and Like It: The character now has a job as a laborer on one of the massive public works projects of the APR. Congratulations! Make a *Trade* (any *Construction*, *lowtech* or *standard construction*, even *Zero-G Construction*) or *Athletics* (*Strength* or *Endurance*) check with a -2 DM. If the character makes the roll, increase in the skill rolled. If they did not make the roll, take a roll on the Injury Table as they are worked nearly to death.

62 Drafted!: The character is inducted into a military service branch of their nation. While most appropriate during wartime (4 terms before the start of play), this also can take place as local governments square off against one another.

(OC) If the character chooses to be a non-combatant, they are placed into a civilian corps and basically perform either the same sort of functions they do normally or are placed into the Ground Forces for service. If the player has some other role they would like the character to take on as a new career, such as an Exploration, they may instead transfer to that. Choose one skill from the appropriate Extended Basic Training Package of their soon-to-be career this term, and start in the new career next term as normal (see page 3 “**Character is starting a New Career.**”

(APR) Welcome to military Service Citizen! Serving as (d6)... Ground Forces (1-3), Protected Forces (4), or the Space Service (5-6) as enlisted personnel. Choose one skill from the appropriate Extended Basic Training Package of their soon-to-be career this term, and start in the new career next term as normal (for a new career).

63 SNAFU: The character is caught up in a bureaucratic mess. It could be taxes, a citizenship paper glitch or some other paperwork problem.

(OC) Make an *Admin* or *Advocate* check and avoid any setback. If the roll is failed, the character loses their Benefit from this term.

(APR) The Party does not like such breaches of the regular order. Make an *Advocate* check to extract themselves from some real trouble, If the roll is a success, gain in the skill rolled and avoid the problem to boot. If the roll is a failure, spend next term as a Convict.

64 Rules & Regulations: There is a sudden change in the industry, which...

(OC) ...requires them to learn all kinds of new rules and regulations. Gain *Admin* unless they already have the skill at 2 or more; otherwise gain *Instruction* or *Leadership* as they help others deal with the changes.

(APR) ...demands their obedience. They may select to go through the motions with the rest of the sheep. If they choose instead to disregard these regulations, they run the risk of getting caught, but might also get far ahead as everyone else meanders around trying to figure out what all this gobbledygook means, roll d6:

1-2 Moi?: They get caught and immediately fired. Either re-qualify next term at a -3 DM or go CoH (pg 21).

3-4 Cut the Red Tape: Get a +2 DM on Advancement next term and an extra Benefit this term.

5 Instruction Manual: After the explosion, the character figures there might have been a reason for that new rule or regulation. Take an injury, but gain *Admin* as they have all kinds of time to fill out the accident reports from the hospital bed.

6 “Promotion”: The “Eyes” of the state take a great deal of interest in a citizen who has the guts to buck the system and the *cajones* to defy the regulations. The character is “drafted” into the Espionage Service.

65 Work Accident!: An accident in the workplace (or one close to their location if the character is unemployed).

(OC) If the character chooses to pitch in to help, they can roll *Athletics*, *Engineer*, *Mechanical* or *Leadership*. If the roll is a success, gain in any one of these skills (it does not have to be the one they rolled, but it can be). If the roll is a failure, gain an injury and an Ally (one of the people they helped before they got hurt).

(APR) As OC if the character choose to help. In *addition*, they witnessed the cause of the accident. If they turn that person/group in, they gain an extra Benefit this term and an Enemy.

66 Promotion: The character is promoted automatically.

(OC) diligence and hard work do pay off.

1-2 Office Pals: gain a fellow citizen Contact, who stuck by them when their “big idea” looked like a Black Hole.

3-4 Lonely at the Top: gain nothing but the promotion. And a better chair or office plant. Rejoice!

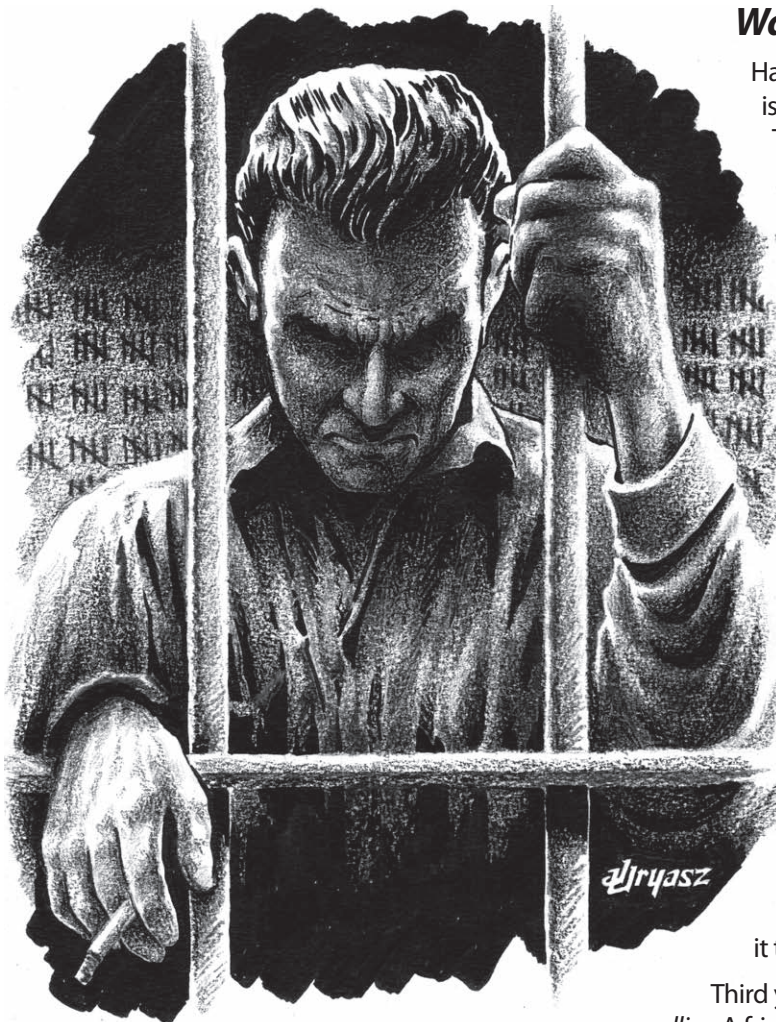
5-6 Walking over Co-Workers: Gain a Rival who they ruthlessly bypassed (in their petty minds).

(APR) the character has the possibility to undertake one of the rare Cadre elevations.

1-2 The Toils of Middle Management: reduce Rank by 1, increase Soc by 1 (or 2 if it is under 5 already)

3-4 Honored by Citizen X: Increase Soc by 1 (or 2 if it is under 5 already). Welcome to a new Caste Citizen.

5-6 Proletariat Roundup: Increase Soc by 1 and they are asked to step into a new role for the Benefit of society. The player may make the choice based on what would be most appropriate.



Walkin' Spanish Down the Hall

Have a smoke. This won't take long, but the smoke isn't to calm your nerves. It's to mark the time. Thankfully you can still get these on fringe planets like this one. Not bad either. Enjoy it.

I've been here a while kid, you ought to listen to me. A Skinner like you could use some advice after all. You're here at the moment because I asked to be the one to give it. This aint no cushy core planet lockup, it's a fringe hellhole and no one here will watch out for you. So listen up.

First thing's first, don't stand like that and take the fear out of your eyes. That invites the beaters and the bullies. They enjoy fresh meat and they're none too particular what variety it comes in. These folks have been munching on victims for their whole lives. I don't care *how* you project yourself, strong & silent or total psycho doesn't matter. Whatever, just don't be a victim.

Second, you have to adopt a new set of instincts. A new set of eyes and ears because in this place, regular seeing and regular hearing will get you dead. You have got to be able to figure out not just what is going on and where it is going down, but what to pay attention to and what to never ever register you saw — even if it takes place right under your nose.

Third you have got to start making allies. Not friends, but *allies*. A friend will let you down, he'll stab you in the back,

steal your bedroll, or die on you at the most inopportune moment. You need

someone who will watch your back because you have to watch their's. You need someone whose goal is connected to your own, who will get hurt or killed if you do. That way they stay frosty and have your back when everyone else wants to kill you, cook you, and eat you. It's in their own best interest, and you need to keep it that way.

Don't look at *me* kid, I'm no ally. Not for you, and pretty soon not for anybody. I'm headed out you know? Got me a free pass from the warden and it comes due tonight at midnight. All expenses paid and everything. Even got visitors to come for the *bon voyage*. Except they aint exactly crying over my... departure. These fringe planets do things frontier style. Even broke out a new generator for little old me. Shucks.

I can't tell you the secrets to survival, I can't give you the name of someone to trust. Well, maybe Kid... You can trust yourself, but you got to be careful what you can trust yourself *about*. Trust yourself to make mistakes. Trust yourself to get into trouble. Trust yourself to fall down on occasion. No one wins all of the time, otherwise no one would be in this place. Just get up afterwards. *Every time*. That isn't important, it is your only way to make it out.

Some of the convicts manage by shedding their humanity and becoming whatever they need to in order to make it out the other side. That's a lot of crap. They didn't survive, they died when they made that decision. And if and when they ever do get out —and that doesn't happen often— they can't function on the outside any more. Moral cripples. Functional sociopaths. It looks easy, but takes its toll. Remember to stick to the three things I told you: project yourself as something other than a victim; develop the senses that will keep you out of harm's way; make alliances with others that can't betray you without betraying themselves.

That's it, your smoke is done and my ride is here kid.

One last thing. When the light flickers in a little while say a little prayer for me. After all, you're my last good deed...

TWILIGHT SECTOR CONVICT

Incarceration is a potential any time there is a legal system in play, and is even more of a possibility in one of those states where totalitarians predominate the system and tend to fill the prisons with their political enemies and other "undesirables." The length of incarceration is usually dependent on the crime. This is often given as a number of terms in individual Events for other careers. The use of the "term" (in the game mechanic sense) for incarceration is a rough estimate. For example, "one term" as a convict may be translated as more than two years and less than six years. Note that the initial length of incarceration can be extended by mishaps and failed escape efforts.

Advancement/Survival

	Survival	Advancement
Rank 0-3	End 6+	End 6+
Rank 4-6	Int 5+	End 7+
Rank 7-8	Int 4+	Int 8+

Imprisoning Body: Roll

If no Imprisoning body is indicated use the table on page 59

Trustee: Int 9+

Characters who want to become trustees must not have a Escapee Label and have served more than 2 terms.

DMs: +1 DM to Advancement if Mutant, Syndie Con; -1 if Trustee +1 DM to Survival if Trustee; -1 if Syndie Con

Convict Skill Tables

Roll	Doin' Time	Prison Life	Prison Education*	Prison World
1	Melee (any non-Blade)	Athletics	Advocate	Survival
2	Deception	Deception	Art	Survival
3	Stealth	Melee	Social Science	Recon
4	Trade (Menial Labor)	Persuade	Admin	Melee
5	Streetwise	Streetwise	Medic	Trade (as Appropriate)
6	Mechanic	Recon	+1 Edu or +1 Int	Medic

Roll	Leadership	Training	Trustee	Syndicate Con
1	Streetwise	+1 Str	Melee (weapon)	Athletics
2	Streetwise	+1 Dex	Diplomacy	Deception
3	Broker	+1 End	Deception	Streetwise
4	Empathy	Athletics	Admin	Stealth
5	Leadership	Melee (unarmed)	Streetwise	Recon
6	Leadership	Stealth	Recon or Investigate	Melee (weapon)

Note: Prisoners must be Edu 8+ to utilize Prison Education (if they do not have Edu 8+, add 1 to Edu each time they are sent to this table instead), likewise only Trustees can roll for Trustee and only Syndicate Cons can roll on the Syndicate Con tables.

Rank & Benefits Table, Convict

Rank	IM	Title	Benefit
0	+0	Fish	
1	+0	Prisoner	+1 Endurance
2	+1	Convict	
3	+1		Admin
4	+2		
5	+2	Veteran Convict	Recon
6	+2		
7	+3	Lifer	Broker
8	+3		

Mustering Out Benefits

Roll	Cash	Other Benefits
1	Nil	Contact
2	Nil	+1 Str
3	Nil	Ally
4	Nil (smokes)	d3 Street Contacts
5	25,000 (H)	Wicked Shiv
6	50,000 (H)	+1 End
7	150,000 (H)	+1 to any Physical Statistic

Note: H=Hidden, the character must claim it later

Note: Interaction Modifier's for this career do not translate to the general public.

THE DEVIL IS IN THE DETAILS

Incarceration is a potential any time there is a legal system in play, and is even more of a possibility in one of those states where totalitarians predominate the system and tend to fill the prisons with their political enemies and other “undesirables”.

Sentence: The length of incarceration is dependent on the crime which is being served. In random events, this is often given as a number of terms. The initial length of incarceration can be extended by mishaps and failed escape efforts.

Special Circumstances: There are also *special circumstances*, where the convict serves their detention outside of the standard system of penal institutions. The infamous “Convict Battalions” for example use highly trained specialists such as tank, fighter, and powered armor troops in special battalions which incentivized kills to shave off their term of service. The Prisoners on VanKila Kiertotahti for example are really Settlers of a kind. Some of the events below (the x1, x2, x3 Events; 11, 12, 13, 21, 22, 23, etc.) will be marked with a section symbol “§” which means that the character subjected to non-standard incarcerations *may* roll on the Event Table of their “para-career” instead of using that result (a Military Branch for Convict Battalions, Settler for Prison-World inmates).

Jurisdiction: If a character escapes the imprisoning body, they will have to become Hunted (see below) if they remain in the territory of that body. If incarceration however was by a local or regional government, they might be able to outdistance the long arm of the law if they can succeed in an *Advocate* check (either of their own skill or that of hired legal help) to prevent extradition. There is a -2 DM if there was any act of violence involved and a +2 DM (Referee’s discretion) if the matter was only illegal in that particular place (“You used *which* fork? In the presence of a *minor!*”). If this fails they are sent back.

Fugitive Status/Hunted Penalty: Even if the character has successfully escaped from justice (or false/political imprisonment), they might be picked up at a later date. Escapees have a negative DM on subsequent Survival Checks (indicating greater pressure is brought to bear on them, possibly forcing them out of another career early even if not recaptured). This is known as the **Hunted Penalty** and this negative DM persists (normally, some Events note otherwise) for d3+1 terms.

If a character is Hunted and rolls a Mishap because of the penalty (i.e. without the penalty they would have made it) they are re-incarcerated.

The Special Problem of Prison Worlds: If the character wants to “escape” from a Prison World, the fence is thataway. Most of the time, this means simple death as the prison worlds tend to be built on worlds which are either rugged or simply barely survivable. The trick isn’t to get away from the authorities entirely, but to get away from the planet.

For any Convict on a Prison World, rolls for simply escaping the authorities are at a +2 DM, but rolls to escape the Planet itself are at a -2 DM. In the rare event of a result that allows the character to escape without a roll (Event 11, “Easygoing” result 6), this is an automatic (non-rolled) escape from the authorities, and the character still has to make a *Melee*, *Gun Combat*, or *Stealth* check (with no DM) in order to hop a shuttle and escape the planet.

If the player is simply free of the authorities, they have the planet to contend with. A later effort can be made at escaping the planet, but until then, the character must make *Survival* skill rolls every term for instead of Survival Checks (failure means they have been recaptured, treat as a mishap). Prison World escapees may roll on the Convict Skill tables as well as the Settler’s Homesteader Table, with **Streetwise** substituted for the *Survival* skill and **Trade (Menial labor)** substituted for the *Animals* skill.

If the Player has an Ally who has a ship or can bribe/gain access to one, they can attempt to utilize that relationship to get them off world. The problem is getting access to some means of communication, which can be done with a *Comms* check or *Mechanic* (10+) check and waiting for the right circumstances. Roll a d6 if communication was successful: (Roll d6)

- 1 **Poor Conditions:** The situation is simply untenable for the character to be picked up this term, however the Communication roll does not have to be re-established.
- 2-4 **Tough Conditions:** The character is able to get picked up, but not without risk. On a 10+ the character and their Ally both make it to freedom, if the roll is failed by 2 or less, the character must decide whether they or their Ally is caught by authorities, failing by more than 2 means they have both been picked up (along with the mercenary crew).
- 5-6 **Easy Conditions:** The character and their Ally are able to waltz away from the planet

DM: +2 if the character is from an Espionage Agency and was captured.

CONVICT EXTENDED BASIC TRAINING PACKAGES:

While being a Convict isn't normally seen as a great beginning, it could create an interesting character, especially if they are not really guilty or were part of a repressive government.

Skinner: A 22nd Century slang term used by prisoners on the Martian Penal Colonies for a young offender (usually male at that time), often given an "exile" sentence not so much for their crime as for their youth (and thus greater utility to the hardscrabble colony). It has evolved into a term for a young person who has gained their education in the prison system.

Athletics (Coordination or Endurance) 1, Carouse 0, Melee (Unarmed) 1, Deception 0, Persuade 0, Recon 1, Stealth 1, Streetwise 1, Mechanic 0

Habitual Offender: Someone who has a long juvenile record and transitions directly into the prison system.

Carouse 1, Gambler 0, Melee (Unarmed) 1, Deception 1, Persuade 0, Recon 1, Stealth 0, Streetwise 1, Mechanic 0

Collateral Damage: This Convict has been imprisoned because of their politics, or more likely, those of their parents/kin-group. While some non-authoritarians often claim this is a special problem of the totalitarian regimes like the APR, it happens on many isolated colonies in the Confederation and UUP as well (to say nothing of the others).

Advocate 0, Art (Writing) 1, Computers 0, Melee (Unarmed) 1, Persuade 1, Recon 1, Social Science (Politics) 1, Stealth 0, Streetwise 0

Determine Place of Incarceration:

While some Events might indicate why someone is imprisoned, and thus who is imprisoning them, there are actually several levels of government that can be the characters' jailors. If none is indicated, roll as follows

0-3 Interstellar State: You have been imprisoned by a stellar government. You are sent to a prison planet on a 1-2 of a d6, otherwise standard incarceration.

4-5 Local: The character is imprisoned by a "local" government, which might be the size of an entire world in some cases. You are sent to a prison planet on a 1 of a d6, otherwise standard incarceration.

6+ Regional: The character has been imprisoned by a corporate, city-state or other regional government (one of several colonies on a world for example).

DMs: -1 if APR, Oster Republic or Terran Union, +1 if Orion Confederation or Shenzhou

Escapee Labels, Syndicate Cons, and Trustees

A convict who has an **Escapee label** is often watched with greater care than other prisoners, effects of which are alluded to in individual Events. **Trustees** are in many ways the antithesis, prisoners who are given more freedom as they have been granted certain powers (and may roll on the designated table). **Syndicate Cons** are Syndicate members prior to their incarceration (or are invited in by an Event).

CONVICT MISHAP TABLE

Roll Mishap

0	Procedural Problems: There is a procedural issue with the case, which results in a new trial and a lawful release. Reduce Soc by 2 however because people still feel they were guilty and went largely unpunished.						
1	Prison Infirmary: The character is sent to the Infirmary following an accident (or effort to kill them). Roll on the Injury Table. The Infirmary manages to... (Roll d6; <i>note this is the medical table used generally for all Convicts</i>) <table> <tr> <td>1</td><td>Minimal Recovery: The character rolls on the Injury Table and applies the results. At least they aren't dead. Note: No medical recovery performed, Medical Care can be done later for <i>twice</i> cost.</td></tr> <tr> <td>2-4</td><td>50% Recovery: The character rolls on the Injury Table and takes one half the normal penalty rolled (rounded down). Minimum loss is 1 point, this also counts as standard care for Retained Losses.</td></tr> <tr> <td>5-6</td><td>Full Recovery: The character recovers as much as they can with standard medical care (paid 100%).</td></tr> </table> Regardless of the outcome of the recovery, the character does have a chance to engage in a lot of reading and edSofts during their incapacitation. Make a skill roll on the Prison Education Table (for this Mishap only).	1	Minimal Recovery: The character rolls on the Injury Table and applies the results. At least they aren't dead. Note: No medical recovery performed, Medical Care can be done later for <i>twice</i> cost.	2-4	50% Recovery: The character rolls on the Injury Table and takes one half the normal penalty rolled (rounded down). Minimum loss is 1 point, this also counts as standard care for Retained Losses.	5-6	Full Recovery: The character recovers as much as they can with standard medical care (paid 100%).
1	Minimal Recovery: The character rolls on the Injury Table and applies the results. At least they aren't dead. Note: No medical recovery performed, Medical Care can be done later for <i>twice</i> cost.						
2-4	50% Recovery: The character rolls on the Injury Table and takes one half the normal penalty rolled (rounded down). Minimum loss is 1 point, this also counts as standard care for Retained Losses.						
5-6	Full Recovery: The character recovers as much as they can with standard medical care (paid 100%).						
2	Infraction: The character is accused of an infraction that might add time to their sentence. Make an <i>Advocate</i> or <i>Persuade</i> check to avoid +1 term added to their sentence.						
3	Attempted Escape: The character is part of, or falsely accused of, a botched escape attempt. Gain Escapee label.						

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- 4 Poor Boss Man:** The character strikes a guard. Roll d6:
- 1-2 They Deserved it:** The character is not punished for the infraction, the authorities decide to look the other way for whatever reason or the punishment meted out does nothing to add to their sentence on the scale of a "term" (adds less than 2 years).
 - 3-5 Infraction:** The character is charged with an infraction as Mishap result 2.
 - 6 Flogging:** The character is subjected to a humiliating public flogging. -1 End and reduce the Character's Rank by 1.
 - 7 Severe Flogging:** The character is severely flogged, -1 End, -1 Str or Soc (Player's choice), the rank however is not reduced because the onlookers are so impressed the character managed to survive.
- DM:** +1 for authoritarian states (APR, Oster, etc.)
- 5 Major Infraction:** The character is accused of a serious crime. Add one term to the sentence and a second term unless they pass an *Advocate* or *Persuade* Test.
- 6 Obstinate Cuss:** The character runs afoul of one of their jailors (a Guard, the Warden, whatever) which causes them no end of troubles. The loss of the Selection skill this term that is normal for a Mishap comes from the wide variety of petty and excessive punishments coming from the Boss.
- 7 Authoritarian Whim:** The character's term is extended "just because." Be Seeing you citizen.
- DM:** +1 DM in Authoritarian Regimes (Oster, APR), -1 DM in more liberal states (UUP, OC, Terran Union)

CONVICT EVENT TABLES

Roll Event

- 11 Prison Food (S):** The character has a bout of illness, doubtless from the food, or maybe their new cellmate with the hacking cough. Make an Endurance check, if failed, the character lowers their Endurance by 1. The character may lower their Endurance by another point and increase their Education if they had a severe enough illness to keep them bedridden in the infirmary for some time (player choice).
- 12 Prison Farm (S):** The character spends time on the prison farm. Gain *Animals (Agriculture)* or *Trade (Hydroponics)* or *Trade (Yeast-Farming)*.
- 13 Makin' Big Rocks into Little Rocks (S):** The character is placed into a labor detail, where they are subjected to difficult and strenuous tasks. Roll *Athletics (Endurance)* or *Athletics (Strength)*. If unsuccessful, they have been worn out by the labors but are not harmed long term. If successful, they gain *Trade (Menial Labor)*, *Mechanic 1*, or *Athletics (Endurance) 1*. Those labeled as "Escapee" have a -1 DM to the check as they are deliberately underfed and overworked to prevent them from "getting rabbit-blood."
- 14 Trustee:** The character is offered a free elevation to Trustee status (if no Escapee Label) **or** the "Escapee Label" is removed; If the character refuses **both** in an act of defiance, they gain +2 to their next Advancement or a Benefit.
- 15 Escape Effort:** The character has the opportunity to take part in an escape attempt. If this is the character's last term, or the first term of a 1 term sentence, or if they simply *love* prison life, they need not take part. Roll d6:
- 1 Bad Dud:** Through no fault of the character's own, the escape attempt falls flat and a guard or staff member is injured in the process, adding to the character's sentence. + 2 terms, Escapee Label.
 - 2 Dud:** Through no fault of the character's own, the escape attempt falls flat. +1 Term, Escapee Label.
 - 3 Rough Going:** The escape isn't pretty, and there are some fatalities. Make a check against *Melee (Unarmed)* (unless they have a weapon), or *Athletics (Coordination)* to avoid a roll on the Injury Table. The character does get free, but they are now a Hunted fugitive (Hunted Penalty, see pg 58, of 3).
 - 4 Tough Going:** The escape is difficult, but possible. Make an *Athletics (Coordination)* or *Stealth* check (9+) to escape. If this roll fails, treat as result 2 ("Dud"). Success makes the character a fugitive, Hunted with a Hunted Penalty, see pg 58, of 1.
 - 5 Putting the Con into "Con":** The character's plan calls for subtlety and deceit. Make a *Deception* or *Art (Acting)* check to make the role believable. Failing this check leaves them with the same results as a 2 ("Dud"). Success makes the character a fugitive, with a Hunted Penalty (pg 58) of 1.
 - 6 Easy Going:** The character has an easy time of their escape. Hunted Penalty (pg 58) of 2.

- 16 Guinea Pig:** The character becomes a test subject for something they really don't have quite finished yet. Roll d6...
- | | |
|------------|--|
| 1-3 | Dangerous: The character is injured in the process. Roll on the Injury Table, then roll on Prison Infirmary sub-table (Convict Mishap 1) to determine results of subsequent medical care with a +1 DM, and gain the extra skill roll on Advanced Education Table. |
| 4 | Useless: The character doesn't really get anything out of their harrowing (or boring) experience: a psych test that is merely confusing, a cyber-implantation that lights up, but does nothing useful. |
| 5 | Mutation: The character gains 1 positive and d3 negative mutations. |
| 6 | Eureka! The character taps into something that is useful in getting them out faster. Treat as the "Stoolie" result (Event 56) or a free Cyber implantation. |
- 21 Staff Friend (\$):** The character acquires a friendship of one of the prison's staff. In any Escape related effort ("Escape Effort", "The Great Escape", "Houdini Gambit") they can apply a +1 DM modification to any roll (including a situational roll). If the character serves out their term (i.e. no escapes) gain this individual as a Contact.
- 22 The Longest Meter (\$):** The Warden is a big fan of sports. Gain *Athletics*, then roll. If the roll is successful, gain an additional Benefit. If the roll is unsuccessful, the Warden doesn't think they tried hard enough and they subsequently lose their Benefit for this term. Add a -1 DM for anyone with an Escapee label as they are watched more than the others and this inhibits their efforts on the field.
- 23 Meet Abbé Faria (\$):** One of the character's fellow convicts has an interesting story to tell; one that (as he/she is dying) helps the character in the future (access to a major treasure, created by the Referee).
- 24 Saved Life:** The character has the opportunity to save a fellow convict's life, but it will be dangerous. Make a check of *Athletics*, *Melee* or *Deception*. If the roll is a success, the prisoner is gained as an Ally. If the roll fails they were an Ally right until they let them get killed, plus roll twice on the Injury Table and take the **lesser** of the two results.
- 25 The Box:** The character is stuffed into solitary for long periods, subjected to either extreme physical or extreme mental duress in the process. Roll one (or both) of the following: *Athletics (Endurance)* (or straight End with no penalty) or *Social Science (Psychology)* (or straight Int with no penalty). If the roll is made, increase the Int or End stat by 1 (even if the skill associated with the stat is rolled). If unsuccessful, roll on the Injury Table (General or Psychological as appropriate). Note: As usual, if an Injury is sustained, roll on Prison Infirmary sub-table (Convict Mishap 1) to determine results of subsequent medical care, but gain no extra skill roll.
- 26 The Great Escape:** There is a mastermind inside the walls and they have a plan which can help them get out. If the player has a skill-level 3 or more in both *Leadership* and *Tactics* (any specialty) then *they are* that "Mastermind," otherwise they are either an "Indirect Beneficiary" (hanging around when the mass breakout occurs) or an "Integral part of the Plan" (in which they played a key role).
- | Role | Result |
|------------------------------|--|
| Mastermind | Make a <i>Leadership</i> and <i>Tactics</i> roll. Total the effects of the rolls. If the effects are less than 1, the whole thing was a dismal failure, +5 terms. If the combined effects are less than 3, it is a Pyrrhic Success and the "Mass" part of the "Mass" breakout fails to materialize. No skill gains. Increase the Hunted Penalty (pg 58) by 2. If the combined effects of the rolls are greater than 3, the Escape is a qualified success, they have a Hunted Penalty of 1 (there are enough other prisoners who also escaped that the character is not the only one on their list, but they are still at the top). Gain in one of the rolled skills. If the combined effects of the rolls are greater than 5, the Escape is an absolute success. |
| Indirect Beneficiary | Roll a d6, on a 1-2 the breakout never materializes. On a 3-4, the character can either stay put or make their escape on a <i>Stealth</i> or <i>Athletics</i> test. Failure to make this test results in recapture and an Escapee label. On a 5-6 no roll is needed, anyone who is ambulatory can get out and there are so many other escapees that only dumb bad luck would get them caught before they can escape the scene. |
| Integral Part of plan | Roll the character's highest skill and their <i>Stealth</i> skill. For each success, add +1 to the "Indirect Beneficiary" check. For each failure, add a -1 to the "Indirect Beneficiary" check. |
- 31 Shanking (\$):** The character is part of a shanking incident. Unfortunately, they are the one on the sharp pointy end. Make a check on the Injury Table, but they do have extra sack time for a roll on the Prison Education skill Table as well (due to the downtime during recuperation and segregation).

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- 32 Work Detail (§):** The character is placed into a position similar to that of a factory worker, but surrounded by people with guns that scan them when they enter and leave for foreign objects. Gain *Trade (Factory Work)* or *Mechanic 1*.
- 33 Kitchen Duty (§):** The character takes part in the production of food for their fellow prisoners. Gain *Trade (Institutional Cooking)* or *Steward 1*.
- 34 Makin' Enemies:** The character makes an Enemy on the inside, the character may also make a roll of their *Melee* (or *Str*) as the matters come down to a head. If the character wins, they gain in the *Melee* specialty rolled or *Melee (Unarmed)*. If the character's roll is unsuccessful, they acquire an injury for their trouble.
- 35 Houdini:** The character's escape attempt relies on subterfuge and misdirection. Very tricky, but if done properly, they will not even notice they're not really dead.
- 1-2 Dagnabbit:** The character's effort fails in some critical way, but early enough that they were not entirely committed (i.e. not inside the escape tunnel when it collapsed). No escapee label, even though the Boss may glance their way suspiciously.
- 3-4 Diversion:** The character may be able to get out, but not scott free. Make an *Art (Acting)*, *Athletics (Coordination)* or *Stealth* check; Failure means the character was caught in the effort. +1 Term, gain Escapee Label.
- 5 Shadow of a Chance:** The character *may* be able to escape scott free and conceal their escape as a possible death. Roll two of the following skills in sequence: *Art (Acting)*, *Athletics (Coordination)* or *Stealth* check; Failure of the first means the character was caught in the effort. +1 Term, Escapee Label; Failure of the second roll means the authorities were not convinced of their demise and the character is Hunted Penalty (pg 58) of 2.
- 6 Slick:** The character is able to get one of their Allies to help them, "burning" them in the process (the Ally can have no further communication with the character) but gaining their freedom. If the character has no Allies to burn, treat as "Diversion" result. Roll one of *Art (Acting)* or *Stealth* check; failure means the character was not able to "sell" their demise to the authorities and are still going to be Hunted Penalty (pg 58) of 2.
- 36 Gambling Ring:** The character takes part in the inside gambling ring. Gain *Gambler*.
- 4x Prison Drama,** which means little after the character is done with their sentence. If the character wishes, they may make a roll on the Life Events Table (*pg 180-187*) or treat this as a sizable (§) result.
- 51 A Circle of Fiends (§):** The character becomes involved in a trade-for-favors arrangement with a gang of very rough types. They may call on these as Street Contacts in the future, but there is no close relationship, and the "group Contact" will always require full payment (plus a bit more when they can)
- 52 Makin' Friends (§):** The character makes friends on the inside. Gain 1 Street Contact
- 53 Shankin' II (§):** As the "Shanking" incident (Event 31), but this time the character was the one with the sharp pointy stick. If the character is squeaky clean, no problem, they just get framed for it. Welcome to the Big House, Fish.
- 1-2 Nuthin' Personal:** The target was selected for a specific reason, and it was done not from personal malice but for the character's very survival. Take a -2 DM on their Survival roll next term, but a +2 DM for Advancement.
- 3-5 Happens:** The knife was there, the guy ran into it or something. -2 DM on their next Survival Check.
- 6 The Con:** The character is part of a con involving a shanking (as the perp obviously). Take a -2 DM to Survival, but an Automatic Advancement next term.
- 54 Failure to Communicate:** The Guards/Warden/Prefect whatever takes a dislike to the character and makes their life miserable. Roll *Stealth* or *Persuade* to avoid their ire. If the roll is made, gain that skill. If the roll is unsuccessful, lose the Benefit from this term.
- 55 Natural Disaster Detail:** The character is involved with natural disaster labor, forestry work is common on Class One worlds, but it could also be helping to prevent mudslides or storm repair or parasitic burns on certain Bio-Hellworlds. Gain *Trade (Disaster Work Crew)* **and** *Sensors 1*. Also, make a check against one of these skills, a success allows them to avoid a roll on the Injury Table. If they are injured (i.e. failed the check), the character is given medical attention as if they were a Civilian instead of a Convict (as care is provided by the emergency teams not Prison Infirmary).

- 56 Stoolie:** The character has a chance to act the stool pigeon and inform on one of the others. This is not a small piece of information but critical data the prison officials want or need to know.
- ✎ *If they do not rat anyone out*, the character becomes known as a “righteous convict” and get a +2 DM to their Advancement Check next term and gain a Street Contact as well.
 - ✎ *If they take the opportunity*, the character can reduce their sentence. The character gains an Enemy and (d6):
- | Sentence (terms) | Result |
|------------------|---|
| 1-2 | Some excess privileges. Gain an extra Skill roll on the Prison Education Table. |
| 3-4 | Sentence reduced by 1 term, plus eliminate “Escapee” label |
| 5+ | Sentence reduced by 2 terms, plus eliminate “Escapee” label |
- 61 Mutant (§):** The character is placed into the mutant section of the prison, either due to a mistake or an object lesson.
- (OC)** While not truly more dangerous than the rest of the prison (although those with natural weapons exist, they are often suppressed), the mutant section can be more dangerous for norms who go there. Decide whether the character will try for the “hard way” or the “easy way”,
- ✎ *If they go for the “easy way”* they gain d3 Contacts among the Mutants.
 - ✎ *If they opt for the “hard way”* they gain *Melee (unarmed)* but have to roll twice on the Injury Tables, taking the lesser of the two rolls.
- (APR)** This is nigh onto a death sentence for most normals, because the mutants are given little to eat and diseases run rampant (their generally better immune systems help them cope). Roll on Injury Table.
- 62 Riot in Cellblock X (§):** The character’s prison undergoes a riot.
- (OC)** The player should choose if they are a “rioter” or a “bystander”; if they are a *rioter*, they must roll *Persuade* or *Deception* checks in order to avoid adding 1 term to their sentence, but they do gain an extra roll on the “Inmate Syndicate” Table. If they are a *bystander*, the character waits out the conflict. (no gain, no loss)
- (APR)** The distinctions between a “rioter” and a “bystander” have little or no meaning in authoritarian regimes. The convict will just want to minimize the damage done to them during the riot by fellow convicts and after the riot by the authorities seeking retribution. Roll *Stealth*, if the check is a success, they have managed to avoid trouble. If the check is unsuccessful, either take an Injury Table roll or add 1 term to their Sentence (depending on who caught them).
- 63 Testbed (§):** The character is part of penal system testbed, a new type of facility (a Neo-Panopticon), a new method of detainment (mind control, explosive collars), or a new technique.
- (OC)** The new system has a lot of interesting aspects. The character gains +2 DM to Survival on their next term as a Convict and a roll on the Prison Education table.
- (APR)** New penal systems in totalitarian regimes tend to overstress lethality, but the player manages to survive thanks to their quick-thinking and/or pure dumb luck. Gain a roll on the Training Skills Table.
- 64 Zero-G Service:** The character is selected to work in microgravity (under proper security precautions).
- (OC)** The character is trained one of *Vacc-Suit 1*, *Zero-G 1*, *Remote Operations 1*.
- (APR)** The Character gains in either *Vacc-Suit* or *Zero-G*.
- 65 Exile Chip:** The character’s sentence is changed to exile, banishing them from the place where they have been imprisoned. Tracking devices are placed inside of the body in such a way to prevent their removal. This becomes a *Medic* Test, *Intelligence* or *Education*, -6 DM, d6 hours; failure effects vary by interstellar nation.
- (OC)** The Exile is for twice the duration of the sentence they have remaining. Failure to remove the chip creates Induced Paralysis that can only be undone by the state’s own physicians with the proper codes for the implanted exile chip (who will send the Convict back to jail).
- (APR)** The Exile is permanent, and the tracking device is often used by APR espionage agents to “recruit” former Exiles; which is one reason the Confed and other governments rarely trust APR Exiles. Failure to remove the chip successfully means death (character suffers a Mortal Wound, as Injury Table result 2-3).
- 66 Early Release:** The character is granted an early release or -2 Terms from their sentence; whichever is **less**. This could be due to any number of factors: outside politics, internal problems, overcrowding, clerical error, or even paid favors.



Alex Mandro is in complete command of his faculties, just ask him.

"I am in complete command of my faculties, Mr. Jonez." He says, just after we take our seats in a small café in the Eastern Federal Republic's Emerald Coast area. It is a beautiful location, and Kodiak seems to be quite taken with the local population. Well, at least the females.

"I'm sure you are," Kodiak responds easily. I can tell when my friend is lying however and it makes me frown a bit. Given Mr. Mandro's temperament however, I refrain from chiding my travelling companion.

Alex Mandro is a zapsheeteer, which Kodiak tells me is the bottom-feeder of the media profession. I have seen his broadwave program via smartsheet, and I must say I am inclined to agree with this assessment. The hour program was filled with dubious claims and wild speculation. Then to make things worse, smattered with knee jerk technocrat ideology and blatant emotional appeals. I find this somewhat difficult to reconcile with the young man sitting before us.

"You see, my broadwaves are..." he smiles boyishly, "a bit more theatrical than I'd care to admit."

"You are enhancing the entertainment value?" I ask. "In speaking of these conspiracies for ratings?"

"Oh they are real," he says, "I can assure you of that. I meant more the style of their presentation."

"What about the one you spoke of on yesterdays broadwave? In which the OSS has been allying itself with a murderous cult bent on human cannibalism?"

"Totally true, it was up in Kansas City."

"What about the Europa Conspiracy?" Kodiak shakes his head. He cannot conceal his true feelings on *this* subject, which Mandro's program mentions continuously.

"What about it?" Mandro seems perplexed.

"Aliens in control of our destiny? Unseen aliens?" I say, "it sounds preposterous you understand."

"They have been tampering with us since we had a common ancestor," he says to me pointedly. "And they still are. Right now, right here. Listening to us, watching."

"How so?"

He looks at us, and I get a glimpse of the *real* Alex Mandro, not this mild-seeming young man before us or the screen persona with his frantic ravings. I have seen this look before in those so certain that they *know* where the Divine Land is found. A true believer. A fanatic.

"This entire planet is some kind of experiment. A world circling a star previously thought to be of an entirely different stellar type? A duplicate of Earth in every single way except for the presence of mankind? Can't you see this is all some kind of cosmic game?"

**Twilight Conversations, by Jonze & Jeremiah
(Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR CORRESPONDENT

The Correspondent (as well as the more parochial Reporter) is the eyes and ears of the public, they get the truth out (most of the time) and uncover and reveal details others cannot or do not wish to see. They are gadflies, iconoclasts and flatterers all in one package. Like anything — Law Enforcement Officers, Corporations, Traders — they come in a wide variety of quality and fidelity. Good journalism, like fashion, has its high and low points.

Advancement/Survival

	Survival	Advancement
Rank 0-3	Int 6+	Soc 6+
Rank 4-6	Int 5+	Edu 7+
Rank 7-8	Soc 4+	Int 8+

Qualification: Int 7+

+1 DM an *Art (Writing)* skill of 2 or higher, -1 DM per previous career

DMs: +1 DM to Advancement if Skill from Leadership or Presentation taken last term, -1 DM to Survival if Skill from Action Coverage taken last term; -1 to Advancement if Lifestyle Coverage skill taken last term

Correspondent Skill Tables

Roll	Story	Background	Presentation	Support
1	Interrogation	Research	Diplomat	Language
2	Empathy	Computers	Computers	Science
3	Art (Writing)	Notice	Confidence	Interrogation
4	Notice	Streetwise	Art (Performance)	Art (Writing)
5	Empathy	Persuade	Art (Performance)	Stealth
6	Research	Investigation	Empathy	Remote Ops
Roll	Leadership	Training	Action Coverage	Lifestyle Coverage
1	Leadership	+1 Soc	Athletics	Art
2	Leadership	+1 Int	Gun Combat	Computers
3	Admin	+1 Edu	Melee	Carousing
4	Empathy	Notice	Stealth	Interrogation
5	Notice	Art (Writing)	Recon or Notice	Advocate
6	Advocate	Art (Writing)	Vehicle	Diplomat

Rank & Benefits Table , Correspondent

Rank	IM	Title	Benefit
0	+0	Unknown	
1	+0	Stringer	Notice
2	+1		
3	+1	Correspondent	Streetwise
4	+2		
5	+2	Veteran Correspondent	Art (Writing)
6	+2		
7	+3	Senior Correspondent	+1 Soc
8	+3		

Mustering Out Benefits

Roll	Cash	Other Benefits
1	3,000	2 Shares
2	7,500	d3 Contacts
3	15,000	Ally
4	30,000	+1 Int
5	60,000	5 Shares
6	100,000 (P)	+1 Soc
7	150,000 (P)	Stateroom Condo

Note: P=Portfolio.

CORRESPONDENT EXTENDED BASIC TRAINING PACKAGES:

The following examples are the different kinds of Correspondents that are found in the Setting...

Text Journalist: They claim that Text is dead, but they have been saying that according to some for a thousand years. While individual methods of delivering information have waxed, waned or just gone extinct out over time, text is still the best way to convey large doses of succinct information to a large audience of people. The most prevalent display method is the smartsheets (updating flex-screens that feed news and other content continuously).

Art (Writing) 1, Carouse 0, Comms 0, Deception 1, Investigate 1, Persuade 1, Recon 1, Steward 0, Streetwise 0,

Pirate Journalist: Avast ye mateys and let loose yer bandwidth! The Pirate Journalist works outside the system. Some, like the men and women of the RSS *Avenger*, have their own means of disseminating their reports, others use the internet (like their ancient forebears, the bloggers). This either makes them odd, desperate or pathetic, sometimes in turns. It's Big Time 3D Baby!

Art (Writing) 1, Carouse 0, Computers 1, Comms 0, Deception 1, Engineer (Electronics) 1, Investigate or Recon 1, Investigate or Recon 0, Persuade 0, Streetwise 0,

Lightweight Journalist: The Lightweight Journalist does a lot of "stories" about light topics and entertaining tidbits. These are commonly found among the video variety of the species.

Art (Writing) (print) or Art (Performance) (Vid) 1, Carouse 0, Comms 0, Diplomat 1, Investigate 0, Persuade 1, Recon 1, Stealth 0, Steward 1

War Correspondent: This is the sort of reporter that hits the frontlines, whether they be the battlefield or the mean streets, and sticks their face in it. Literally.

Athletics (Coordination) or Stealth 1, Art (Writing) 1, Carouse 0, Comms 0, Gun Combat (any) 1, Investigate 1, Recon 1, Persuade 0, Streetwise 0,

Zapsheeteer: This is the "reporter" (many unofficial) that sell on the cheaper smartsheet feeds and Internet. The name comes from the fact that so many buy into wild conspiracy theories (or "Zap", from 28th century slang). Most make a hand-to-mouth living (although PCs are not "most"), but keep going either because they are driven or get popular with "the right crowd" that makes them profitable. They have an eclectic but no less interesting skillset for their troubles.

Art (Writing) 1, Broker or Stealth 0, Carouse 0, Comms 1, Diplomacy or Streetwise 1, Investigate 1, Notice 1, Persuade 0, Vehicle 0.

PURSE CHECK

Skill Roll		Journalistic Article	
Effect	Impact	Adv. DM	Cash
-5	Humiliation	-2	0 Cr
-2-4	Failure	-1	50 Cr
-1	Underwhelming	0	100 Cr
0	All right	0	300 Cr
1-2	Decent	0	1,000 Cr
3-4	Entertaining	+1	3,000 Cr
5-6	Very Popular	+1	9,000 Cr
7+	Wildly Popular	+2	25,000 Cr

Example: *The character rolls a 55, then a 1. "Honeygot Imbroglia" the character has an Int of 9 (+1 DM) Notice 2 but rolls a 4 to see if he can detect the scam he's fallen into (per Event). He blows it. Then the character uses their Investigation 3 to make the Purse Check: rolling a 10+1 (Int DM)+3 (skill)-5 (disinformation, see Event) for a 9, Effect of 1 giving him a "decent" story that misses the mark (no Advancement DM, 1,000 Cr). Without the misinformation DM from the Event, the Check would have had an Effect of 6 and been "Very Popular".*

Characters in the Correspondent Career usually receive a wage, but there are some efforts that gain them in royalties and prestige. These efforts are referred to as "purses" (and shared in common with the Athletic and Correspondent careers). Make a check of the character's *Art (Performance)*, *Art (Writing)*, *Investigate* or *Notice* skill and use the effect to determine the quality of the result (gauged by the descriptor listed under "Impact"). The "Adv. DM" column lists the modifier for the next term's Advancement Check as a result of the contest. "Cash" is the monetary reward that the character retains for the effort. While the cash may sometimes seem a paltry sum, recall that all of the events of Character Generation are all somewhat indirect, thus this is the money that, years later, has *still* been retained from that event, the actual payment *at the time* would have been much more handsome. Referees who would like to use the Purse Table for artworks produced by the character after play begins should keep this in mind (a x5 or x10 multiplier would likely be appropriate).

CORRESPONDENT MISHAPS

Roll Mishap

- 1 Retraction:** The character makes a fundamental error in one of their stories. It does not go down well with the boss or the public, and they are forced out of the profession under something of a cloud. This is counted as a Leave of Absence however (for the sake of their pride, but that makes it no different from any other Leave) and the character may return again in d6 terms if they so choose for a loss of one *additional* Rank.
- 2 Local Interference:** The character is removed from their position by a local governmental authority.
 - 1-2 Warned off:** The character stumbles a bit close to a story that the government wants to be kept secret. They sit the character down and have a "little chat" with them (and their boss). Gain a roll on the Case Table and receive a Government Rival who has them placed on a "watch list". If the character agrees to stop poking into whatever this is, they may continue on in the career.
 - 3-4 Harassed:** The character has put their nose into something that the government really wants them to stay out of. Very badly. The character is beaten up, legally hassled or has some other kind of barrier thrown in their way.
 - 5-6 Sanctioned:** The character is taken off the air. They can move elsewhere, but if they do the local government will move directly into "murder" (use Criminal Assault below) as a means of ceasing the character's continued annoyance.
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Criminal Assault:** The character was attacked by a criminal, angered by the characters part in their downfall.
 - 1-3 Direct Violence:** The character sustains a Mortal injury, and even after receiving full Bio-Replacement two of their Physical stats are reduced by 1. The character does not lose their Benefit this term. If the character wishes however, they may continue on in this career, this is not a career-ending mishap (the loss of skill and Benefit Roll is bad enough on top of the assault).
 - 4-5 On Account of my Crab-Like Ways:** This criminal works by going at targets sideways. Rather than having a bunch of ruffians beat up or try to kill the Correspondent character, they go through their friends and Allies. These friends and Allies are threatened, harassed and otherwise made more than simply uncomfortable. The damage has already been done to the criminal, but even if they have been locked up or driven into exile they want the character to suffer, to be tossed out of their career as well. This way in their sick mind they still win. The character loses d6 Contacts and an d2 Allies or Romantic Partners (if this is more Contacts or Allies than they have, count as 10,000 Cr in debt for each Contact/Ally the character cannot divest). Decide if the character wants to keep going on or quit to preserve those around them.
 - ⌘ *If they keep going*, roll again for d6 lost Contacts and d3 lost Allies, 20,000 Cr in debt for each Contact they cannot get rid of on the second roll. These are lost in the next term (characters still make Event checks as normal, this is happening at the same time).
 - ⌘ *If they quit after this term*, gain a Background Skill Table roll and Muster Out. A Leave of Absence is allowed for this result.
 - 6 To Big to Nail:** The criminal walks, despite everything that the character managed to reveal. Now no one really wants to see the character around. The combination of frustration and the lingering sense of dejection from those around is enough to make the character call the whole thing quits. Retain the skill selection and Benefit this term, but leave in disgust. A Leave of Absence is allowed.
- 5 Loss of Reputation:** Another Correspondent claims that the character has falsified major stories this term for personal gain. A Leave of Absence is allowed for this result.
 - ⌘ *If the accusation is true*, gain a roll on the Lifestyle Coverage Table. -1 Soc.
 - ⌘ *If the accusation is false*, the character can try at a later date to return to the profession, with a -1 DM modifier for qualification. If the character makes it, they have demonstrated that the story was indeed true (and they regain the lost Social Standing as well).
- 6 Been there, Seen that:** The character is struck with a sense of disconnection for their profession which begins to manifest as poor or incomplete stories being filed. Eventually, an Extended Leave of Absence is suggested. Make a skill roll on the Support Table. A Leave of Absence is allowed for this result, but not mandatory.

CORRESPONDENT EVENT TABLES

Roll Event

- 11 Hard Drinkin' Newspaper Man:** The Correspondent life sometimes causes people to frequent bars late in the... is it morning already? Add *Carouse 1* or d3 (random) Contacts (drinking pals).
- 12 Compromising Position:** The character has the opportunity to write the kind of flashline that will be seen by Trillions! All it takes is completely compromising their journalistic ethics and personal sense of morality.
 ✎ *Ethics Schmethics, Write the Story:* The character are amply rewarded. Gain two professional Rivals (who know that the character sold out). Roll a Purse Check with a +4 DM.
 ✎ *Maintain their Ethics:* Make a Purse Check with a -2 DM (in addition to the Expectation Modifier).
- 13 Network of Contacts, the Usual Suspects:** The character develops some of their Contacts on the streets (or in the local region). Gain d3+1 Street or Civilian (Lower Class) Contacts.
- 14 Gear:** The character has to spend an inordinate time getting the right gear for their career, either because of constant losses or because of critical failures (a camera or some transmitter gizmo needed for the story). Gain one of *Computers*, *Mechanic* or *Sensors* as they try to get things right.
- 15 Freefall:** The character either has a very bad performance that is distributed broadly or runs afoul of "Behind the Scenes" shenanigans. Roll d6:
- 1-2** *Rank drops by 1*, the character wrote a great fiction book, but the media attention backfired and they suffered in their career goals. Gain *Social Science (X Topic)*.
 - 3-4** *Rank drops by 1*, Corporate found out that the character knew something and had their feed choked off. Gain +1 Survival next term as the character gets smarter about security leaks (for a while).
 - 5** *Rank drops by 2*, If was a mistake, and a costly one for the character, either a matter of facts ending up distorted or ethics violated, the real problem the character was at fault. If the character has a Psychological Injury, raise the PDI by 1, but also gain *Research* skill as they bow to not let it happen again.
 - 6** *Rank drops by 2*, The character makes a horrible mistake involving their career, and the powers-that-be are not forgiving. Next term, they have a -2 to Survival. Gain *Deception 1* or *Social Science (Corporate Culture)* as the characters struggles to get back to the newsfeeds.
- 16 Press Junket:** The character has the opportunity to travel abroad for a significant amount of time during this term. Gain *Language*, Roll a Purse Check.
- 21 Hardened:** The character enters a depressed emotional state because of some of the stories that they have been covering of late. Treat as a result of "Desensitization" on the Psychological Injury Table, with a PDI of 1 (+1 if this is rolled again or they already have it). If the character is over Rank 3, gain a Medical Contact (a new therapist).
- 22 Spacetime:** The character spends time in space this term running down a significant, multi-sector story. Gain one of *Vacc-Suit 1*, *Steward 1* or *Zero-G 1* (If the character possesses all three skills already, gain skill in one). Also roll d6...
- 1-2** **You Left, not me:** Lose either their Romantic Partner, an Ally or a Contact (in that order).
 - 3-4** **Press Pool:** The character gains a Rival in one of their fellow Correspondents.
 - 5-6** **Getting' Around:** The exposure helps their profile, +2 to Advancement Checks next term.
- 23 Mutant AID:** The character becomes involved in a pro-mutant cause. Make a Purse Check with a +2 DM. The character also gains *Life Science (Mutation) 1*, or *Social Science (Mutant History)* and a Mutant Contact.
- 24 Network of Contacts, the Unusual Suspects:** The character develops some unusual Contacts:
- 1-2** **Mutant:** gain a pair of Mutant Contacts, one civilian and one in a specific role (local law, politician, et al).
 - 3-4** **AI:** The character gets friendly with a very well placed AI Contact.
 - 5** **Centennial:** The older folks know a lot about what is going on. One does not get to that age without paying attention. Gain 1 Centennial Contact with unusually broad information resources.
 - 6** **Foreigners:** Not everyone from the APR (or Terran Union, or Oster Republic) is bad, many are hardworking just like the character is. Gain either d3 (random) foreign Contacts during a jaunt over the border.

25 Byline: The character gains a serious professional Rival, they have the tenacity of an Enemy but do not seek to kill them... just make them miserable professionally. This isn't *necessarily* acrimonious, and indeed, isn't necessarily bad for the character's career either. Roll a Purse Check with a +2 DM to the roll.

26 The Opportunity: The greatest tales to be told are not the easiest, nor are they the kindest to those who tell them. The character has the opportunity to tell one of these tales, a frank and direct account of gross injustice that reveals the stinking underbelly and leads to true reform. Make a Skill Task-Chain check, first against the *Investigate* or *Research* then finally with *Art (Writing)*. The level of their success in this endeavor is measured by the Effect of the *Art (Writing)*, *Research* or *Investigation* roll...

-2 Terrible: The character was hurt early in the discovery process, and the story just dries up while they recuperate. Roll on the Injury Table.

-1 Unfinished: The character is unable to complete the story, despite the fact that they brought everything tantalizingly close to resolution. At best, it could be grist for a *Roman à clef* but the character is still way too close (emotionally) to write it immediately. The fact of this great tantalizing loss makes them turn bitter. -1 Soc.

0 Underdone: While not their most stellar piece, the character nevertheless had enough to write the story. Unfortunately little is actually accomplished, as the true culprits steal away and the injustice continues shifted elsewhere. The character however gains 5,000 Cr for the exposé.

1-2 Well done: The character's article is, while hardly flawless, a piece of minor greatness, sure to be cited in future historical analysis as a footnote or sidebar. In the here and now, it is widely read and does put the hurt on those responsible (well, a number of them). Gain 10,000 Cr for the article and a +2 DM to Advancement Checks next term.

3-4 Exposé: The character's name and article will be recognized for centuries. Choose to gain either *Investigate* or +1 Soc, as well as 20,000 Cr as payment for the media piece and a +2 DM to the Advancement Check next term. Unfortunately, the character is also now "marked" by the same forces they have exposed. Gain a powerful group as an Enemy, which imposes a -1 DM on Survival Checks for as long as they remain a Correspondent.

5+ Quintessentially Yours: The character's article, and goals, succeeded beyond their wildest imaginations, a triumph of the ages. But at a serious cost. Gain in *Writing* skill, gain +1 Soc or an automatic increase in Rank **and** Gain 50,000 Cr for the article. Also take an Injury Table roll as the character is attacked (physically) by thugs in the employ of their enemies. Gain a Powerful Group Enemy, which imposes a -2 DM on the Survival Check next term.

3x Re-Transmission: The Correspondent's string of articles is re-transmitted far and wide by one of the major services like the Galactic News Network. Roll d6

Roll	Purse DM...	Other Benefits...
1-2	+1	Increase the lowest of the character's <i>Investigate</i> , <i>Research</i> or <i>Computers</i> skill.
3-4	+2	Gain and an Ally in Interstellar Broadcast (handy). But also a Rival correspondent who saw this as "his shot."
5	+3	Gain <i>Stealth 1</i> and a Media Contact but roll against <i>Stealth</i> as well as the Purse Check. If the <i>Stealth</i> roll fails, the character must roll on the Injury Table.
6	+4	None, they spent most of the cash on getting the stories from informants.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Setback: The character suffers a major setback, which may have come from any number of causes, personal professional or just dumb luck gone sour, but they drop 1 Rank. Also, make a roll on the Life Events table, but the player can decide whether to take the results or not.

52 Too Close: The character gets a little too close to one of their stories and they are beaten up, driven off the road, or otherwise smacked around this term. What does not kill however makes you stronger. Lose the Benefit Roll for this term and roll an Injury, but gain +1 End or +1 Int as they recuperate and vow to not let this happen again. Also gain a +2 DM on the medical coverage table since the employer is pitching in.

53 **Common Cause:** The character meets an unusual friend... Roll d6:

- 1 AI:** The character spends a considerable time with an AI who takes it upon themselves to impart some knowledge to their new friend (the character). Gain *Social Science (AI Culture)* and an AI Contact.
- 2-4 Dealings with Mutants:** The character befriends a member of the local Mutant population who is also a reporter, but among the mutant community, thus giving them a unique window into the mutant culture. Gain *Social Science (Mutant Culture)* and a Mutant Contact.
- 5-6 Dealings with Uplifts:** The character spends a great deal of time with an Uplift, relatively rare in some areas, but with it's own very well-defined subculture. Gain *Soc Sci (Uplift Culture)* and an Uplift Contact.

54 **Network of Contacts, the Jet Set:** The character develops some of their Contacts in the upper echelons of society. Gain d3-1 high profile Contacts (if a 0 is the result, the character has one high profile type that owes them a favor).

55 **Romantic Entanglement (Story Subject):** The character becomes involved romantically with one of the subjects of their stories. The player may choose whether this relationship supplants any existing relationship the character may be in. If they chose to undertake this new relationship...Roll d6

- 1-2 Honeypot Imbroglia:** The romance is part of an elaborate scheme to plant specific items (such as disinformation) into the story. Roll *Deception, Empathy or Notice* with a -2 DM. If the roll is a success, the character sees through the malarkey in time to do something about it. Otherwise make the Purse Check with a -5 DM for the bad info.
- 3-4 Right Gal/Guy, Wrong Time:** The player has to choose between the romance and the story.
 - ⌘ If they choose the story, make a Purse Check. The romance though continues to haunt them. Treat as the mental instability "desensitization" with a PDI of 1. This individual, should they ever be encountered again, will have a powerful effect on the character.
 - ⌘ If they Choose the romance, treat as a "new romance" Life event. Take a -1 DM to Advancement next term as it tarnishes their rep as a hard-nosed newsperson (and inspires a bit of jealousy as well).
- 5 Tragedy:** The character's romance becomes a nightmare as the new lover is killed by those who would seek to chase off, or harm the character or to end the threat of what the lover knew about them. Roll a Purse Check. Then roll on the Psychological Injury Table.
- 6 Love Will Out:** The character manages to balance the two objectives. Gain a new Romantic Partner and roll for a Purse Check.

56 **Relocation:** The character relocates to a new home, affecting their visibility. The extent of the relocation is dependent on their level of fame. Sometimes relocating on the same planet is sufficient, sometimes they are relocated half the Known Galaxy away. The effect of it however is...Roll d6:

- 1-2 Who?:** Rank is reduced by 2. The character rededicates themselves to their career in this humbling experience. Gain *Investigation, Notice or Art (Performance)*.
- 3-4 Not from Around Here:** The character's Rank reduced by 1 but gains *Language*
- 5 Found in Translation:** There is no net effect on their Rank. Gain a local Contact (any type) that helps them out in getting back on their footing.
- 6 Exotic:** People *like* different sometimes; take a +2 DM to the Advancement Check next term but the character gains a Rival who feels the "new guy" foisted them from their position.

61 **Facing Facts:** The character learns about a major bureaucratic mistake...

(OC) If they can convince someone it has happened, they can score some points. Make an *Admin or Advocate* check. If successful, gain +2 DM to Advancement Checks next term as the whole thing becomes revealed **or** gain *Social Science (Politics)* skill. If the roll is failed, the character loses their Benefit from this term as the bureaucracy strikes back.

(APR) The Party disapproves of this from high profile media types. First gain +4 DM to Advancement Checks next term (or their next term back...). Make an *Advocate* check to avoid becoming an "object lesson" however as well. If the roll is a failure, they spend one term as a Convict. If the roll is a success, the character is able to escape censure.

62 Censored! The character's work is censored by...

(OC) ...a socially conservative local government, which is frowned on in the Confed, but part of their quasi-sovereign rights to protect "local moral and cultural codes". The tidal wave this censorship produces however only serves to make their work that much more attractive elsewhere: Make a skill roll against *Advocate*, *Art (Performance)* or *Diplomat*. If **unsuccessful**, gain +2 DM to Advancement Checks next term. If successful, gain +4 DM to Advancement Checks next term **or** +1 Soc.

(APR) ... the State itself. Of course the character knew about it already and took precautions, concealing their identity and creating a separate persona that becomes wildly famous as a result. This persona (only) has an equivalent Rank of 1+d6. Roll *Deception*, *Art (Performance)* or *Computers*. If unsuccessful, gain a small coterie of d6 (random) Contacts that assisted in this media coup. They know the secret, which could prove to be a liability. If Successful, gain the skill rolled and just 1 Ally who knows the secret but would never (voluntarily) tell.

63 Politics: The character's work becomes enmeshed in politics along the campaign trail, following their subject.

(OC) This is really more of an annoyance than anything. The character eats a lot of synthetic glop dinners and suffers through boring speeches and even worse junkets as the politicians go through their dog and pony show. Gain a Government Contact and +1 DM for the Purse Check.

(APR) The State demands the character perform above their abilities. Make a check against *Art (Writing)* skill, or *Art (Performance)*. If successful, +2 DM to Advancement Checks next term. And gain a 100,000 Cr portfolio. Otherwise, spend 1 term in a re-education camp (as a Convict).

64 The Prize: If of sufficient noteworthiness already, the character is in contention for an award for their work. Make a Purse Check, and add the Effect to the character's Rank. The award given is...

Rank+ Effect	Orion Award	APR Award	Benefit...
3-5	Pew-Zucker Award	Medal of Honorable Truth	+4 Advancement next term
6-7	<System> Sunburst	Vox Populi Award	Shuttle (Pinnacle)
8-9	Novaprisen Award	Medal of Media Honor	Stateroom Condo
10+	Orion Freedom Star	People's Truth Medal	As above plus Pension

Note: The character also gains the results of the normal Purse Check (unmodified by their Rank). If Rank+Effect is not 3+, the character gains a "Brando" **one free re-roll** for character creation because they could have been a contender. The Freedom Star or Truth Medal comes with a "Pension" for 24,000 Cr (yearly, see **Traveller Main Rulebook** pg. 36) as well as a stateroom condo.

65 All the Avenues of Truth: The character has information damaging to the government.

(OC) The government, while not above 'disappearing' people, generally shuts down access from the top. The character can even keep their job if they stay quiet (do nothing, nothing happens). If the character tries to bypass these hurdles make a check of *Deception*, or *Social Science (Politics)* to figure out a way. If this road is taken, the character adds 1 to their Rank, but then in the next term has a -4 on their Survival Check as the reprisal comes.

(APR) Choices, Choices...

⌘ If the character leaks it in small doses to the resistance, they get a -2 on Survival next term but gain a bonus selection skill this term for literally any skill (not just from this career, subject to Referee approval).

⌘ If they try to do something heroic, make a *Deception*, *Diplomacy*, or *Social Science (Politics)* skill check and make it to another Interstellar state (their career here however is ended, Muster Out; the character may try to re-qualify in the new Interstellar state with no loss in Rank next term). If the roll is failed, the character is placed into a relocation center (becomes a Convict) for d3+1 terms.

66 Magnum Opus: The character crafts a piece that comes to define their legacy.

(OC) The character can make a Purse Check with a +6 DM (Automatic promotion if they have a Effect over 8, otherwise gain it next term as if they had passed their Advancement Check automatically) **or** simply take an automatic promotion.

(APR) The character must make a Purse Check with a +3 DM (no slackers there). If the character makes the Check with less than an Effect of 5, the promotion is next term; if the Effect is 5+, the promotion is automatic. If the roll is failed (even with the +3) the character is *still* given their promotion, but then immediately forced to Muster Out in the next term.



The Interview

The Syndicate Man, 'Eddie', looks at me as Charlie's body cools on the floor. I'd say the interview was not going well, but Charlie kinda deserved it for the stunt he tried to pull on Eddie. I watch the Syndicate Man tilt the slugthrower up and back. The woman crouching behind his chair leans in playfully to blow away the smoke, giving me the eye as she does. Whoa boy. Down.

"Charles said you were good," Eddie says. My eyes are on the girl, now back to her spot behind him. I shift and stare straight into his flat eyes. He's playing some game.

"I **am** good." Here I thought he was going to just kill me. Is he gonna embarrass me too?

The muscular bald man behind Eddie doesn't move a bit, but I can see the tension in his shoulders. Here I am ready to mess my shorts and this other guy is practically at a full boil. Why? Am I not the only one being interviewed tonight?

"How good?" Eddie asks, his eyes darting slightly to the side where the man stood behind him. The pause lingers like a round pumped into a shotgun. I look up.

The bald man jerks slightly, but my knife is already out and spinning mid-air before his gun clears. The monoedge blade slides into his skull with a slight 'snickt' sound. Baldie collapses in a heap, the gun arm unspooling out with a flop. The gun clatters away.

"Good enough?" I ask.

The Syndicate man's gun never waivers a bit, and the girl behind him hasn't moved either. I can see her muscles tense but her gaze is steady on me. I know now she isn't just here for her looks. She's the real bodyguard.

"Good hired muscle is so hard to find these days," Eddie says. Looking over at Charlie's corpse, he adds: "I presume you and Charles here were not friends?"

"Never cared for him myself."

"Good. You start tomorrow."

TWILIGHT SECTOR CRIMINAL

They often say that crime does not pay. Well, it actually does, and sometimes very well, but it often comes with far more “strings” attached to it than legitimate enterprises. Still, the character in the Criminal Career is on a path to glory in it's own crooked way, and many a minor player has achieved a sort of fame and notoriety through these doors. The major division between criminals in the 30th century is the distinction between those involved in the organized Syndicates and those not attached to any organized crime (which provides a certain freedom).

Advancement/Survival

Qualification: End 5+

DMs: None.

	Advancement		
	Survival	Non-Syndie	Syndicate
Rank 0-3	Int 6+	End 6+	Dex 6+
Rank 4-6	Int 5+	End 7+	Soc 7+
Rank 7-8	Int 4+	Edu 8+	Soc 8+

DMs: +1 DM to Advancement if Skill from Leadership last term, -1 DM to Survival if skill from Violence last term.

Criminal Skill Tables

Roll	Theft	Violence	Underbelly	Support
1	Deception	Gun Combat	Streetwise	Broker
2	Intrusion Skill*	Gun Combat	Persuade	Comms or Accounting
3	Stealth	Melee	Investigation	Intrusion skill*
4	Stealth	Melee	Deception	Empathy
5	Athletics	Notice or Recon	Computers	Vehicle or Computers
6	Notice or Recon	Vehicle	Gambler	Explosives
Roll	Leadership	Training	Syndicate	E-Crime
1	Diplomat	Athletics	Gun Combat	Comms
2	Leadership	+1 Int	Melee	Stealth
3	Persuade	+1 Dex	Deception	Computers
4	Empathy	+1 Str	Stealth	Computers
5	Streetwise	+1 End	Streetwise	Remote Pilot
6	Advocate	Gambler	Interrogate	Eng. (Electronics)

* Select Intrusion skill of choice: *Mechanic* (physical locks), *Engineer* (Electronic locks), *Deception* (simple locks)

Rank Table, Criminal

Rank	IM*	Non-Syndicate	Syndicate
0	-1/-2		Thug
1	+0/-1	“Sharp”	Stealth
2	+0/+0		Wiseguy
3	+1/+0	Operator	Deception
4	+1/+0		Gun Combat
5	+1/+1		“Torpedo”
6	+2/+1	Vet. Operator	Mem. Shunt
7	+2/+2		Captain/Capo
8	+3/+2	Mastermind	Leadership

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	2,500	Implant
2	5,000	Ally
3	10,000	4 Shares
4	20,000	Weapon
5	40,000	Implant
6	60,000	8 Shares
7	100,000 (P)	12 Shares

Note: P=Portfolio

* Interaction Modifiers are listed for: fellow Criminals/the General Public; so a +1/+0 is a +1 among Criminals but a +0 for the public-at-large

CRIMINAL EXTENDED BASIC TRAINING PACKAGES:

Criminals come in a wide variety of types and techniques. The following is a mere sample of the sheer variety of criminals that disturb the peace of the 30th Century. Referees are encouraged to create more of their own.

Grift: Another common means to get into crime is working a confidence angle. The grifter or “grift” is a species of criminal as well.

Carouse or Gambler 1, Carouse or Gambler 0, Computers or Investigate 0, Confidence or Persuade 1, Deception 1, Empathy 1, Notice 0, Stealth 0, Streetwise 1

Goon: While most see the humble goon as little more than a legbreaker, on occasion, these legbreakers can develop into major players. They perform most of the dirty work in the underworld, and tend to be in the thick of things.

Athletics (Any) 1, Carouse 1, Deception 0, Gun Combat (Any) 1, Interrogation 0, Notice 1, Melee 1, Stealth 0, Streetwise 1, Vehicle 0

Pirate (Generic): The pirate is a highly eclectic career, they are well-known for their independence and thus there is usually no single template that might be found. Still, this will suffice for the kind of “hard knocks” education that most Pirates would receive. (For a list of “Shipboard Position” options, see Space Service)

Carouse 1, Deception 0, Gun Combat (Any, usually nasty) 1, Melee 0, Recon 0, Shipboard Position 1, Streetwise 1, Vacc-Suit 1, Zero-G 0

Syndie Boy/Girl: While they do often acquire talent from “outside”, many Syndicates also to train their

operatives from the ground up; this extended basic training represents someone who has been given a start in the one of the “organization” fronts or families.

Athletics (Any) 1, Advocate or Investigate 0, Carouse or Gambler 0, Deception 1, Gun Combat (Any) or Melee (Any) 1, Gun Combat or Melee 0, Persuade 0, Recon 1, Stealth 0, Streetwise 1

Thief (low rent): Everything from snatch-and-grab “artists” to pickpockets, the low rent thief doesn’t always stay that way, but some indeed spend their time as no more than purse snatchers.

Athletics (Coordination) 1, Carouse 0, Computers 0 or Melee 0, Deception 1, Persuade 0, Notice 1, Stealth 1, Streetwise 1, Vehicle 0

Thief (Hackers): Computer hackers have a whole group of tricks that are their own specialized bailiwick. Most Hackers however are low rent, as true Net Pilots tend to be well financed and experienced. This is the lower edge of the game, where hacking into cigarette machines and jimmying doors are more commonplace.

Carouse 0, Computers 1, Deception 1, Engineer (Electronics) 1, Persuade 0, Notice 1, Remote Operations 0, Stealth 0, Streetwise 1

Zips: While Spacers are distrusted by many, this is the type that hangs out in Spacer bars and orbital docksides but belong firmly in the criminal class.

Carouse 0, Computers 0, Deception 1, Gun Combat or Melee 1, Notice 0, Stealth 1, Streetwise 1, Zero-G 1, Vacc-Suit 1

CRIMINAL MISHAPS

Roll Mishap (No formal Leave of Absence is allowed for these unless noted, alternatives are provided where possible).

- 1 Out on a Rail:** The character is driven away from their established territory. The character may continue as a Criminal, but must do so in a new place, which makes much of his Contacts useless. Rank is reduced by half, but every successful advancement after acquires double Rank advancement until the character ‘catches back up.’
- 2 Bigger Fish:** Another criminal comes along and they want what the character has. They attempt to dislodge them from their established territory; and they have enough guns and enough money to do it.
 - ⌘ *If the character decides to cut and run*, take the Benefit and go. The character may stay in the criminal career if they wish, but treat it as Mishap result 1 above.
 - ⌘ *If the character decides to fight it out*, make the skill selection this term, but do not take the Benefit. Roll each of *Leadership* (or *Persuade*), *Gun Combat* (or *Melee*) and *Deception*. If the character is Rank 4 or higher, add a -2 DM to the roll (as they attract an even bigger adversary). If all three skills are successful, the character has weathered the storm and stays in the career and in their territory. If *any* of the three rolls are a failure, the player is relocated as Event 1 (if they wish to stay in the Criminal Rackets) and they gain an Enemy and a roll on the Injury Table.

3-4 Criminal Charge: The character is hit with criminal charges. Roll d6:

1-2 Airtight Case: The case is fast and airtight. They will spend *this* term as a Convict, *and* they will be serving a Sentence of d3 *more* terms after this one. **Do not make the normal skill roll for this term**, go *immediately* to the Convict Career and roll normally on those tables as if this is their first term as a Convict instead.

3-4 Fugitive: The character has escaped from justice. Hunted Penalty (pg 58) is 1.

5 Minor Time: The character was able to sidestep the worst of the charges, but after spending some time (this term) in local confinement, they have lost 2 ranks. If they make the next (and only the next) term's Advancement Check, they regain both back. *This term:* Make a skill roll on the Convict Table of player's choice. Then roll for Convict Advancement as that career.

6 The Big House: The character is convicted of a crime, fights it all the way, and will spend the next term as a Convict. This term, take an extra roll on one of the Convict Skill Tables as they try to steel themselves for this next role.

Note: Mustering Out cash Benefits from this career are immune to the normal State-held fund because their money is largely hidden away from authorities as it is.

5 Fatal Mistake: Either due to a error on their part or by one laid at their feet, something terrible happens (roll d6):

1-2 Dumb Move: The character manages to get another criminal killed and themselves wounded in the course of a job. Roll on the Injury Table. Due to the nature of the mistake and the reputation they might get from it, the character stops being a crook for a while and walks away from the career. This can be a not-quite voluntary Leave of Absence or full withdrawal from the Career (Player's choice).

3-4 Fugitive: The character escaped from their former colleagues and other Underworld types that they have (stupidly) double-crossed. See Fugitive, under Convict, except they are hounded not by the LEOs but a Contract for their miserable skin. Hunted Penalty (pg 58) is 3 the first term, reduced by 1 thereafter (2 the second, 1 the Third, nothing afterward) as the situation "cools down".

5 Underestimation: The character underestimated the competition. Not a good thing, but there are so many wannabes and idiots in the Underworld that it is not uncommon. Gain an Enemy, and get out of town and hide because the competitor has framed them. Take an extra skill roll plus a Hunted penalty (pg 58) of 1.

6 Stoolie: The character, knowingly or not, provided information to the tin-stars. By all rights, they ought to have been spaced, but either through dumb luck or the efforts of their "friends" in Law Enforcement they have survived. Make two rolls on the Injury Table, taking the worse of the two and gain a LEO Contact. On the bright side (again, voluntarily in the first place or not) they are granted a pardon for their testimony and can take on another career with their new ID.

6 Fingered: The character has an accusation leveled at them (either double-crossing another criminal or giving information to the bulls) they do not have to leave career, but their is a price to pay. Reduce Rank by 2 and adopt a -1 Interaction DM for any social dealings with criminals (including all Interaction Mods) for d3 terms.

- ⌘ *Accusation is false or incomplete*, gain a skill roll on the Underbelly Table. If the character has no Enemy, gain one.
- ⌘ *Accusation is true*, increase period of Interaction penalty to d6 terms, take an extra skill selection or Benefit.

7 Syndicate Collapses: The Syndicate itself topples, either due to conflict from within, external interference (Law Enforcement or another Syndicate). The character has option to stay on in the career in a new role.

- ⌘ *If the character goes on to another career*, take their Benefit this term and go with the old Don's Blessing.
- ⌘ *If the character sticks it out as a Criminal*, they acquire an Enemy (the new syndicate) and can make their normal skill selection (but they still lost their Benefit Roll from this term). In addition, they are now a non-Syndicate Criminal, -d3 ranks lower than what they were before.

8 Internal Struggle: There is a struggle inside of the Syndicate which displaces the character from the profession; one of the rare instances in which they can either walk away or go into hiding. A Leave of Absence is allowed.

- ⌘ *If the character walks away*, they have something on the new Syndicate which allows them to go. Add an Enemy.
- ⌘ *If the character goes into hiding*, they have a new identity but there is a threat that this new identity will somehow be recognized, either by the authorities or the Syndicate. Treat as a Hunted Penalty (pg 58) of 1 and gain *Notice* or *Admin* skill.

DM: +2 if the Character is a Syndicate Criminal.

CRIMINAL EVENT TABLES

Roll Event

- 11 The Big Job:** The character is offered the chance to take part in a very big job. Roll d6:
- 1 Success at a cost:** Either accept a wound or gain nothing. If they decide to go for it, roll twice on the Injury Table, taking lower roll, but gain extra Immediate Cash Roll.
 - 2 Just Do Your Job:** Make a check of their highest skill, which is the related to the task they were called on to perform. If it is a success, they gain an Immediate Cash Roll.
 - 3 Scammed:** It happens, but no one is happy when it happens to them. Who is after all? Roll a *Deception* check and see if the character saw it coming far enough ahead to avoid loss of just their time and not their Benefit for this term. If they fail this check, lose one Benefit (the one from this term). If they did manage to pull out in time to avoid this loss, they still gain a Rival.
 - 4 Happens:** The deal falls through, but not because of any specific fault. Gain a Contact who owes them.
 - 5 Success with option to screw partners over:** The deal goes down well, the character gets an extra Benefit, and at the end they see a chance for themselves as well. If they take it, roll a *Carousing* or *Deception*, either one with a -2 DM, to gain 2 Immediate Cash Rolls but also an Enemy. If the roll fails, fail, no Immediate Cash Rolls and gain an Enemy for trying this dumb move out.
 - 6 Disastrous but oddly rewarding:** roll on the Injury Table and gain any one of *Medic 1*, *Deception*, *Gun Combat* or a Romantic Partner.
- 12 The Hard Option:** The character is attacked by a Rival. If the character has a Rival, make them an Enemy. If the character has an Enemy, they are the culprit and the character gains a Contact. Raise one of *Gun Combat*, *Melee* or *Explosives*. The character should roll the skill they take the gain in. Success avoids a roll on the Injury Table.
- 13 No Honor:** The character is positioned for a little bonus, if they are willing to risk crossing their partners.
- ⌘ If they turn this plot into their superior's like a good little crook they can get a +1 DM bonus to one of their Benefit Rolls
 - ⌘ If they do the deed, receive a +2 DM to one of their Benefit Rolls. Of course, they might get caught as well. Roll *Deception* or *Persuade*, if this roll is failed the character is suspected (not proven; but only by pure luck that would have been Mishap 5, "Fugitive"). A character suspected of such wrongdoing takes a -2 DM to either *Survival* or *Advancement* next term (player choice).
- 14 The Breaks:** The character is beaten up, hauled in, or otherwise smacked around this term. What does not kill you makes you stronger. Lose the Benefit Roll for this term and roll an Injury but gain +1 End or +1 Int.
- 15 Dangerous Curves:** The character gets involved in a dangerous romance with another Criminal, not uncommon, but this one gets them into some professional difficulty. Roll d6:
- 1-3 Physical Danger:** Someone tries to harm them as a result of this liaison of danger. The character must make a check of *Empathy*, *Notice*, or *Recon*. If the roll is a success, the romantic Rival (or their jilted ex-lover) will fail to harm the character, and the player advances in the skill rolled. Also gain an Enemy. If the skill check fails the character will get a roll on the Injury Table.
 - 4-5 Personal Blowback:** The character's connection with their Allies, Contacts or Romantic Partners are threatened by the liaison. The character loses either: d6 Contacts, their Romantic Partner, or 1 Ally. If they have none of these things (yet), they gain a -1 Interaction DM with other criminals who feel that the character's choices were foolish or dangerous (until the character gains a sufficient number of Contacts, an Ally or a Romantic Partner, who then abandons them and the penalty disappears).
 - 6 Compromised:** The romance is with an undercover LEO. Muster Out this term and keep the LEO as a Contact. If the character stays on the Criminal career after this term, decide whether they become a stoolie or not. Regardless of whether they do, apply a -3 to *Survival* Checks next term.
 - ⌘ A Mishap if the character is a stoolie indicates that the Law wants them to testify, but their bosses want them dead (a "Criminal Charge" Mishap indicates a LEO extraction and testimony for the character, ending their career and starting a new ID later).
 - ⌘ A Mishap if they refused to flip indicates that the Law has them (automatic "Criminal Charge" result).

- 16 Murder/Death/Kill:** The character is supposed to kill an innocent witness, bystander, prosecutor, family member, et al. either under orders of their Syndicate or because of pressure from their Underworld cohorts.
- ✎ *Go through with it* and live with the consequences (no effect save for the guilt).
 - ✎ *Refuse to kill them (even if secretly) and risk getting caught.* Make a *Persuade* or *Deception* Check, the character has a penalty of 4- Effect (if the effect was over a 4 the character was able to turn it into a bonus) to Advancement next term.
- 21 Partner Trouble:** The character has some trouble with their partners. Roll d6:
- 1-2 No-Show:** The partners don't show up when the character needed them. Either lose the Benefit Roll or make a check of *Gun Combat* or *Melee* (-2 DM). If the roll is a failure, roll on the Injury Table. If the roll was successful, +2 DM Advancement next turn for the moxie to show up with no backup.
 - 3-4 Last-Minute Fade:** The character's partner pulls out just as things start to come to the sharp pointy end. Roll *Empathy*, *Notice* or *Recon* to notice and duck the set-up. Otherwise lose the Benefit this term.
 - 5 Con Game:** The partners want to get the character involved in a confidence scheme and take everything. Roll *Empathy*, *Notice* or *Broker* (the last with a -2 DM) to get out of it. If successful, the character gains +1 to their Survival next term. If the roll is a failure, the character loses their Benefit Roll this term and gets a -2 on Survival next term.
 - 6 At Gunpoint:** The partners show up, with guns trained on the character rather than the other side, the character has to shoot their way out. Make a *Gun Combat* or *Melee* (-2 DM). If the roll is a failure, roll on the Injury Table. Also gain an Enemy. On a success, the character also gains a +2 DM to next term's Advancement Check as one mean SOB.
- 22 Escort Duty:** The character has to escort someone or something across a large area. Gain an extra skill roll, but the character has to roll one of: *Deception*, *Persuade* or *Investigate* in order to successfully deliver the "package" to the destination. If the roll is successful, congratulations. If the roll isn't, the character must forfeit their Benefit Roll this term.
- 23 Like a Rat:** The character's life begins to spiral out of control, take a -4 on next term's Survival Check.
- 24 Advanced Training:** The character receives an opportunity to sharpen their technical skills. Gain *Sensors*, *Mechanic* or *Engineer* (any).
- 25 Bigger Fish (but not really):** The character is confronted by someone, either from outside or from a (Rival) Syndicate, as Mishap 2. Only, they have grossly underestimated the character's resolve and their firepower. Gain an Enemy and a free skill roll on the Violence table.
- 26 Ultraviolence:** The character gets an opportunity to shoot/stab/hit someone or something. A lot. Advance an existing weapon skill or gain *Gun Combat 1*, *Melee (Blades or Clubs or Unarmed) 1*.
- 31 Sharp as a Tack:** The character can add to any one of their Combat-oriented skills.
- 32 Welcome to the Family:** The character is offered a place in the Syndicate.
- ✎ *If they take it*, gain an extra skill roll on the Syndicate Table and transfer over to the Syndicate with no penalty in Rank (unless they are Rank 5+, in which case there is a -1 drop in Rank).
 - ✎ *If the character is already a member of the Syndicate*, give them **either** +4 to next terms Advancement Check **or** an extra skill roll on the Syndicate Table.
- 33 Boom!:** The character is on a job that requires them to learn all about explosives. Gain *Explosives 1* or *Physical Science (Chemistry)*.
- 34 Cardshark:** The player gets involved in a heavy game of chance.
- ✎ *If the character has Gambler skill*, make a *Gambler* check. Gain (if the roll is successful) or lose (if the roll is failed) a Benefit.
 - ✎ *If the character has no Gambler skill*, it can instead be a contest of another sort (*Pilot*, *Melee*, etc.) Which tends to be a little more dangerous. If successful, gain an extra Benefit Roll, a loss indicates a roll on the Injury Table in addition to losing this term's Benefit.
- 35 Friends in High Places:** The character rubs shoulders with the upper echelons of society. The character acquires one of *Diplomat 1*, *Steward 1*, or d3 upper class Civilian Contacts.
- 36 Light Touch Required:** Gain one of: *Stealth 1*, *Deception 1*, *Engineer (Electronics) 1* or *Athletics (Coordination)*.
- 4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.

Twilight Sector

- 51 Street Trouble:** There is a riot. Make a *Streetwise* check. If the roll is successful, gain that skill. If unsuccessful, the character saw it coming too late to do much, roll twice on the Injury Table and take the lesser of the two results.
- 52 You Are Not of My House:** The character is driven from their Syndicate by internal politics. They shift over to non-Syndicate, but trade on their reputation to maintain their relative rank. Gain a roll on the Underbelly table. If the character is already a non-Syndicate criminal, they manage to tweak the Syndie's nose and live to tell the tale: gain +2 to their Advancement Check next term.
- 53 Everybody needs a friend:** The character gains an Ally. Roll d6:
- 1 AI:** Not many AI turn to crime, but occasionally they gravitate towards this path as an intellectual or moral exercise. Their unique skills make them excellent assets in the Underworld community. Gain an AI Ally or and AI Contact and an extra Benefit (from their excellent assistance).
 - 2-5 Mutant:** Lots of people ignore mutants by choice. But if befriended they make solid companions (especially as backup muscle or to provide an odd advantage). Gain an Ally and level-0 in any skill they do not currently have **or** d3 Mutant (thug) Contacts.
 - 6 Uplift:** Like the AI, Uplifts are fairly rare in the Underworld although their bestial natures sometimes bring them into conflict with the law. Still, even so they often prefer to stick with their own kind. Obviously there are exceptions.. Gain an Uplift Ally or d3 Uplift (Street) Contacts.
- 54 Offworld Assignment:** The character has to journey off world for their next assignment or caper. Gain *Language* and Roll d6:
- 1 Cake Run:** The character is sent on a cake run. Add a Benefit.
 - 2-4 Same Crime, Different Planet:** The character performs much the same sort of job they do at home, only with a different backdrop. Gain d3 offworld Contacts or 1 Spacer Contact.
 - 5-6 Mess on any Planet:** The reason they wanted someone else to do the job is that it is tougher than an Oster Fish Steak. Roll the character's highest skill with a -2 DM. If successful, the character gains the Contacts as 2-4 above and +2 on next terms Advancement Check. If unsuccessful, the character is injured and only gets free by the skin of their teeth, -2 on next term's Survival Check.
- 55 Sweet Score:** The character trips over a sweet score. Add a Benefit, or gain an optional +2 to any Benefit Roll (max 7).
- 56 Thoughtcrime:** The character is involved in a caper, or in a counter-caper, where they must develop the abilities needed to fend off a pson's scan. Gain *Anti-Psi*.
- 61 Festival:** It is the time of festival, happy throngs, bright fireworks, singing, and joy.
- (OC)** And such a lovely opportunity to pickpocket. If the character is of the light-fingered type, they can increase *Deception* or *Stealth*.
- (APR)** The festivals are a major time for graft as well as dancing and fun. The character should roll *Diplomat*, *Admin* or *Persuade*. If the roll is successful, everyone makes out (earn an extra Benefit and *Carouse* as the character tries to keep the officials soused and tractable). If the roll is unsuccessful, only the officials do (lose the Benefit for this term, but gain *Admin* as the character fills out forms)
- 62 Border Insecurity:** The character becomes enmeshed in a problem while passing from one border to another inside of their Interstellar State.
- (OC)** The various local governments of the Confederation exhibit a manic level of self-control, including the right to turn visitors away. Decide whether the character will pay a small bribe or attempt to talk their way through the border crossing. Bribe payers may roll *Admin* or *Diplomat*; smooth-talkers may roll *Deception* or *Persuade*. Success in either Check means using small bribes, no real bottom line effect. Failure in either skill check will cost the player 10,000 Cr however in extortion, higher bribes, or some other form of advantage due to their mistake.
- (APR)** The Provinces of the People's Republic can create somewhat impressive boundaries, but bribery is the accepted practice in the APR (semi-institutionalized). Roll *Admin* or *Diplomat*. If the Check is successful, increase that skill. If the Check is failed, the authorities decide to make the character into an object lesson and toss them in jail for a while (Treat as Mishap 3 "Minor Time" result).

- 63 Exiled:** The character is exiled from their location rather than subjected to a messy trial. This is usually because the character and the authorities both know that the trial will be inevitable, but highly destructive to both if allowed to go forward. Sometimes, exile is imposed by local governments in lieu of sending someone to a prison.

(OC) The Exile is generally on the Local Government or Regional level. The character gains *Advocate 1*, *Diplomat 1* or *Social Science (Politics)* as they are shuffled up and out of the system.

(APR) The Exile is out of the APR altogether. The APR loves to exile its “problem civilians” to other interstellar nations, often as a means of recruiting them into espionage work or sending truly savage criminals to bother someone else for a change. If the character desires, they have a +3 DM for the Qualification roll in Espionage career afterward as the APR loves people with this skillset and family back home for leverage.

- 64 Underworld Shakeup:** The government moves in on the Underworld in the character’s current location

(OC) The Underworld is either scoured by law enforcement (likely a combination of different agencies making a major push) or by a Rival Syndicate that wants to take over the new territory in a lightning strike. Roll one combat skill and one non-combat skill (such as *Melee* and *Deception* or *Gun Combat* and a Vehicle Skill). If both rolls are successful, the character has managed to survive and helped to fend off the takeover. Gain +4 Advancement next term and a skill roll on any table in the career. For each skill check that was unsuccessful, take an injury. The player has also acquired an Enemy (the Rival Syndicate, still in the area, or a government agent).

(APR) The character is probably on the receiving end of one of the show reforms the APR is infamous for, where corrupt politicians are rounded up and local criminals paraded for the public to see. What happens to the character at this point depends largely on their Rank:

Rank Outcome

0-2 Small Fish Fry: The character is rounded up and “made an example of”. Make a *Persuade* or *Computers* check. If successful, they have either doctored their background or talked their way out of the worst. Otherwise serve a Convict sentence equal to their Rank.

3-4 Roundup the Usual Suspects: The character has a chance to escape the authorities net. Make a roll of either *Streetwise* or *Notice*. If successful, gain that skill and slip away. If unsuccessful, it is a few years in prison, make a skill selection from the Convict “Prison Life” or “Doin’ time” Tables and make a check on Advancement as a Convict. Next term their life as a criminal resumes.

5-6 Threading the Needle: The character has a choice in the matter. If they assist the authorities, they can get themselves Exiled (as above) after they drop dime on their superiors. Otherwise go to jail for d3 terms.

7-8 Toppling Giants: The heads of criminal Syndicates and local Underworld figures are given a show trial. If the character has no Ranks as a Convict, they begin as a Rank 3 Convict next term. If the character has any Ranks as a Convict, they begin with their own Rank-2 or the Convict Rank, whichever is higher.

- 65 I beg your Pardon:** The character is granted a pardon for some service they performed for the state.

(OC) The state has need of the player’s special skills and offer them a pardon if they will use those skills on behalf of the state. If during the war, this might be an Espionage mission. Make a skill roll on the Spycraft Table of the Espionage Profession. If they wish, use the skill for a EMR (Espionage Mission Roll, pg 82). If the character wishes to transition into the Espionage career in the next term, their Qualification roll has a +3 DM (plus and “Adv bonus” from the EMR roll).

(APR) The Pardon is bought and paid for, which means they earned it one way or the other. Gain one of *Advocate*, *Diplomat* or *Social Science (Politics)* as the character navigates through the bribery. At the end of the process, the character can either get out of this career with a fresh start or stay in the Criminal Career and gain a +3 Survival Check bonus next turn with their “not-so-fresh restart”.

- 66 Instant Promotion:** The character has a big score or particularly well-executed criminal exercise which results in their being recognized by the Underworld community (i.e. they automatically gain in Rank).

(OC) The character acquires a Rival inside the Underworld *and* a LEO Rival gunning for them on the outside in the process. Success is a double-edged sword.

(APR) The character takes on a -2 DM for next term’s Advancement (rising too fast is... inadvisable), but a +2 DM for next term’s Survival (it is better to be feared than loved).



TWILIGHT SECTOR ESPIONAGE

The spy game is an old profession, and remarkably resilient to social and political tides even while it is generally on the cutting edge of technological developments. The espionage agent of the Twilight Sector may work for government, or they may work for corporate interests but either one can find themselves on the other side of the law (officially) and many like it that way. Some reject both, becoming part of other types of organization (terrorist networks, social movements and the like) but these tend to operate on the fringes.

Advancement/Survival

	Corporate		Government	
	Survival	Adv	Survival	Adv
Rank 0-3	Int 6+	End 6+	Int 6+	Edu 6+
Rank 4-6	Soc 5+	Soc 7+	Soc 5+	Int 7+
Rank 7-8	Soc 4+	Int 8+	Soc 4+	Int 8+

Qualification: Int 8+ or Soc 7+

DMs: +1 for having had a military career, +2 for having any medals, -1 for each non-military career, +1 for having an Espionage Contact.

DMs: Freelancers (who have no agency) have -1 DMs to Advancement

Espionage Skill Tables

Roll	Spycraft	Infiltration	Shadow Life	Support
1	Computers	Deception	Streetwise	Sensor or Comms
2	Gun Combat	Persuade	Diplomat	Explosive
3	Melee	Art (Acting)	Deception	Soc Sci (Psychology)
4	Notice or Recon	Notice or Recon	Jack-of-all-Trades	Medic
5	Stealth	Anti-Psi	Language	Vehicle
6	Investigate	Empathy	Interrogation	Mechanic
Roll	Leadership	Training	Terrorism	E-Spying
1	Leadership	Athletics	Explosives	Computers
2	Interrogation	+1 Int	Stealth	Computers
3	Diplomat	+1 Dex	Interrogation	Computers
4	Empathy	+1 Str or End	Art (Acting)	Eng. (Electronic)
5	Admin	Anti-Psi	Deception	Comms
6	Computers	Notice	Recon	Remote Op

Rank Table, Espionage

Rank	IM	Government		Corporate	
0	+0	Cutout		Flunky	
1	+0	Asset	Mem Shunt		
2	+1	Agent	Investigate	Associate	Deception
3	+1				
4	+2	Senior Agent	Interrogate	(Full) Agent	Stealth
5	+2				
6	+2	Sanctioned Agent	Deception	Senior Consultant	Investigate
7	+3				
8	+3	Director	Admin	Security Chief	+1 Soc

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	2,500	3 Shares
2	10,000	Implant
3	25,000	5 Shares
4	50,000	Ally
5	75,000	Implant
6	100,000 (P)	Stateroom Condo
7	200,000 (P)	10 Shares

ESPIONAGE EXTENDED BASIC TRAINING PACKAGES:

The following are a scattering of packages related to Espionage Agents.

Covert: The Covert is a specialist at infiltration, they are the ones that are sent on the inside, often to retrieve something that needs to be removed or to plant something that needs to be found at the right time (or not until it is too late). These are the assets of “human intelligence”.

Athletics (Coordination) 1, Computers 0, Comms 0, Deception 1, Gun Combat or Melee 0, Investigate 1, Stealth 1, Streetwise 0, Recon 1

Freelancer: Sometimes agencies need a “deniable asset” and these often come from the ranks of these operatives. Freelancers as a group tend to be generalists in their tradecraft. *Note:* Freelancers get a -1 DM for Advancement but double the monetary rewards of any EMRs they receive.

Computers 0, Deception 1, Gun Combat or Melee 1, Investigate 1, Persuade 0, Stealth 0, Streetwise 1, Recon 1, Vehicle 0

Sleuth: Whether it is a private investigator or a less-than-covert troubleshooter, the Sleuth is the one who uncovers what needs to be uncovered. They are the Inspectors and Investigators, and have the skills to dig into an issue and uncover what they need to.

Computers 1, Comms 0, Deception 1, Gun Combat or Melee 0, Investigate 1, Sensors 0, Stealth 0, Streetwise 1, Recon 1

Snoop: The Snoop is the eyes and ears of their organization, surveillance experts who use technology to get the edge and the information that they need. While they will eventually get sent out with infiltration agents, the entry level members of this path tend to stick to static or domestic duties.

Computers 1, Comms 1, Deception 0, Engineer/ Electronics 1, Investigate 0, Sensor 1, Stealth 0, Streetwise 0, Recon 1

Terrorist: The Terrorist has an agenda they want carried out, and have selected violence and mayhem as their techniques. These are often committed to some goal or cause instead of an “agency” (although mercenary forms of this species also exist they are actually Freelancers).

Comms 0, Deception 1, Explosives 1, Gun Combat or Melee 1, Investigate 0, Sensors 0, Stealth 1, Streetwise 0, Recon 1

Several other careers also present useful/appropriate extended training packages for the Espionage Career: Criminal, Law Enforcement Officer and Military Services.

ESPIONAGE MISSION ROLLS

Espionage Characters are often sent on missions that will determine their fate as well as the outcome of their agency’s goals. Espionage Mission Rolls (EMRs) will use one of the following skills in a “standard” check (as selected by the player): *Deception, Investigate, Stealth* or *Notice*. On occasion some other skill might be used as directed by the Event (usually a Combat-oriented skill, *Leadership* or an appropriate Vehicle Skill).

Effect	Outcome...	Adv	Additional Benefit
-1	Pyrrhic Op	-1	Characters are expected to perform at a higher level than this.
0	Competent Op	0	Nothing, meeting expectations is not the way to advance one’s career.
1-2	Good Op	+1	A positive outcome helps you, helps the agency. Gain a Contact (Civilian)
3-4	Excellent Op	+2	The character keeps equipment worth up to 5,000 Cr
5-6	Outstanding Op	+3	The character gains a Contact (random) and equipment up to 10,000 Cr
7+	Magnificent Op	+4	Earn a favor from Agency. Gain a piece of equipment up to 25,000 Cr

ADV: The modifier on the character’s next Advancement Check

Additional Benefit: this additional Benefit represents favors, Contacts or cash gained as a result of their mission. Favors and Contacts from the agency work just like the Mustering Out result. For *equipment* results the character does not have to declare what this piece of equipment is at the start of play, which allows them to determine what it is precisely during play. However, if they have not declared it at the start of play, the Referee can determine where this piece of equipment was cached by the player and how they have hidden it away such that it has not been found yet. Note that the equipment does not have to be legal, in fact they often are restricted in nature.

ESPIONAGE MISHAPS

Roll Mishap

- 1 Rival Firm:** A rival corporate entity pays the character off to simply stop doing this line of work. Gain a portfolio worth 100,000 Cr per Rank, which is lost if the character is discovered working in this field again (as a contract violation, this is the NDA from hell). Muster Out completely and gain an Enemy (former employer).
- 2 Upgrades:** The entire branch falls to the axe of a jealous interplay of corporate politics. Take the Benefit Roll from this term as a sweetener and gain a skill roll on the Training table to account for all of the downtime.
- 3 Burned:** The character is burned by their own agency (or more likely, elements within their own agency). A Leave of Absence is not allowed for this result. This results in one of two things: Roll d6
 - 1-3 Fugitive:** The character is warned beforehand or manages to slip the noose they have drawn for them. They are now a fugitive, with a Hunted penalty (pg 58) of 2. To eliminate the penalty, the character can remain in "hiding" for 3 terms, or they can try to fake their own death. To fake their death, make a *Deception* and *Computers* roll. If both are successful, the character has managed to fool their former agency. Gain an Government Contact who was loyal (at least when they let the character know about the Burn)
 - 4-6 Termination Order:** The former agency decides to "tie up loose ends" and eliminate the character. Make a check of *Athletics* or *Stealth* with a -2 DM. If the roll is unsuccessful, the character takes two injuries but still manages to escape (unless playing by "Iron Man Rules"). Afterward, the character is a fugitive as above although they can fake their own death with a single *Deception* check (with a -2 DM) if they were injured. Gain *Gun Combat* or *Melee*.

One the positive side, the player may make an EMR roll (advancement is futile, but they might have come out with something they could later find useful in terms of Contacts or equipment).
- 4 Caught!:** The character is hit with criminal charges, not necessarily from their own government (especially for a government espionage agent), but from the target of their activities. Roll d6
 - 1-3 Hostile Nation:** The character is to be held by a hostile nation. The character will be held until he gives up the secrets he knows. If the character elects to give these secrets up, they sacrifice their spy's wergild, but gain their "freedom". Generally this means they are taken out and shot, but unless the player is using the "Iron Man Rule" for character generation, this means that the character somehow manages to escape their captors before the execution begins. Make a *Stealth* or *Deception* roll to avoid the Injury Table. **Do not make the normal skill roll for this term, go immediately to the Convict Career and roll normally on those tables as if this is their first term as a Convict.**
 - 4 Neutral Nation:** The character is caught in a neutral nation, but they are either not bailed out for political reasons or they are so deep undercover that their agency is not aware of their plight. This term select one skill from a Convict table. The sentence is d3 terms.
 - 5 Prison Farm:** Sure it's prison, but they want to finesse the information. Make one selection from a Settler table this term. The character is held as a Prison World Convict for as long as it takes for them to escape or for them to give up the information, after which the authorities they have been held by will try to kill them as "Hostile Nation" above.
 - 6 Enhanced Interrogation:** The character is tortured for their information. Roll on the Injury Table twice and take the worse of the two results. Also the character has the opportunity to make a thrilling escape during this process: roll *Stealth*, *Athletics* and *Melee (Unarmed)*. If all of these are successful, the character has managed to free themselves.

Note: The character may not technically Muster Out until they are freed, but for . Benefits from this career are placed into a State-held fund by the agency that they have come from. This is known as the *spy's wergild* and is intended to prevent them from switching sides. In fact, for every term spent as a Convict, the Espionage Agent gains an Immediate Cash Roll (of one half their Rank, minimum 1) to further assure their loyalty.
- 5 Mistake:** Someone in the character's agency gets killed or some vital information gets out and the character is blamed. The guilt and negative feelings among the upper echelon of agents drive the character away from the career. A Leave of Absence is allowed for this result.
 - ⌘ If they were at fault, roll for a skill on the Spycraft Table and gain an Enemy with a thirst for revenge.
 - ⌘ If they were not at fault, they have a +4 DM to Re-Qualification when they return and are exonerated.

- 6 Accusation:** The character has an accusation leveled at them for misconduct. Even after the humiliating, in-depth going over by the Psionic sniffers is over, they decide the time has come to leave. With the accusation hanging overhead, the agency lets them go. A Leave of Absence is allowed for this result.
- ✎ *If they were really guilty of the crime*, make a roll on the Infiltration Table and take their Benefit from this term.
 - ✎ *If they were not really guilty of the Crime*, make a roll on the Leadership Table and an Government Contact (in the same Agency) but the Benefit for this term is last as usual for a Mishap.
- 7 Politics:** Due to politics at a much higher level, the character is forced into an “Extended Leave of Absence” which may as well have been called what it really was intended for: “permanent”. A Leave of Absence however is allowed for this result despite this, as Intelligence factions shift back and forth constantly. The player may check again for re-qualification after d6-1 terms, a success indicating that the political winds have shifted back and they can resume their previous position.
- 8 Exiled:** The character becomes an exile, and must take leave of their own interstellar nation if they want to survive. They can come back after d6 terms however (or at the start of play, whichever comes first) A Leave of Absence is allowed for this result (once they can come back home).

DM: +2 if the Character is in Government Espionage

ESPIONAGE EVENT TABLES

Roll Event

- 11 Tests within Tests:** The character is subjected to a test from their superiors. ... Roll d6
- 1 Total Failure:** The character fails the test given to them. The player may decide whether this is due to their own honest choices (and keep in mind this is an espionage agency, the test may have been to kill a former Romantic Partner or something equally unsavory) or if this is due to someone above them manipulating the results.
 - ✎ *If the player figures it was a genuine failure*, Muster Out at the end of this term.
 - ✎ *If the results were manipulated*, drop 2 Ranks, the one behind is also gained as an Enemy (or an existing Rival can be upgraded to an Enemy).
 - 2 Minor Failure:** The character fails in some respect. Their Rank is reduced by 1.
 - 3-4 Undecided:** The character’s superiors feel that the loyalty matter is undecided, but are willing to allow the character to continue on. Many agents in this situation are not even told of the nature of the test or even that they had one. Still, their next Advancement roll has a -2 DM.
 - 5-6 Pass with Flying Colors:** The character, for whatever inscrutable reason, manages to pass the test with flying colors. Go team.
- 12 Solid Work:** The character proves themselves in the field. Gain a +2 DM to next term’s Advancement Check. If the character *elects* to have sustained a wound, they also get a Spycraft Skill roll.
- 13 Deep Cover:** The character spends a moderately long amount of time in an undercover activity this term. The character has an Official ID they can use (their agency is aware of it of course, but others in the government or larger corporation may not be) gain a roll on the Infiltration table and d3 random Contacts they know only as their alternate identity. The problem with Deep Covers is that agents sometimes can get “too deep”, after this term make a check of the character’s *Persuade*, *Empathy* or *Diplomat* skill. If the roll is a success, the agency is pleased with their efforts, and gets a +1 DM to Advancement checks next term. If the roll is a failure, the character suffers -2 DM to next terms Survival Check as they slide into their no-longer-entirely-fake cover.
- 14 School:** The character is enrolled next term in a program within their agency that gives them access to an Academy next term (see Page 11) without any reduction to Benefit Rolls.
- 15 I Never Minded the Little Things:** The character is captured (happens to the best of them) and tortured. They have to make two rolls on the Injury Table and apply both. They also receive a -1 DM to their Survival Check afterwards as they are grilled and tested thoroughly by their own agency to see if they cracked.
- 16 Meet the New Boss:** The new boss hates the character... which could get them killed. The character can either play it safe and take this abuse, gaining nothing but lots of headaches this term; or choose to fight back wherever possible and roll on *Deception*, *Advocate* or *Admin*. If the check is successful, they gain a roll on the Shadow Life Table, but also gain an Enemy (the Boss).

- 21 The Big Mission:** The character plays a key role in a successful collar or mission outcome. The character gains a skill from the Spycraft Table. Roll an EMR with a +2 DM, using any standard skill. If the Effect is higher than the character's Rank, they will not need to check next term for advancement; it is considered automatic.
- 22 Psionic Training:** In the course of their duties, the character is provided Anti-Psionic Training, gain *Anti-Psi*.
- 23 Conspiracy inside of the Agency:** The character becomes aware of a conspiracy inside of their agency. Make an EMR check using any standard skill for EMRs or *Empathy*.
 ⌘ If the EMR has an Effect of 2 or higher, the character is able to sidestep the conspiracy long enough to slip information to a superior. Gain a +2 DM to both Advancement and Survival next term.
 ⌘ If the EMR has an Effect of 0-1, make a roll on the Injury Table, if the EMR has a negative Effect (i.e. was failed), treat their event in the *next* term as the mishap "burned" (but unless they actually fail their Survival Check they get normal Skills selection, Mustering Benefits, and can even Muster Out as normal, the "burn" comes later.
- 24 Mission Improbable:** The character rolls an EMR for this term, using a standard skill or a Combat skill for the check. If a success, gain as normal. If a failure (Effect -2 or lower), take a -2 DM on Advancement next term.
- 25 Performance Evaluation:** The character gets an excellent Performance Evaluation because they earned it with hard effort and diligence. Roll a skill on the Spycraft or Support Tables.
- 26 Dangerous Curves:** The character gets involved in a dangerous romance while on duty, one that gets them into some difficulty. Roll d6:
- 1-3 de Los Dangerous!:** Their new romance comes with physical danger (well, of course it does). Roll *Notice* or *Empathy*. If the roll is a success, the character is able to successfully determine when the effort to kill them comes along. If the roll is a failure, roll an injury and the agency conducts a background check on the character as a result of this failure, -2 DM to Survival next term
- 4-5 Multiple Agendas:** The individual the character is romancing is on the other side. Make an EMR check using any "standard" EMR skill, If the character wishes to burn their paramour (betraying them), make it with a +2 DM but gain that individual as an Enemy (if the EMR is a success) or a Rival (if the EMR is a failure). If the paramour is *not* burned, they can be retained as a Contact.
- 6 The Honeypot Scheme:** The romance is with an undercover Agent from another agency. Simply reject them and use one of the above results (player choice) or "flip" and become a double agent.
 ⌘ If the character *refuses to flip*, the character should make an EMR roll to determine if they can turn the situation around to the advantage of their agency. Use *Deception* or *Notice* as the skill.
 ⌘ If the character *chooses to become a Double Agent*, the character gains an extra Benefit Roll but must roll their Survival Check **twice** next turn as well. If the Second Survival Check is a failure, the character is found out, treat as "burned" Mishap.
- 31 Time in Space:** The character spends a lot of time in space. Either gain *Vacc-Suit 0* and *Zero-G 0*, or gain a level in one of these skills should the character already have both.
- 32 Network of Contacts/scum and villains:** The character develops some of their Contacts on the streets (or in the local region). Gain d3+1 Street Contacts or one highly place Syndicate-connected Street Contact (Player's choice).
- 33 Do not Mess with Me:** The character is attacked by another Espionage Asset. Gain one of *Gun Combat*, *Melee* or *Explosives*. The character should use this skill gained for an EMR. Success avoids a roll on the Injury Table, and any equipment they might gain from the mission is of the weapon/explosive variety.
 ⌘ If the character already has a Rival, upgrade them into an Enemy and the character gains an uncategorized Contact.
 ⌘ If the character has an Enemy, this is the culprit and the character gains a random Contact.
- 34 Thrilling Places:** The character spends a lot of time away from their home interstellar nation or culture group within that nation. Make an EMR roll based on a standard or Vehicle skill and gain 1 foreign (player's choice) Contact and the *Language* skill.
- 35 Friends in...** The character acquires some Contacts or Allies in... Roll d6:
- 1-4 ...Low Places:** On job related tasks, the character spends a great deal of time in seedy dives and other questionable locations. The character acquires *Deception 1*, *Streetwise*, or d3 Street Contacts.
- 5-6 ... High Places:** The character has to perform long-term in the upper echelons of their home society. Character acquires *Diplomat 1*, *Steward*, or d3 Upper class Civilian Contacts.

Twilight Sector

36 Unique Experiences: The character has some unique experiences in the agency... Roll d6

1-2 Dealings with AI: Either because of the twists and turns of their mission profile or being punished and sent to the Analysis Section, the character spends a considerable time with the AI set. Gain *Computers 1* or *Social Science (AI Culture) 1* and an AI Contact.

3-4 Dealings with Mutants: The character spends a great deal of time in the mutant community in the course of one of their missions. This is often a good place to hide, since many people avoid or ignore them. Gain *Life Science (Mutation)* or *Art (Acting) 1* and a Mutant Contact.

5-6 Dealings with Uplifts: The character spends a great deal of time in the Uplift community. Gain *Animals (Veterinary) 1*, *Life Science (Uplift Species)* or *Soc Sci (Uplift Culture) 1* and an Uplift Contact.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Thank you for Playing: The character should roll on one of the Injury Tables, they also lose this term's Benefit Roll because they have been abandoned on some world behind enemy lines with no ID and no way to connect with the agency for months. This requires them to move surreptitiously back homeward until they are able to arrange for a pickup. If the character does not have it already, take *Language 1*. They do get a T-shirt that says "I Was Left For Dead On The Archenar Frontier And All I Got Was This [Local Expletive] T-shirt!" (Inadvisable to wear at work).

52 Corruption Chance: The character gains the chance to indulge in a little off-book action.
✎ *Take the offer,* They can make an Immediate Cash Roll with a +1 DM if they accept this challenging new role (a shady agent).
✎ *If they instead turn the others into their superiors,* the character gains a +2 DM to next term's Advancement Check. Gain an Enemy and -1 on next term's Survival Check as there is always someone left inside the agency to pay them back. The character must also roll a 4+ on d6 to avoid making a roll on the Injury Table this term due to an "accident".

53 Psionic Investigation: If the character is non-psion, gain *Life Science (Psionology)* or *Anti-Psi*. If the character is themselves a psion, gain +1 Psion as well as a roll on a Psionic skill table of their choosing. Make an EMR roll using *Life Science (Psionology)* or *Anti-Psi* any Contact gained as a result is a Psionic Contact rather than whatever is listed.

54 Thrilling Chase: The character becomes involved in a thrilling chase, dogfight or other vehicular adventure. Roll against one of the Vehicle skills possessed by the character as an EMR. In addition to the regular results of the EMR, If the roll is a success, they gain one in the skill rolled. If the roll is a failure, roll on the Injury Table and gain either in that skill (they still learned some tricks and what *not* to do) plus a Contact in the medical field.

55 Mission from Hell: The whole thing turns on the character as soon as the operation begins.. Roll d6:

1 Success at a Cost: Either accept a wound or gain nothing. If the character decides to go for it, roll twice on the Injury Table, taking lower roll, but gain a roll on the Shadow Life skill Table.

2 Just Do Your Job: Make a check of their highest skill, which is the related to the task they were called on to perform. If it is a success, they gain a skill roll on the Spycraft Table. If it is a failure, they may not roll for Advancement next term.

3 Mole: It happens, but such treachery is never pretty. Roll a *Deception*, *Empathy* or *Notice* check and see if they saw it coming far enough ahead to avoid an injury. On a Successful check, they did manage to pull the plug on the operation in time to save lives, but they also gain a Rival.

4 Abort!: The mission falls through, but not because of any specific fault. Gain a Government Contact who owes the character a Favor (as the Benefit).

5 Qualified Success: The mission goes down well, take a skill roll on the Infiltration of Spycraft Tables. Also, make a check of a combat skill. If this is successful, they avoid an injury but gain an Enemy. If the roll fails, take the injury *and still* gain an Enemy.

6 You Only Live Twice: roll on the Injury Table *and* gain any one of *Medic 1*, *Deception*, *Gun Combat* or a Romantic Partner.

The character may make an EMR as well if they want, but the Check is at a -2 DM and cannot be above Effect 3.

56 Rookie: For some reason, the character is assigned a rookie (if they are themselves in their first term, this is a civilian associate of the agency). Gain *Instruction* and roll the skill (with their Rank as a +DM) to determine if the rookie becomes an Ally (an Effect of 3 or more), a Contact (success) or a Rival (failure).

- 61 Behind Enemy Lines:** The investigation/mission takes the character to another nation. Gain *Language* and...
- (OC)** A crash course in fitting in. Gain *Stealth 1* or *Social Science (Politics)*
- (APR)** Some room for new experiences in the decadent culture of the enemy. Gain *Gambler* or *Carousing*.
- (For Both)** The actual mission requires significant effort and some danger. Make an EMR roll based on **any** skill the character possesses, but with a -2 DM to the check. If the EMR Effect is 0 or higher, the mission is a success. If the EMR Effect is a -1 or -2, the mission is not a utter failure *and* the character sustains an injury. If the EMR Effect is lower than -2, the character's mission is a complete failure, -2 to next term's Survival Check (but no injury).
- 62 Layers of Government:** There are layers upon layers of any sizable Interstellar Government to deal with, and the character gets the chance to hone these skills.
- (any Corporate or OC):** The character has the opportunity to deal with several different layers of the complex political system in the Confederation, increase *Admin*, or *Social Science (Politics)*.
- (APR)** The character has to deal with someone above or below their status level, gain either *Diplomat* (dealing with the upper-level) or *Deception* (dealing with the lower).
- 63 Inter-Agency Rivalries:** Even within a government, there are often multiple agencies tasked with espionage.
- (OC)** The government espionage character has to deal with another agency, possibly from an entirely different level of the government (KBI vs. OSS), gain *Advocate* or *Stealth*. The corporate espionage character has to deal with government agencies as well sometimes, gain *Admin* or *Deception*.
- (APR)** These inter-agency fights have serious blowback, roll against an attack skill; if the character fails, roll on Injury Table, if they succeed, gain in *Deception* or *Advocate* as they are forced to either cover it up or face the Citizens' Inquisition.
- 64 The Sanction:** The character is given a wetwork assignment... (Note: If a Corporate espionage agent, see APR, whether they are from the Confederation or not).
- (OC)** If a government agent, they are given a special license which comes with added responsibilities and more difficult tasks. Gain *Melee* or *Gun Combat*, then make an EMR with that skill to determine success of this Op.
- (any Corporate or APR)** The APR doesn't bother with a license, they kill civilians all the time, they'll make more. They do however get recognized for this particular assignment (even if failed) for their brutality and cunning. Gain *Gun Combat* or *Melee*, then roll an EMR using this skill. If the roll is a failure, go to the Injury Table.
- 65 Precursor Involvement:** The characters investigation/mission runs into a Precursor-influenced situation. This generally triggers a lot of shouting and running around as espionage agencies try to contain the situation and make the most out of what is discovered.
- (Corporate)** The emphasis is on preventing government from knowing precisely when they have come across this find. Gain *Deception* and make an EMR check using that skill to determine the outcome of this Op.
- (OC)** The emphasis in the Confederation is on learning the most they can. Gain *Space Science (Precursors)* as the character is placed on the research detail.
- (APR)** The emphasis in the APR is shutting down all information, even rumors. Gain *Admin* (forms, forms and more forms) and *Interrogation*.
- 66 Automatic Promotion:** The character receives a free advancement.
- (Corporate)** ...the Espionage Agent should roll a check of their *Diplomat*, if successful, they gain an Government Contact, if unsuccessful they have made a agency Rival.
- (OC)** The character is risen quickly through the ranks thanks to their good timing and handling the right case, Government Espionage agents should roll *Admin* or have the promotion connected to a "lateral shift" (i.e. they are offered a higher position in another espionage agency run by the government).
- (APR)** The character is promoted either...
- ⌘ ...because they have been on Grave Detail long enough. They either know where the bodies are buried (gain 1 Rival, former superior),
 - ⌘ ...the character has been granted a bone after difficulty imposed upon them from on-high (roll on Injury Table, they will "fix" it for them — but they still bear the scars).



TWILIGHT SECTOR EXPLORATION SERVICE

Explorers perform a vital function in any burgeoning space empire, but in the Twilight Sector, they perform system scientific surveys, planetary surveys and are engaged in charting of the ever changing contours of T-Space. Explorers are maintained by government *and* commercial concerns, and many governments have military Explorers as well (some use a separate service, others attach them to Space Service or Protected Forces).

Advancement/Survival

	Survival		Advancement	
	Gov't	Comm	Gov't	Comm
Rank 0-3	End 6+	Int 6+	Edu 6+	End 6+
Rank 4-6	End 5+	Int 5+	Edu 7+	Edu 7+
Rank 7-8	Int 4+	Soc 4+	Edu 8+	Int 8+

DMs: +1 DM to Advancement if Skill from Leadership last term, -1 DM to Survival if skill from Military Service last term.

Qualification: Int 6+

DMs: -1 for each previous career

Commission (Military only): Int 8+

DMs: +1 for Enlisted Rank 3+, +1 for having previous Explorer Experience and +1 for having Officer Contact(s)

Exploration Service Skill Tables

Roll	Deep Space	Exploration	Surveying	Support
1	Piloting	Survival	Survival	Medic
2	Engineer	Vacc-Suit	Recon	Any Science
3	Astrogation	Sensor	Any Science	Comms
4	Gunnery	Gun Combat	Vehicle	Investigate
5	Vacc-Suit	Recon	Athletics	Art (Writing)
6	Zero-G	Vehicle	Remote Ops	Engineer
Roll	Leadership	Training	Military Service	Cartography
1	Leadership	Recon	Powered Armor	Astrogation
2	Leadership	Athletics	Gun Combat	Space or Phys Science
3	Tactics (Naval)	+1 Dex	Vehicle	Space or Phys Science
4	Empathy	+1 Str	Sensor	Piloting
5	Admin	+1 End	Melee or Hvy Weapon	Vacc-Suit
6	Computers	Survival	Recon	Sensor

Rank Table, Confederation Scout Service, Commercial

Rank	IM	Government/Military*		Commercial	
0	+0	Recruit		"Newhire"	
1	+0	Spacehand	Vacc-Suit	Team Member	Mechanic
2	+1				
3	+1	Senior Spacehand	Survival	Lead	Notice
4	+2	Starman			
5	+2		Recon	Project Leader	Science
6	+2	Chief Starman			
7	+3		Admin	Section Leader	+1 Soc
8	+3				

* Military ranks are for "Enlisted" ranks, Officers use tables for Protected Forces

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	1,250	3 Shares
2	5,000	+1 Int
3	7,500	Implant
4	10,000	6 Shares
5	20,000	Weapon
6	40,000	Stateroom Condo
7	60,000	Ship's Boat

EXPLORATION EXTENDED BASIC TRAINING PACKAGES:

Thing about space is that there is a lot of it. A whole lot. It can be just as dangerous not to know what is out there as it is potentially advantageous to find out. Explorers perform a vital function in any burgeoning space empire, but in the Twilight Sector, they are a group of dedicated explorers.

Exploration Scouts: These scouts are used mostly on planetfall missions, on the ground rather than in deep space or checking out the space lanes. They still have to find their way in Space of course, but that is not their primary function. Often these scouts are dispatched as a “second wave” in the exploration of a given system, isolating what part of a given world would be most suitable for further study.

Astrogation or Pilot 1, Astrogation or Pilot 0, Comms or Mechanic 1, Comms or Mechanic 0, Gun combat 0, Navigation 0, Sensors 1, Survival 1, Vacc-Suit 1, Zero-G 0

Military Scouts: These Explorers work within a militarized framework, spending most of their time in reconnaissance missions rather than “pure” exploration. Often serving alone or with non-scouts, military scouts must be as autonomous as possible. Many governments of the 30th century include scouts in their military as part of their own branch of service, alongside naval and ground forces (Orion Confederation, Oster Republic), while some (such as the Deramus Enclave, UUP and FPR) establish separate sub-branches of the Space Service (although with their

own *esprit de corps* which sets them apart from their fellows). Others (Terran Union, Shenzhou) don’t consider them military at all, but do employ them as such in wartime conditions, attached as needed.

Astrogation 1, Comms 0, Gun Combat 0, Mechanic 0, Pilot 1, Recon 1, Survival 1, Vacc-Suit 1, Zero-G 0

Military scouts use Military Service Rolls detailed below.

Planetary Surveyors: These individuals are the bulk of the Scout Service, although this distinction can also include “wildcatters” and “claimjumpers” who land on a particular world and perform detailed survey and analysis functions. Planet Surveyors generally start out on worlds which are “less challenging” before being trained specifically to handle hostile zones.

Comms 1, Gun Combat 0, Mechanic 0, Navigation 1, Science (Any) 1, Sensors 1, Survival 1, Vacc-Suit 0, Vehicle 0

Survey Scouts: These individuals spend much of their time in space, with the occasional planetfall as needed (usually short jaunts merely to make preliminary surveys). Most Survey Scouts are sent in ever-fluctuating teams, but each individual is taught their own specialty.

Astrogation or Comms or Sensors 1, Astrogation or Comms or Sensors 0, Computers 0, Gun combat 0, Mechanic 0, Pilot 1, Space Science 0, Survival 1, Vacc-Suit 1, Zero-G 1

MILITARY SERVICE ROLLS

Characters in Military Service are often called upon to place themselves in harm’s way; but they can receive honors for their service. A Military Service Roll (MSR) is generally based on one of the Combat Skills (*Gun Combat, Melee, Heavy Weapons, Gunnery*) or on occasion some other skill as directed (usually *Tactics, Leadership* or a Vehicle Skill).

All of the Events marked with an asterisk (*) will, if made during the Mutant War (more than 3 terms prior to the start of play), be more risky, but offer greater reward. Add a -2 DM to the check and *if successful*, a +3 DM to the Effect. This makes it harder to make the roll (the penalty DM) but if the roll is successful the effort is slightly more “glorious” as a result (the Effect Bonus).

Effect	Conduct...	Adv	Medal	
-1	Bare Competence	0	11+	Certificate
0	Competence	0	9+	Certificate
1-2	Good	+1	8+	Minor Award
3-4	Excellence	+2	6+	Award (Certificate)
5-6	Outstanding	+3	5+	Major Award (Minor Award)
7+	Above & Beyond	+4	4+	Highest Award (Award)

ADV: The modifier on your next Advancement Check

Medal: Check target on 2d6 to grant the character a medal. May use Soc DM or the Interaction Modifier for roll, but a natural 2 is always a failure. If the first roll is unsuccessful, the player may roll again for the medal in parenthesis with a +2 DM on the roll.

Orion Confederation Medals

- /// **Certificate:** Bronze Medallion
- /// **Minor Award:** Silver Leaf of Gallantry
- /// **Award:** Golden Cluster of Heroism
- /// **Major Award:** The Iridium Star
- /// **Highest Award:** The Medal of Honor

Archenar People’s Republic Medals

- /// **Certificate:** the Scarlet Banner
- /// **Minor Award:** the Order of Patriotism
- /// **Award:** the Order of Heroism
- /// **Major Award:** the Order of Victory
- /// **Highest Award:** The Order of Archenar

EXPLORATION MISHAPS

Roll Mishaps

- 1 Blackballed:** The character is blackballed by their former associates, possibly as the result of genuine misconduct, but more often as a result of petty political squabbles. Either way, the character has to quit this career totally and find something new to do. The character may attempt to re-qualify later and clear their name (or buy off the right people), but they have a -2 DM on their Qualification check (making the check means the blackball has been lifted). Gain a roll on the Exploration or Surveyor's Table and an Enemy in the Scouts (blackballer).
- 2 Shameful:** The corporation for whom the character works has acted shamefully, causing the character to leave.
 - ⌘ *If the character turns over any information they have to the authorities, gain Advocate, and an Enemy (their former employers, hurt but not brought down by the scandal). No Leave of Absence.*
 - ⌘ *If they do not do so, gain 2 Benefit Rolls or 10 Shares in hush money from the Corporation. A Leave of Absence is allowed.*
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Accusation:** The character is accused of spreading information about their most recent find, but not just to their employers/superiors. Even after the humiliating Inquiry Board process is over, they decide the time has come to leave.
 - ⌘ *If they were really guilty, make a roll on the Support Table and take the Benefit from this term (at least they paid the character for the info). A Leave of Absence is allowed for this result.*
 - ⌘ *If they were not really guilty, make a roll on the Leadership Table but the Benefit for this term is lost as usual for a Mishap. At least the character has their integrity. A Leave of Absence is allowed for this result.*
- 5 Wreck Much?:** The character has destroyed a bit too many pieces of equipment and are thanked for their services. A Leave of Absence is allowed for this result.
 - ⌘ *If the character enjoyed breaking it, gain a Vehicle skill.*
 - ⌘ *If it was because of shoddy equipment, gain Mechanic as they tried in vain to keep the crappy stuff together.*
 - ⌘ *If it was genuine bad luck, take Admin as they filled out the requisite paperwork after each and every horrific incident. The Re-qualification roll for the career has a -1 DM (as news of their misfortunes go around).*
- 6 Fatal Error:** Either due to a genuine error on the character's part or by one laid at their feet, someone dies on one of their missions, and the character is dismissed from the Exploration Service summarily (or leaves amid the shame and guilt). A Leave of Absence is allowed for this result. The character may return after d6 terms if they wish. Take the selection skill this term, but not the Benefit.
- 7 Politics:** Due to politics at the higher level, the character (as well as several others in the Government Service) are forced into an "Extended Leave of Absence" which may as well have been called what it really was: "permanent".
 - ⌘ *If the character wishes to, they can try to switch sub-groups however and become a civilian scout. The civilian agencies are often on the lookout for well-trained scouts and generally offer a signing bonus (which amounts to an extra Benefit Roll) and Rank parity up to Rank 5 (i.e. Rank 3, they give the same Rank in the new service). If the character is above Rank 5, they are made rank 5 but have a +4 on their first term's Advance Check.*
- 8 Special Skills Transfer:** If the character has a skill over level-3 from the Deep Space or Exploration Tables, they are transferred into the Protected Forces. If they have a skill over level-3 from the Cartography Table, they are sent to the Space Service. If both conditions are met, player choice. Otherwise, they have been transferred to the Ground Forces. These are permanent transfers but may be treated as a Leave of Absence.

DM: +2 if the Character is a Government or Military Scout

EXPLORATION EVENT TABLES

Roll Event

- 11 Dangerous Creatures:** The character runs across some relatively dangerous hostile creatures while conducting a planetary survey. Gain *Gun Combat (any Specialty) 1* or *Heavy Weapons (any specialty) 1*, or *Life Sciences (Exobiology)*.
- 12 Jetson Crusoe on Altair:** The character is involved in a crash landing on a planet which they are surveying. Obviously they survived, but not everyone else did. Almost the entire crew was hurt and only the meticulous transmission reports of their Mission Commander saved them from being castaways. What does not kill you in the end makes you stronger. Lose the Benefit Roll for this term and roll an Injury but gain *Survival* and an Ally who went through that green hell with them.
- 13 Solid Performance:** The character exceeds their superior's evaluation of their performance enough to merit a +4 to Advancement next term. If the Character is military, they may make an MSR roll with their *Piloting*, *Astrogation* or *Recon* with a +3 DM on the check instead and possibly get a medal instead. This is optional.

Twilight Sector

- 14 Illness:** The character is struck with a bizarre illness while on a strange planet, either a bug which evades the filter system or a parasite of some sort. Roll d6
- 1 Apparent Recovery:** The character undergoes an apparent recovery. The Referee should be advised of this result, and at some point in the character's later career, the illness might become a plot point. Bwahahahahaha. Sorry, was that out loud? Gain an extra roll on any skill table, enjoy it... for now....
 - 2 Difficult Recovery:** The character has a long and difficult recovery. Select one stat, physical or mental, and reduce it by 1 (despite the best efforts of the physicians and scientists). Gain an extra roll on the Leadership, Support or Training Tables as the character recovers. In the next term, the character has a +2 DM to their Survival Check and a -2 DM to their Advancement Check as they are handed light duties.
 - 3-4 Amputation:** Either due to the severity of the damage or the primitive conditions, the character is forced to undergo amputation. Roll d6: as a result of the strange illness or long term tissue damage the character cannot use Bio-Replacements (1-2); the character can be treated as normal (2-5); Any bio-replacements take on a strange coloration or other obvious and weird effects as a result of the changes the disease has wrought on the character's system (6).
 - 5 Lingering Effects:** The character can either reduce one of their physical statistics by 1 (which takes into account the efforts to stave off the disease) or they can roll on the Negative Mutation Table (**Twilight Sector Setting Book Revised**, pg. 53) as the illness/parasite acts as a strange form of retrosequencing. If the character elects for *both*, they may also roll on the Positive Mutation Table. Treating "Large" and "Small" results as re-rolls.
 - 6 Full Recovery:** The character eventually is fully recovered. Surely the Referee would never...
- 15 (Government/Military) Secret Mission:** The character is tapped for a Secret mission which they undertake to the best of their abilities. If the character is from one of the private/commercial exploration firms, they have been put out "on loan" to the government. Roll a check of the character's *Sensor*, *Survival*, and one other skill selected from the Deep Space Skill Table.
- ✎ If all three rolls are successes, the character is awarded a medal based on their highest roll (use the MSR Table) and can gain any skill selection from any table available to the Service.
 - ✎ If two of the three rolls are successes, gain an ability from the Deep Space Table. Use lowest success as an MSR.
 - ✎ If only one of the skill rolls is successful, the character is injured, roll on the Injury Table. Use success as a MSR.
 - ✎ If all of the rolls are failures, apply the "Captured" Event instead.
- (Corporate) Lured Away:** The character is made an offer by another civilian operation or the Government Exploration Service (their choice). If the character takes the offer, gain an extra Benefit Roll. If the character resists the blandishments of their professional Rivals, gain a +2 to both Survival and Advancement next term.
- 16 New Station:** Cross-training is important within a vessel as well, and the character is encouraged to broaden their skill base for the betterment of the (ship/mission/company/service).
- ✎ The character gains a "Station Skill" they do not already possess at a skill level of 1.
 - ✎ If they already have all stations skills, or have one station skill at a skill of 3+, gain *Instruction* instead.
- 21 Mutiny:** The character was onboard of a vessel that suffered a mutiny. Onboard of a Exploration Cartographic vessel, this is usually an "inside job" and part of a takeover by pirates. The character may join with the mutineers/Pirates or not:
- ✎ If the character joined with the Pirates, Exploration craft are notoriously easy to crack. Enjoy the Pirate career!
 - ✎ If the character did not join with Pirates, they should roll *Melee*, *Gun Combat* or *Stealth*. If government or military, treat as an MSR. If successful, gain a +2 DM to their next Survival Check. Even if unsuccessful however, the character has a +1 on their next Advancement for being part of the excitement.
- 22 Near Death Experience:** The character has a bout of illness which came from an alien parasite, natural poison, physical injury or an environmental condition (like atmospheric poisoning or the "bends"). Make an Endurance check, if failed, the character lowers their Endurance by 1 despite the best efforts of the medical team. In some cases, there are even more intense effects... (only if the End Check is *failed* though)
- ✎ The player may decide to **lower** their Dex by 1 and **increase** their Edu by 1. The experience was severe enough to keep them bedridden in the infirmary for some time, and got a chance to do a lot of reading.
- 23 Vehicle Issues:** The character has to deal with an entirely new kind of vehicle during one of their missions. Gain a level-1 skill in a brand new Vehicle not already possess by the character. If the character does not have it already, also gain *Mechanic* 0.

24 Mission of Mercy*: The character performs a role in the rescue of a ship in desperate trouble. Roll d6

- 1 Civilian Ship:** The vessel was a civilian ship, and the character's timely intervention saved it from a significant loss of life and property. Maybe. Roll the character's *Piloting*, *Engineer* (any ship-related specialty) or *Mechanic* skill. If the roll is a success, the ship's fate was averted. Gain a roll on the Deep Space Table. If unsuccessful, the vessel suffered major damage, gain nothing.
- 2 Civilian Ship, major disaster:** The vessel was practically destroyed, the passengers and crew mostly dead. The few the character's ship managed to save a few however. It was a tragedy, but also makes a great bar-tale. Gain *Carouse 1* **or** an Ally from the doomed civilian vessel that the character personally rescued.
- 3 Non-Civilian Ship:** The vessel was a military vessel or government vessel. The problems cause some embarrassment for the other Service involved, but they reward the characters for their good nature and assistance: Gain a Military Contact.
- 4 Foreign Vessel:** The ship came from another interstellar nation, either a Trader vessel or a vessel seriously off course. Gain *Language*. If the character has *Carouse* or *Gambler*, make a skill roll. If successful, they gain a foreign (random) Contact, if unsuccessful, they lose a Benefit Roll (but in the case of a *Carousing* check had a *really* great time such as they recall).
- 5 Quisling Ship:** The ship was not in distress at all and fires on the character's ship, beginning a protracted naval conflict. Roll *Gunnery* or *Piloting*. If the character has neither skills, gain *Gunnery 1* (and do not gain anything whether the roll is successful or not). If the roll was successful, gain the skill rolled (unless they had neither skill to begin with) and gain an Enemy. If the roll is unsuccessful, roll on the Injury Table (either a Radiation or Decompression Injury) and gain a Rival.
- 6 Criminal Vessel:** The ship does not attack, it is in serious trouble, but those on board are also criminals, and they try to take over the character's vessel afterward. Make a *Piloting*, *Gunnery*, (fending them off before boarding) *Melee* or *Gun Combat* skill (fending off boarders) check. If the roll is successful, gain in the skill rolled **and** an Enemy. If unsuccessful, take a (d6) Battlefield (1-4) or Decompression injury (5-6) **and** a Rival.

For results 1, 5 or 6, Characters may chose to use their check as an MSR roll if Government or Military.

25 Cross-Training: The character undertakes a cross-training mission for their Service.

- (Corporate)** The character is loaned out to one of the government Scout services, either of their own interstellar nation or one of the allied nations. Gain a Government Contact and a roll on the Deep Space Table.
- (Government)** The character is asked to assist with a Settler community. They gain a roll on the Special Projects Table of the Settler Career and a Settler Contact.
- (Military)*** The character undertakes inter-service training and may roll on one of the Skill Tables of any other branch and they gain a Military Contact.

26 Major Tom I Presume?* The character is sent into a rescue mission that is long, arduous and leads to several different accounts (some fictional, some fanciful and some pure drivel). Make an MSR roll even if not in a military service with their *Survival*, *Sensors* or *Athletics* (any) skill. Government or Military personnel can get medals for this, and civilian awards for Corporate Explorers who save military/government personnel. The character is later made somewhat (in)famous in the accounts. Use the Effect roll of an *Art (Writing)*, or *Persuade* check to gauge reaction (use the Correspondent's Purse or Academic Paper Tables, adding the ADV bonus from the MSR as an Effect modifier, to benchmark the popularity/success of this version of the story). Whatever the broader result of this fame, the story is enough to get the character free drinks for a while, gain *Carousing*.

31 Project Viridian: The character is leading a planetary survey mission (even if land exploration not their fort , they are still in charge) on a verdant world of lush growing things... that desperately want to kill. Roll *Survival*. If the roll is a success, the character completes their mission, gain a skill roll on the Surveying Skill Table. If the roll is a failure, the planet either...

- ⌘ *Forces the mission off*, and the company/government/military is very unhappy. Lose a Benefit Roll.
- ⌘ *Takes it's fair share of blood*, make a roll for an Injury, but the mission is a success nonetheless. Go team!

32 Can You Hear Me Captain Jonah?* The character is lost in deep space during a Charting/Cartography mission. Roll *Astrogation*, *Zero-G* or *Engineer (Power Plant)* as the crew struggles to survive.; If this is a success, the character is lauded for their performance (and if in government or military service is eligible for a medal) gain in the skill rolled. If the check is a failure, a number of people were lost equal to the Effect and the character is haunted by them.

- 33 Hazards of the Job:** There is an accident which involves the character. Roll d6:
- 1-2 Damned Planet:** An unforeseen accident places the character in danger. Re-roll the normal Survival Check. If the result is a success the character is able to circumvent the issue. If the roll is failed, the character must roll on the Injury Table.
 - 3-4 Equipment Failure:** There is an accident caused by equipment failure, a small powerplant surge, or sensor burn (these are high-energy sources). Roll on the Injury Table.
 - 5 Space Accident:** The character can roll the better of *Athletics (Coordination)*, *Zero-G*, or *Vacc-Suit*. If successful, they evade injury, if not, they suffer an explosive decompression injury, and die but are revived. Massive soft tissue damage resulting from the sudden loss of pressure created both scarring (as the tissue ruptured) and organ damage. Reduce physical stats by d6, selected by the Player (this counts as a Mortal Injury).
 - 6 Transit Accident:** The character suffers from an accident during transit. Make an *Astrogation* check to avoid the worst of it and take a simple jostling (heavy damage at the time, healed since). If the roll is a failure, roll twice on the Injury Table and take the **worst** of the two.
- 34 Beware the Wild-life:** The character gains *Carouse 1* or *Social Science (Corporate Culture)* or *Social Science (Politics)* as they rot on a base this term rather than head out into the unknown.
- 35 Partnered (Uplift):** The character is assigned to work with an Uplift Partner. The Uplifts have proven to be excellent in exploration circles. Gain *Animals (Veterinary)*, *Life Science (Uplift Species)* or *Tactics (Uplift)* and an Uplift Contact.
- 36 T-Space Trauma:** The character undergoes one of those T-Space Anomalies everyone talks about. The vessel is severely damaged and the character's skills are put to the test. Roll one of *Survival*, *Vacc-Suit*, *Mechanic*, *Engineer*, or *Sensors*. If successful, they avoid injury. Otherwise, make two rolls on the Injury Table and take the **worst**.
- 4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.
- 51 Psionic Co-Worker:** In the course of their duties, the character is assisted by a Psionic; Roll d6
- 1 Assault:** In the course of working together, either as part of a pre-planned effort or as a by-product of friction within the team, the character is psionically attacked. Roll on the Psychological Injury Table. During the recovery process, the character gains some insight however into Anti-Psionic techniques, gain *Anti-Psi*.
 - 2-4 "He was such a nice man...":** The character has no startlingly negative or positive interactions with the Psionic. Gain a Psion Contact.
 - 5 Mentor:** The Psionic helps to open their own hidden abilities. Gain PSI (3 if the character has PSI 0, or +1 if they have some PSI already) plus Roll on the Psychological Injury Table.
 - 6 Lover:** As "Mentor" above or the character can gain a free roll on the Leadership Table (player choice). In addition, the Psionic becomes romantically involved with the character.
- 52 Science!:** The character has the opportunity to brush up on some of their *Science* skills. The character can add a *Science* skill of any specialty. If the character possesses a *Science* Specialty at 3 or higher however, they can instead elect to give themselves two *Science* skills at 1 instead (broadening out their skills). These two skills have to be in different classifications of science: *Space Science* and *Physical Science* for example.
- 53 Shop-Talk:** The character makes a friend in the Exploration business. If they are Government or Military, this is someone from a Corporate Service, if they are Corporate this is a Government (not military) Service Explorer. Either way it is a new Contact.
- 54 Shipboard Life*:** The character spends a lot of time serving in Deep-Space (Military Explorers even seeing some action, roll an MSR for the results of that action). Gain one of *Carousing 1*, *Gambler 1*, *Gunnery 1*. If by some chance the character has all of these skills, gain in *Zero-G* or a single *Science* specialty not already possessed at 2+.
- 55 Training Facility:** The character has a choice, they can either go to the training facility for training or become a trainer themselves. Gain a roll on the Training, Mixed Stations, or Support skill Tables. If they have one of these Skills at 3+, the player may instead become an Instructor and gain *Instruction* and *Computers 0*.
- 56 School-Bound:** The (Corporation or Government as appropriate) sends the character to one of the Academies next term (see Page 11). The character does not have to give up a Benefit Roll as a result next term.

- 61 Captured!***: The character was taken by the enemy during an action. While this is generally more common for military exploration services, other types of explorer can be swept up and accused of working for the military of their nation if they are found in the nebulous boundaries between interstellar nations (where they do most of their work thus it can certainly happen to any version of the service). Corporate Explorers use appropriate nation.
- (OC, during the war years)** The Expansionist State camps were death camps, modeled after the worst excesses of the Khmer Rouge and Bataan; the character loses 2 End and 1 Str, but gain d3 Allies and *Survival* 2. If their *Survival* was already a 2 or higher, gain *Instruction* and *Leadership* instead (helping others to survive).
- (OC, after the war years or on a (d6) roll of 3+ for Corporate Explorers at anytime)** The APR places a “kinder, gentler” face on their prisons. It is still a Convict sentence of d3 terms on a Prison Planet before the character’s release is secured (unless they escape before this, automatic re-qualification if they do so).
- (APR)** The military prisons of the Free People’s Alliance were better than boot camp (and still are after the war). The character loses -1 Soc (unless they defect, in which case the character gains an Enemy in the APR “Eyes” counter-defection bureau), and gain an extra Physical Development Table roll.
- 62 Top Secret:** The character encounters something top secret in their explorations...
- (Corporate)** The emphasis is on preventing government from knowing precisely when the find was discovered. Gain *Deception* and make a check of that skill to determine if this is successful. Failure means loss of Benefit for this term.
- (OC)** ...for which the OSS either sends them away or holds them for a grueling round of interrogations (some of which border on the frightening and several are illegal). Gain *Social Science (Precursor Theories)* or *Interrogation* (gained from firsthand experience).
- (APR)** ...which they only have a fuzzy recollection. The character’s mind has definitely been wiped, but they spent this term (and possibly another, player has option for this same result for their next term) doing something. They just don’t remember what happened. Gain one of: *Melee (select an archaic weapon)*, *Animal (Ride)*, *Navigation* or *Athletics*.
- 63 Operation Hurry and Wait:** The character is ordered to make a mad dash to a distant location, then ordered to sit for an extended period until they get relieved. Corporate Explorers gain an additional skill roll on table of their choice.
- (OC, or Corporate)** The character may opt, if they wish, to make a roll on the Life Events Table.
- (APR)** The character gains *Carousing* or *Gambler*.
- 64 Mapping:** There is a dispute during a mapping mission...
- (Corporate)** ...with the client. Roll *Broker*, *Persuade* or *Diplomacy*. If successful, gain a skill roll on the Cartography Table.
- (OC)** ...with one of the local governments in an inhabited system which insists that the map deprives them of access to some vital resource (or other nonsense). Roll *Confidence*, *Persuade* or (with a -2 DM) *Leadership* (an effort to take control by volume rather than logic). If a success, gain in the skill, if not, -2 *Survival* next term.
- (APR)** ...with the Citizen’s Bureau of Registered Planets, who refuse to acknowledge their clear error despite the fact that it affects the lives of millions of people in the system. Roll *Admin*, *Art (Writing)* or (with a -2 DM) *Deception* (to devise a complex scheme that tricks the Bureau into this recognition). If a success, gain in the skill, if not, make an *Athletics (Coordination)* Check or make a roll on the Injury Table as the Bureau’s goons work them over.
- 65 Looost innnn Spaace:** The character is lost in space temporarily during a mission...
- (OC)** ...and have to make their *Survival* Check again. If the check is made, they are rescued. If it fails, the character takes an injury as they must jury-rig a Cryochamber for double occupancy. -1 Int, -1 Dex. Treat as serious wound for Medical Care checks (pg 178-179).
- (APR or any Corporate)** ...and have the character make a special roll of 2d6, if the result is equal to or under the character’s Rank, they emerge unwounded. If not, they sustain an injury as noted above.
- 66 Discovery!:** The player is part of a discovery of some note... (Commercial Explorers use appropriate nation)
- (OC or any Corporate)** ...and as a result are automatically promoted.
- (APR)** ...and are faced with a choice. An unobtrusive directive from the character’s superiors insist that they name this discovery after one of Citizen X’s new “favorites.” If they do so, gain the promotion. If they do not, the find is recorded, but no “reward” is forthcoming. Gain an Ally from a distant part of the Republic. While not physically close, this Ally does help when they can and is part of a network of similarly minded academics and explorers.



"Anyone one says that they were in the Battle of Gallas Falls is either a liar or a fool. No one was 'in' anything, and if you were there you'd know it."

Kodiak looks at me a moment, and I fall back a few steps. The woman looks like a typical human female, pretty, youthful, with a flowered dress and a plain ring on her finger. It is the only real ornamentation she wears. All around us there are children playing, one of them her own. The sounds of their laughter and their screams of delight echo strangely with what she is describing.

"It wasn't my first Op," she says, her green eyes glistening, "and God help me, it wasn't my last. But it was the one that proved to me that everything we were fighting for, on either side, was pointless."

"Why so?" Kodiak asks. He and I have come here, to the Sandravar Soce Center in Chicago, to meet this woman. She is one of the few who were present at Gallas Falls that are still alive today. But she is not the only survivor of that Battle, however not even on this playground full of merry children.

"Gallas Falls was a little community on a planet called Tyree that was maybe this far into the zone of contention between the Shenzhou and the Confed. It was a nice little world, with delicate blue flowers and lots of trees."

She hesitates, her eyes losing some focus as she recalls. "I hated those trees... the Shen forces attacked us from them. Eventually we burnt the forests to the ground and killed all the blue flowers in the process." Tears now fall from her eyes, and I know why. I too remember the haunting scent of the *Leileia* flower. They never returned.

She stares pointedly at me, and I wonder if she can tell who I am. But her eyes stray back to Kodiak.

"Gallas Falls was an community of humans and Uplifts that had been built by settlers of both nations, Shenzhou and Confederation. It was supposed to be a model city, and it was. Until we got there. None of the locals wanted us, and by 'us' I mean *either* side. They didn't want anything to do with the war and they were ready to declare Independence in order to avoid it."

She licks dry lips, face drawn. "That was when both of the armies turned on the people there. There was no *Battle* of Gallas Falls. There was a mutual decision by both military commands to murder the capital of Tyree for their temerity. To not be a prize for either side." She takes a deep breath. "God help me I did my part."

"But not precisely as you were ordered to." I say, bowing slightly. "For which I have come to express my appreciation."

She looks at me at that moment the same way she had fifty years before when she and her squad helped my small troop escape the conflagration in Gallas Falls. I had not even been weaned then, and she had seemed so large to me, and so fierce, covered in soot and smelling of blood. But she and a few others had saved us against their orders. Saved a pack of simians from the destruction. From what I gathered later we were the few, but not the only, that she had helped. Human and Uplift.

She holds back a sob as I hand her the name patch that I tore from her uniform so long ago...

**Twilight Conversations, by Jonze & Jeremiah
(Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR GROUND FORCES

Ground Forces is a generic title for the planetbound military of one of the major Interstellar powers or Corporations. Note that many of these forces have specialized elite squads (much like 20th and 21st Century Rangers and SEALs) for Battle Dress and Deep Penetration Operations, often these have specialized training and form their own specialized careers.

Advancement/Survival

	Advancement		
	Survival	Officer	Enlisted
Rank 0-3	End 6+	Edu 6+	Dex 6+
Rank 4-6	Int 5+	Edu 7+	End 7+
Rank 7-8	Soc 4+	Int 8+	Edu 8+

Qualification: End 6+

DMs: -1 for each previous non-military career

Commission: Int 8+ or Soc 8+

DMs: +1 for Enlisted Rank 3+, +1 for having Officer Contact, Bonus for earning a medal is equal to "Adv" on MSR chart

DMs: +1 DM to Advancement if Skill from Leadership last term, -1 DM to Survival if skill from Assault Table last term. -2 to Advancement if the character has served in a Convict Battalion.

Ground Forces Skill Tables

Roll	Sweep	Assault	Recon	Support
1	Gun Combat	Gun Combat	Recon	Sensor
2	Recon	Gun Combat	Recon	Explosive
3	Stealth	Melee	Remote Pilot	Remote Pilot
4	Specialist Skill	Heavy Weapon	Stealth	Medic
5	Melee	Specialist Skill	Stealth	Language
6	Navigation	Athletics	Sensor	Interrogation
Roll	Leadership	Training	Armor	E-War
1	Leadership	Recon	Vehicle	Comms
2	Leadership	Athletics	Vehicle	Comms
3	Tactics (Ground)	+1 Dex	Heavy Weapon	Computers
4	Tactics (Ground)	+1 Str	Remote Op	Computers
5	Admin	+1 End	Mechanic	Remote Pilot
6	Advocate	Gun Combat	Mechanic	Eng. (Electronics)

Specialist Skill: Specific skills include Comms, Engineer (Electronic), Explosives, Heavy Weapon, Mechanic, Medic, Recon, Remote Operations, Sensors. Specialist Skill set at character creation, and may be altered with Events.

Rank Table, Orion Confederation Army

Rank	IM	Enlisted	Officer
0	+0	Specialist, 2nd	
1	+0	Specialist, 1st	Specialist
2	+1	Corporal	Lieutenant, 1st
3	+1	Sergeant	Leadership
4	+2	Staff Sergeant	Mem.Shunt
5	+2	Master Sergeant	Tactics
6	+2	Sergeant Major	Lt. Colonel
7	+3		Colonel
8	+3	Senior Sgt. Major	Tactics
		+1 End	Brigadier General
			Major General
			+1 Soc

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	1,250	Implant
2	5,000	Ally
3	7,500	4 Shares
4	10,000	Weapon
5	20,000	+1 Soc
6	40,000	Stateroom Condo
7	80,000 (P)	+1 Soc

Note: P=Portfolio

GROUND FORCES EXTENDED BASIC TRAINING PACKAGES:

A Note on the Specialty Skill: Every one of the services below uses a model of Intermediate Training where soldiers are trained in certain specialty areas. Treat this as a Cascade skill for this career. While some interstellar nations add to this list all share the following in common: *Comms, Engineer (Electronic), Explosives, Heavy Weapon, Mechanic, Medic, Recon, Remote Operations, Sensors*

Terran Union/UUP: The ground forces of these interstellar nations utilize the best equipment and material and are often found in Rapid-Response ready units; some of the regular military also have been cross trained for Vacuum and Hazardous Environment Operations (although they also have Protected Forces that are dedicated for these duties). These military forces have the advantage of higher taxes/more significant military budget and general high-level of productivity found in their nations. (Add *Computers* and *Vacc-Suit* to their list of Specialties).

Athletics (Endurance) 1, Flyer (Grav) 1, Gun Combat (Energy Rifle) 1, Medic or Life Sci 0, Melee 0, Specialty Skill 1, Survival 1 (UUP) or Recon 1 (TU), Survival 0 (TU) or Recon 0 (UUP), Vacc-Suit 0 or Zero-G 0

Oster: The totalitarian Oster Republic also uses a significant amount of High Tech, and unlike other forces, tends to use their soldiers for both groundside and space-side duties (because the Osters have settled so many harsh or marginally inhabited worlds). They are also much more specialized than the forces of many other interstellar nations and employ cybernetic modification regularly (the first term's Benefit may be lost for automatic Cyber-Implantation). (Add *Space Science (Cybertechnology)* and *Flyer (Grav)* to their list of Specialties).

Athletics (Endurance) 1, Gun Combat (Energy Rifle) 1, Medic or Life Sci 0, Recon 0, Specialty Skill 1, Stealth 0, Survival 1, Vacc-Suit 1, Zero-G 0

APR: The APR has a dual ground force track: the Regular Army, which use Slug Rifles and often have to fix their own equipment; and the Republican Guard,

which appear on the Interstellar Press marching in nice straight lines, but also have the most up to date equipment available (including Vacc-Suits which they are trained in). (Add *Vehicle Skills* and *Carouse* to the Specialties list, Carouse is frequently found among the Republic Guard's most telegenic recruits).

Athletics (Endurance) 1, Gun Combat (Energy or Slug Rifle) 1, Mechanic 0 or Engineer 0 (Regular Army) or Diplomat 0 (Republican Guard), Medic or Life Sci 0, Melee 0, Specialty Skill 1, Stealth 1 (Regular Army) or Vacc-Suit 1 (Republican Guard), Survival 1, Vehicle skill 0

Orion/Shenzhou: The Armies of Orion and Shenzhou are obviously not the top priority of the budgets of these nations (although certainly not at the bottom either), because of taxation/revenue issues in the Confederation and ideology in Shenzhou. Nonetheless, the militaries are outfitted appropriately and they tend to have top-of-the-line Gauss Slugthrower weaponry. (Add *Vehicle Skills* and *Vacc-Suit* to the Specialties list).

Athletics (Endurance) 1, Gun Combat (Slug Rifle) 1, Medic or Life Sci 0, Melee (Unarmed) 1, Recon 1, Specialty Skill 1, Stealth 0, Survival 0, Vehicle skill 0

FPR: The Free People's Republic features a military which is a hodgepodge of many former nations. What they lack for in formal regimentation however, they have more than made up in the form of "catch-up" which has stressed the importance of cross-training to their new recruits and their old veterans alike. Some of the older troops from the original nations that now make up the FPR may have been trained in Energy Rifle, but the vast majority has been switched over to less expensive and easier to maintain Gauss Slugthrowers. (Add *Vehicle Skills* and *Vacc-Suit* to the Specialties list).

Athletics (Endurance) 1, Gun Combat (Slug Rifle) 1, Medic or Life Sci 0, Melee 0, (First) Specialty Skill 1, (Second) Specialty Skill 1, Stealth 0, Survival 1, Vehicle skill 0

Corporate Military Assets

Metacorps and Z-Corps have their own Corporate troops, which is both an aspect of their sovereign recognition and the fact that when any organization attains a certain size, they tend to bulk up their military assets just like local governments. In some cases, ex-military (government) personnel sign onto these jobs, but it is also commonplace for these forces to recruit and train from within, especially Metacorps of planetary or larger size. While not all of the following Events and Mishaps will jibe precisely with Corporate Military assets, Refs may modify those that do not.

In some cases, these assets have been "co-opted", particularly during the War years by the interstellar states, just as some of the local government forces have been placed under Military control (the right to have them means they can also be "called up").

MILITARY SERVICE ROLLS

Characters in Military Service are often called upon to place themselves in harm's way; but they can receive honors for their service. A Military Service Roll (MSR) is generally based on one of the Combat Skills (*Gun Combat, Melee, Heavy Weapons, Gunnery*) or on occasion some other skill as directed (usually *Tactics, Leadership* or a Vehicle Skill).

All of the Events marked with an asterisk (*) will, if made during the Mutant War (more than 3 terms prior to the start of play), be more risky, but offer greater reward. Add a -2 DM to the check and *if successful*, a +3 DM to the Effect. This makes it harder to make the roll (the penalty DM) but if the roll is successful the effort is slightly more "glorious" as a result (the Effect Bonus).

Effect	Conduct...	Adv	Medal	
-1	Bare Competence	0	11+	Certificate
0	Competence	0	9+	Certificate
1-2	Good	+1	8+	Minor Award
3-4	Excellence	+2	6+	Award (Certificate)
5-6	Outstanding	+3	5+	Major Award (Minor Award)
7+	Above & Beyond	+4	4+	Highest Award (Award)

Orion Confederation Medals

- ⚡ **Certificate:** Bronze Medallion
- ⚡ **Minor Award:** Silver Leaf of Gallantry
- ⚡ **Award:** Golden Cluster of Heroism
- ⚡ **Major Award:** The Iridium Star
- ⚡ **Highest Award:** The Medal of Honor

Archenar People's Republic Medals

- ⚡ **Certificate:** the Scarlet Banner
- ⚡ **Minor Award:** the Order of Patriotism
- ⚡ **Award:** the Order of Heroism
- ⚡ **Major Award:** the Order of Victory
- ⚡ **Highest Award:** The Order of Archenar

ADV: The modifier on the next Advancement Check

Medal: Check target on 2d6 to grant the character a medal. May use Soc DM or the Interaction Modifier for roll, but a natural 2 is always a failure. If the first roll is unsuccessful, the player may roll again for the Medal in parenthesis with a +2 DM on the roll.

GROUND FORCES MISHAPS

Roll Mishap

- 1 Career Ender:** The character is summarily court-marshaled (ending the career entirely, no Leave of Absence) having been charged with a violation the Service's standards. Roll on Sweep or Recon Table.
- 2 Mistake:** Due to a genuine error on the character's part or by one laid at their feet, protocol is seriously violated or equipment is damaged. The sense of guilt and/or "strong suggestions" from Commanding Officers drive the character away from the career. The character may make this a Leave of Absence.
- 3 Courts Martial:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 The Unwanted:** The character is Mustered Out (entirely, no Leave of Absence) of the service after taking part in a Brutal and controversial action under orders. In fact, the character narrowly missed a Show Trial only because it would expose the true facts. In addition to the Skill roll this term, the character gains rolls on the Assault and Recon Tables.
- 5 Betrayal:** The character is betrayed by a friend backed up by a superior officer and ultimately the Service. This conflicts sharply with the character's sense of honor, discipline or obligation. A Leave of Absence is allowed.
- 6 Psychological Discharge:** The character receives a Psychological Injury following their capture, after a friendly-fire incident, or another mentally traumatic event. Roll on the Psychological Injury Table. The character receives the Benefit for this term an a roll on the Training Table. This is a Leave of Absence unless the player prefers not to.
- 7 Command Responsibility:** The character was exonerated of military charges for the actions of their subordinates, but removed from the branch (entirely) nonetheless as a way of whitewashing the events. No Leave of Absence.

DM: +1 if the Character is an Officer

GROUND FORCES EVENTS

Roll Event

- 11 Training Facility:** The character can either go to the unit's training facility for basic training or become an instructor. If they have skills from any table at 3+, they may become an Instructor.
 - ⚡ *Training Facility:* make a skill roll on Armor, E-War, Support or Training Tables.
 - ⚡ *Instructor:* gain *Instruction* or a Military Contact.
- 12 AI Systems Survey:** The character is tagged to work with an AI Systems Analyst to maximize efficiency. Gain *Computers 1* or *Research* skill or an AI Contact.

- 13 FUBAR:** The character sustains an injury... Roll d6:
- 1 Mortal Injury:** The character suffers a Mortal injury, which reduces one of their Physical Stats by -1 even after Bio-Replacement surgery. The character is offered a Purple Heart if this takes place during the War.
 - 2-4 Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg. Roll d6, if the result is under your Rank, the character is provided a Bio-Replacement, if the result is over the Rank, a Cyber Replacement.
 - 5 Lost Eye:** The character suffers the loss of one of their eyes. Roll d6, if the result is under your Rank, the character is provided a Bio-Replacement, if the result is over the rank, a Cyber Replacement.
 - 6 Mental Scars:** The character is left with emotional problems.
- 14 Opportunity Knocks*:** The character is placed into position for a little bonus with some midnight requisitions...
- ✎ *...If they are willing to take the risk:* the character gets a +1 DM bonus to one of their Benefit Roll. Roll a check of their *Stealth*, *Vehicle* or *Deception* skill to determine if they can keep a lid on this little off-book operation. Failure will result in their getting nothing *and* being asked not to re-enlist next term (an outright court-martial is avoided though).
 - ✎ *...if they turn this into their superior's like a good little soldier:* Gain +2 DM to their Advancement next term. **Also** Gain an Enemy and -2 on next term's Survival Check or make an *Athletics (Coordination)* check, if failed roll on the Injury Table this term due to a "fragging incident." If successful, they played their hand out and lost (no penalty next term).
- 15 Unique Experiences:** The character has been assigned a unique new squadmate... Roll d6:
- 1-2 Dealings with AI:** Due to the need for E-War, AI have become very helpful in the military services. The character spends a considerable time with an AI E-Warrior. Gain *Computers 1* or *Social Science (AI Culture)* and an AI Contact.
 - 3-4 Dealings with Mutants:** The character has several mutants placed into their squad/unit in order to "integrate" them. Gain *Life Science (Mutation) 1* or *Social Science (Mutant Culture)* and a Mutant Contact.
 - 5-6 Dealings with Uplifts:** The character is assigned a member of the Uplift community. Gain *Animals (Veterinary) 1*, or *Soc Sci (Uplift Culture) 1* and an Uplift Contact.
- 16 Insurgency/Counterinsurgency*:** The character is tasked with fighting an insurgency movement. This may include the character training counter-insurgents. Gain one of *Gun Combat*, *Instruction*, *Leadership*, *Recon*, *Stealth*, *Tactics*, or *Survival*. Make a Military Service Roll with this skill.
- ✎ If the character has two of these skills not yet at 1 (i.e. 0-level or not at all), they may take both skills and make a Military Service Roll with one of them. If this roll is failed, they take a Battlefield injury.
- 21 Peacekeeper*:** The character is assigned to work with a Peacekeeping unit in a place where civilian unrest has boiled over or in a world which has been captured from the enemy. These jobs generally do not end well. Roll d6
- 1-2 Hard and Out:** The character had a rough time of it, but they were also able to keep a lid on everything and get out with a minimum of fuss. Gain *Language*.
 - 3-4 Bombing:** The character is hit with an explosive device in the course of their duties. Make a roll on the Battlefield Injury Table. The character has a good deal of time in rehab: Gain a skill roll on the Training Table. Also Gain *Languages 0* (or add the specific dialect used in that colony).
 - 5 Haunting:** The character is haunted by what they experienced. Gain a roll on the Sweep Table and a Psychological Injury. Also Gain *Languages 0* (or add the specific dialect used in that colony).
 - 6 Keep Hope Alive:** The character meets an incredible family during their tour. Gain 1 Ally (the head of the clan) and d2 Contacts (part of their extended family). The character also gets the family help getting out of there (and to the place where they eventually re-settle themselves). Also Gain *Languages 0* (or add the specific dialect used in that colony).
- 22 School-Bound:** The High Command sends the character to one of the Academies (see Page 11) *next* term. The character does not have to give up a Benefit Roll as a result.
- 23 Local Hostilities Escalate*:** The character is involved in a situation of escalating hostilities as a local dispute or insurgency boils over. Gain one of *Gun Combat*, *Heavy Weapon*, *Recon*, or *Tactics*. Make a Military Service Roll with this skill at a -1 DM. If the roll is unsuccessful, make a roll on the Battlefield Injury Table.

- 24 Fast Attack Raid*:** The character takes part in an action that involves Fast Vehicular action. If the character has a Vehicle Skill or *Heavy Weapons* skill, make a Military Skill Roll using either skill, if successful gain the skill. *If the character does not have either skill, they receive either (Vehicle Skill) 1 or Heavy Weapons (something capable of vehicle mounting) 1.*
- 25 Convoy Duty*:** The character is sent on convoy duty, which is either endless monotony or frantic action. Welcome to the Redball ladies and gents. Roll d6
- 1-2 High Rollin':** The character gains *Flyer (Grav)*.
 - 3-4 Low Rollin':** The character gains *Drive* (any specialty).
 - 5 Sea Legs:** The character gains *Seafarer* (any specialty).
 - 6 To Orbit:** The character gains *Pilot (Small Craft)*.
- 26 Take and Hold:** The Ground Forces are designed to take and hold a position, to dig in and outlast other forces.
- ⌘ **(Wartime) Hill Black Echo-Nine:** The terrain makes it a dangerous, but highly strategic spot. Make an MSR based on *Tactics*, *Leadership* or their Specialty Skill, this roll indicates whether the position was held or not and the rewards. If the roll was a success, select a skill off of the Assault Table. If the skill roll was a failure, roll for an Battlefield Injury.
 - ⌘ **(Post-War) Listening Post 2289-1:** The post is dangerous, but the action is all in cyberspace. Take a skill roll on the E-War skill Table and make an MSR based on that. If the MSR is a failure, the character is given a Cyberburn when their Avatars are shredded by enemy ICE (-1 to Int, Edu or Dex; can be restored as a Severe Injury, pg 178-179).
- 31 Punishment Detail:** The character is placed onto a punishment detail after some imagined slight towards a "superior" officer. Roll d6
- 1 Munitions clearance:** The character has the extremely dangerous job of Munitions clearance. Gain *Explosives*, and roll the skill with a -2 DM. If the roll is unsuccessful, the character suffers the worse of two injuries from the General Injury Table (or use the FUBAR, Event 13 on this table).
 - 2-3 Body Detail:** The character was picking up dead bodies for burial for a long time this term.
 - 4-5 Watch Detail:** The character spent a good deal of time on watch over a particularly difficulty posting. Make a check of their *Recon* or *Notice*. If successful, they did not raise too many false alarms or make any major blunders. If unsuccessful, they did and have a -2 DM to their Advancement Check next term.
 - 6 Sudden Attack:** While the character was engaged in one of the above, they were attacked by enemy forces. Use a combat skill, *Tactics* or *Leadership* for a Military Service Roll. If the roll is successful, gain a skill check on the Sweep Table and any medals that apply. If the roll is unsuccessful, sustain a Battlefield Injury.
- 32 Hard Place*:** The character is placed into a rugged environment. Roll d6:
- 1 ...in Space:** While the Army usually doesn't sent its personnel into space (Protected Forces generally do that), they sometimes have to on larger space stations/colony habitats. Gain *Vacc-Suit*, *Zero-G*, or *Physical Science (Physics)*.
 - 2 ...in Hellworld:** These are the kind of planets that try soldier's souls, terrible and sometimes awesome. Gain *Vacc-Suit* if you presently have the skill under 2 (for HEV use), if you exceed this minimum: gain *Survival and Space Science (Planetology)*.
 - 3 ...Under the Sea:** Undersea Habitats can require troops to hold, liberate or otherwise deal with, something the wetnavy used to do. Gain *Vacc-Suit 0* (for the liquid breathers) and one of *Seafarer*, *Survival*, or *Gun Combat*.
 - 4 ...in the Cold:** Sometimes on harsh worlds, sometimes on otherwise pleasant planets arctic zones. Gain *Survival* or *Animals (Riding)*.
 - 5 ...Amid the Green:** Forests, swamps and other vegetation shrouded areas can prove most challenging. Gain *Survival* or *Recon*.
 - 6 ...of the Vertical Sort:** Sheer cliffs and rock faces litter practically every world, and make such great placements for troops to nestle. Gain *Athletics (Climbing)* or *Flyer (Grav)*.

Twilight Sector

- 33 Fiasco:** The character is involved in a military action that turns into a complete and utter fiasco. Use a Combat skill or *Tactics* with a -2 DM for a Military Service Roll. If the roll is a success, the character applies the -2 DM to the medal chance as well. If the MSR Check is a failure, the character suffers a -2 DM to their next Advancement Check in addition to an Injury.
- 34 Death by Papercut:** The character must fill out forms, more forms and still more forms as they are given the Quartermaster's job and half a year's worth of backlogged reports to complete. Gain *Admin* 1 or a Military Contact in the Quartermaster Corps. Roll the *Admin* skill or suffer a -4 DM on their next Advancement Check.
- 35 Honor Code:** The character loses the respect of their comrades which might be over a nonsensical issue or it could be on account of genuine bad behavior. Either Muster Out this term or take a -2 to both Survival and Advancement next term.
- ✎ If the matter concern genuine bad behavior, gain a Benefit Roll.
 - ✎ If the matter was nonsensical, gain a Military Contact who fought for you and lost, but stays in touch.
- 36 Special Duty Assignment*: Cybernetics:** Cyberdivision wants you! And of course some random body part. Gain a cybernetic enhancement as the Benefit "Implant" but with a budget of 250,000 Cr.
- 4x Roll on the Life Events Table: See Appendix 6, pg 180-187.**
- 51 Cross-Training,** the character is sent to another service...
- 1-2 Inter-service:** The character undertakes inter-service training and may roll on the specialist or service table of any other branch (Marines, Navy, Scout if appropriate).
 - 3-4 Cross-Training, Simple:** Gain a Roll on the Armor or E-War Tables.
 - 5 Cross-Training, Inter-National:** The character lives among their Allies in another nation. Gain *Language* and d3 Military Contacts in the other nation.
 - 6 Military Intelligence Training:** The character is trained to work alongside Military Intelligence. Gain one of *Deception*, *Recon*, or *Stealth*.
- 52 Grindstone*:** The character is involved in a brutal ground conflict. Gain one of *Gun Combat*, *Recon*, or a *Vehicle* skill. The character also rolls a Military Service Roll for the chance at a medal.
- 53 Holding Action*:** The character is placed well into harm's way, but they are also fighting for purpose as they cover someone else's retreat. Make a Military Service Roll with any combat skill, *Tactics* or *Leadership*. If successful, gain in that skill as well as a +2 to the next Advancement Check above and beyond what is called for by the MSR check. If the roll is unsuccessful, make a roll on the Injury Table.
- In addition to/Independent from the result of the MSR,** make a d6 roll (DM of +1 if the MSR was successful):
- 1-4 Captured!:** The character's next term is spent in the custody of the enemy. See: "Captured!"
 - 5+ Escape:** The character was able to get away at the end of the holding action.
- 54 Psionic Assault:** The character is attacked by a Psionic Assassin. Roll d6:
- 1-2 Brain vs Gun:** The character has a chance to kill them before they can sink their psychic claws into them. Roll an attack skill check. If the roll fails, roll on the Injury Table. If the Check is a success, the character gains in that skill.
 - 3-4 Mind Tricks:** The character is taught some tricks to keep out intrusive psychics. Gain *Anti-PSI*.
 - 5 Become the Hunter:** The character is tracking the Psionic, and has been provided with special equipment and training to assist the eradication of the threat. Gain one of *Recon*, *Life Science (Psionology)*, or a Psionic Protection device.
 - 6 Triggering Event:** Gain PSI (3 if the character has PSI 0, or +1 if they have some PSI already) plus Roll on the Psychological Injury Table
- 55 Bomb Disposal:** The character receives training for Bomb Disposal. Gain *Explosives* 1 *Engineer (Electronics)* 1 or *Physical Science (Chemistry)*. The character *has the option* to make a Military Service Roll with this skill and gain a second skill on the list as a 0-level skill, thus giving them an extra (0-level) skill and the chance for a medal, but a failure of the MSR (negative Effect) will result in a FUBAR (see Event 13).

- 56 Mentor:** A superior officer (or if the character is of higher rank, a politician) takes interest in your career. Gain in *Leadership* (up to skill level-2 if already possessed) or d3 Military Contacts.
- 61 Operation Hurry and Wait:** The character is ordered to make a mad dash to a distant location, then ordered to sit for an extended period until they get relieved.
- (OC) The character may opt, if they wish, to make a roll on the Life Events Table or gain *Social Science (X Topic)*.
- (APR) The character gains *Carousing* or *Gambler*. Bet you either know how to party or have someone who'll teach you, comrade.
- 62 Secret Mission*:** The character is tapped for a Secret mission
- (OC) which they undertake to the best of their abilities. Roll a check of a Combat Skill or Vehicle Skill. If the roll is a success, gain that ability. If the roll is a failure, roll on the Injury Tables.
- (APR) ...that involved long term infiltration among the OC/FPA civilians. You have an ID that is good within the OC and a bank account there with d6x1000 Cr remaining. Roll a check of a Combat Skill or Vehicle Skill. If the roll is a success, gain that ability. If the roll is a failure, roll on the Injury Tables or lose the fake ID (player choice).
- 63 Captured!*** The character was taken by the enemy during an action.
- (OC, during the war years) The Expansionist State camps were death camps, modeled after the worst excesses of the Khmer Rouge and Bataan; Lose 2 End and 1 Str, but gain d3 Allies and *Survival* 2. If the character's *Survival* was already a 2 or higher, gain *Instruction* and *Leadership* instead.
- (OC, after the war years) The APR places a "kinder, gentler" face on their prisons, but it is still a Convict sentence of d3 terms on a Prison Planet before a release is secured (unless the character escapes before this, automatic re-qualification if they do so).
- (APR) The military prisons of the Free People's Alliance were better than boot camp. Lose -1 Soc, and gain an extra Physical Development Table roll.
- 64 Hearts and Minds:** If during the war years, the character is trying to win over a population in a system that was with the other side. If afterward, the character is dealing with a local government that has rebelled against the state and has been tamped down by force...
- (OC) The character gains *Confidence* and an Ally among the locals
- (APR) The character gains *Interrogation* and *Leadership* 1 as well as an Enemy among the locals.
- 65 Suicide Mission:** The character is given a mission that is sure suicide. The *player* has two options:
- (OC) **First, deus ex machina:** If the players opts to have dumb luck save the character, they broke the right (body/equipment) part or missed the right transport or did something else that somehow left them alive but the rest of the unit dead. Guilt will make them have a -1 DM for Survival Checks for the rest of this career.
- (APR) **First, dodge it:** the player could have a mentor figure or someone in the Party who owed the character (or their parents, or their favorite lover) a favor. This benefactor pulls the character out at the last minute. Gain an Government Contact in the Party and an Enemy who was related to someone who *did* die in the character's place.
- (For both nations) **The second option is to go through it.** This triggers an "Iron Man Session" series of checks, a minimum of two a maximum of three in any skills from the Service or Specialty List. For each of these checks, failure indicates that the character has died, welcome to old school Traveller. Every success advances the skill rolled. The Effect of each roll is added to come up with a single total for the medal to be awarded the character. (Note the lack of an asterisk, this event is hard enough as-is, Referees may treat it as an asterisk event if they deem it appropriate)
- 66 Automatic Promotion:**
- (OC) The character is brevetted to the next higher rank. If they make their Advancement Check next term (advancing as normal), they proceed normally with their career. If they do not, the military cashiers them after the next term as a "war hero" that has peaked.
- (APR) The character somehow managed to get the promotion they actually deserved, even in the Archenar People's Republic, the sun does shine sometimes.

JOIN THE FORCE!

TO PROTECT AND TO SERVE



Training Day

Law Enforcement isn't just a job, its a way of life. When you become a Bronze, you are stepping into the boots of men and women that have given up a lot of blood, sweat and sacrifice for civilization. Because that's what you do here: you *will* preserve civilization. That may sound grandiose. It isn't. Sometimes it stinks. All too often it is a compromise. Sometimes it pays off a little, but in the long run it pays off major social dividends.

I don't know why you joined, I suspect it's about a lot of things: respect, duty, service. A lot of Dorlass Turnips I say. If you are here to make lives better for people, best take the long view. That's the one that pays off. If you are lucky you might get to see a glimpse of it, but for the most part you'll deal with petty squabbles, legal glop and frustration. If you're waiting for a heartwarming moment to happen that will justify your sacrifice, step out of line now. *Your* sacrifices will pay off in generations, *your* presence will matter in centuries, *your* efforts will help civilization in the broader context.

Don't expect to *see* it happen though, because that will burn you out and make you useless for the work we need you to do here. And it doesn't matter whether you are handing out tickets to gravcars or busting offworld dope rings. You

are part of a larger dynamic, of instilling civilization in the public, of letting them see the law in action. That is what most of us are about; some of us get to make that job a bit easier by the big cases, but they are still just a fraction of the overall effort.

A few of you — and I don't expect anyone to admit it — are here to bust heads legally, to carry a gun on your hip in a crowded place, to stroke your ego. You **will** get your wishes fulfilled, so congratulations. But step out of line and I'll crucify you. No one wants a corrupt cop, especially the one's who will suffer for your indiscretions.

Make my job harder, and I'll make your life miserable. Make the force look bad, and I'll erase you altogether. Now get out there and do something right.

TWILIGHT SECTOR LAW ENFORCEMENT OFFICER

Law Enforcement is the backbone of every community, they uphold the peace, ensure public safety and provide the most visible presence of the government in most areas outside of military bases and bureaucratic agencies. A wide variety of different types of LEOs (Law Enforcement Officers) are found with the Extended Basic Training Packages for this career; but just as there are significant variations between different states, there are also significant variations *within* them so these should not be taken as stereotypes for entire states. Another consideration for LEOs is the Agency they work for, which can be National (the Interstellar State), Local (Autonomous governments within the state in the Confed, Provinces or other interior divisions in places like the APR.), or Regional (semi-autonomous or specifically defined subsections of a locality down to small towns).

Advancement/Survival

	Survival	Advancement
Rank 0-3	Dex 6+	Edu 6+
Rank 4-6	Int 5+	Edu 7+
Rank 7-8	Soc 4+	Int 8+

Qualification: Int 6+

DMs: -1 for each previous non-military career, +1 for having a military career, -3 for having Convict Background (and only Local or below Agencies will take ex-Convicts normally)

DMs: +1 DM to Advancement if Skill from Leadership last term, -1 DM to Survival if skill from Tactical last term.

Law Enforcement Skill Tables

Roll	Patrol	Tactical	Case	Support
1	Comms	Gun Combat	Empathy	Computers
2	Vehicle	Gun Combat	Investigate	Sensor
3	Recon or Notice	Melee (Unarmed)	Investigate	Medic
4	Streetwise	Melee (Club)	Interrogation	Science
5	Melee	Explosives	Streetwise	Advocate
6	Gun Combat	Stealth	Recon or Notice	Eng (Electronics)
Roll	Leadership	Training	Orbital	Special Services
1	Leadership	Recon or Notice	Vacc-Suit	Vehicle
2	Leadership	Athletics	Vacc-Suit	Instruction
3	Tactics (ground)	+1 Dex	Zero-G	Animal
4	Admin	+1 Str	Zero-G	Remote Op
5	Admin	+1 End	Eng. (Life Support)	Mechanic
6	Advocate	Stealth	Pilot (Small Craft)	Deception

Rank Table, Orion Confederation Law Enforcement

Rank	IM	Regional (Kansas City PD)		National/Local (KBI)	
0	+0	Officer/Deputy		Officer	
1	+0	Corporal	Streetwise	Mem. Shunt	
2	+1	Sergeant/Constable		Inspector	Investigate
3	+1	Detective	Investigate		
4	+2	Detective Sergeant	Mem. Shunt	Special Inspector	Advocate
5	+2	Lieutenant/ Sheriff	Admin		
6	+2	Captain		Senior Inspector	Diplomacy
7	+3	Commodore			
8	+3	Commissioner	+1 Soc	Superintendent	+1 Soc

Mustering Out Benefits

Roll	Cash	Benefit
1	3,000	Implant
2	6,000	Ally
3	12,000	4 Shares
4	18,000	+1 Int
5	24,000	Gun
6	48,000	Implant or 6 Shares
7	96,000 (P)	Stateroom Condo

Note: P=Portfolio

LAW OFFICER EXTENDED BASIC TRAINING PACKAGES:

While the following are good examples of the different types of Law Enforcement Officers found in specific interstellar nations, they should not be taken as exclusive examples. The Terran Union has it's "Public Safety" style officers and "Bronze" types, just as the bully enforcers are not limited to the APR. The examples given are simply exemplars of a type, nothing more.

APR Prefect Droog: In the APR, the Droog walks that fine line between police officer and syndicate enforcer... usually on the side closer to the Syndicate Enforcer. Droogs are often "on the job" training under a Droog mentor that treats them like a slave and berates them, often beating them ("a little bit of the old ultraviolence") mercilessly.

Athletics (Coordination) 1, Deception 0, Drive 0, Gun Combat (Slug Pistol) 1, Investigate 0, Melee (Club) 1, Sensors 0, Streetwise 1, Recon 1

Confederal "Bronze": The Confederals take a much more "cowboy" approach to their law enforcement, as best typified by the Bronze, a Frontier Law Enforcement Agent which operates often days if not weeks from their official postings. Granted expansive powers by most local government, the Bronze can be a hero, a zero or a criminal with a badge depending on the location and the proclivities of the man given the power.

Advocate 1, Computers 0, Comms 0, Vehicle 1, Gun Combat (Slug Pistol) 1, Investigate 0, Melee (Club) 1, Streetwise 1, Recon 0

Oster Public Safety: Really more of a secret police than a police, although in the Oster Republic the two are indeed one and the same. This makes the whole "Secret" concept somewhat superfluous. Often

considered little more than Jack Booted thugs, they can also conduct reasonably efficient investigations.

Advocate 0, Computers 1, Comms or Vehicle 0, Deception 0, Gun Combat (Energy Pistol) 1, Investigate 1, Melee 0, Streetwise 1, Recon 1

Shenzhou Peace Officer: The Shenzhou often reflect that the duties of a law enforcer straddle the line between what most interstellar nations would consider a social worker and a cop. The Shenzhou however are also well-known for the curiously capable practitioners of what they call the "Gentle Hand" (presumably, 'of society' is implied).

Athletics (Coordination) 1, Social Science 0, Vehicle 0, Gun Combat (Energy Pistol) 1, Investigate 1, Melee (Club) or (Unarmed) 1, Sensors 0, Streetwise 0, Recon 1

[Generic] Customs Agent: Customs agents provide for security at borders, internal and external. This agent is the sort that can be found in any port authority hangar, searching cargo that is dangerous or illegal. Most of the Customs Agents for the High Port have or will take the Orbital Mechanics Academy (see 30th Century Education).

Advocate 1, Computers 0, Comms 0, Gun Combat (Energy Pistol) 1, Investigate 1, Streetwise 1, Recon or Sensor 1, Vacc-Suit 0, Zero-G 0

Union Law Enforcement: The Terran Union Law Enforcement is atypical of the kind of standard police force officer found in the 30th Century.

Advocate 0, Athletics (Coordination) 1, Computers 0, Comms or Vehicle 0, Gun Combat (Energy Pistol) 1, Investigate 1, Melee (Unarmed) 1, Streetwise 1 or Recon 1, Recon 0 or Streetwise 0

Investigate? Notice? Recon? Empathy?

A very satisfying element of the Traveller system is the fact skills overlap. In many cases, the character can produce results with either of two skill sets, although sometimes this involves a Referee imposed DM. With some of the new skills introduced in *Tinker*, *Spacer*, *Psion*, *Spy*, the player might well ask: *which skills do I need?*

The answer is a question in return: *which skills reflect the character you want to create?* A LEO with high *Investigate* or *Notice* is the kind that picks up on facts, subtle clues in their surroundings. If the skill is *Investigate*, they are forensically inclined, and might want to use sensor data and hard evidence to form theories; if *Notice*, they are more generalists, who need their eyes and ears and make intuitive leaps but with less specific results. The LEO with high *Empathy* understand people, knows what the "tell" for a particular individual might be and understands how best to get what they need from that. A character need not have them all. Pick at least two of these skills (*Investigate*, *Empathy*, *Notice*) for good coverage.

The LEO with high *Recon* is a street-hardened officer who knows when to duck and what to avoid. He isn't dead to his surroundings, but he might miss a small unobtrusive (and not overly dangerous) clue. This is particularly true if it is not out of place in the setting. For them, Poe's "Purloined Letter" is invisible. *Recon* is *Notice* hardwired to your reflexes, looking more for danger than coalescing scattered data. Better to have *Recon* for an ambush however.

LAW ENFORCEMENT MISHAPS

Roll Mishap

1 Local Interference: The character is removed from their position by a local governmental authority. Gain a skill roll on the Case Table and receive a Government Enemy. A Leave of Absence is allowed for this result.

2 Mistake: Either due to a genuine error on your part, or by one laid at your feet... (d6)

(OC) for characters from the Orion Confederation, use the following.

1-2 Under Suspicion: ...someone in your custody dies. The guilt and negative press drive you away from the career (Muster Out entirely)

3-4 Writ Troubles: ...there is a problem with one of the writs used in the case, which creates a legal firestorm that eventually lets the perp walk. In frustration, you take a Leave of Absence.

5-6 Evidence Tampering: ...the physical evidence required to put away a major criminal disappears. The character had the means to deal with it, so they take the blame. It is strongly suggested that they take a Leave of Absence. Re-qualification is at a -3 DM (if passed they either could not prove or discovered the real culprit).

(APR) for characters from the Archenar People's Republic, use the following.

1-2 Under Suspicion: ...someone that the state wanted to keep under their "care" managed to slip the noose on your watch. (Muster Out entirely, No Leave allowed)

3-4 Writ Largess: ...there was no writ (not even a General Writ) and the Court had to circumvent the Charter of the Republic, which it can do, but is politically embarrassing. A Leave of Absence is allowed.

5-6 Evidence Tampering: ...the physical evidence 'requested' by the Eyes simply did not show up and they blamed the character for it. A Leave of Absence is allowed for this result.

(For Both Nations) Use the following two

⌘ *If the problem was not your fault,* gain a LEO Contact who knows you were innocent.

⌘ *If the problem was truly guilty,* gain the Benefit Roll otherwise lost from this term. They also have a secret past that may come back to haunt them.

3 Legal Troubles: *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*

4 Criminal Assault: The character was attacked by a criminal, angered by the character's part in their personal downfall. Select one of the following outcomes.

⌘ *The character's family, Romantic Partner, or an Ally was killed in the crossfire.* Select one, if it is an Ally or Romantic Partner, the character gains a roll on the Tactical Skill Table. The character files for a Leave of Absence afterward and is haunted by their passing for at least d6 terms (after which they can return if they like).

⌘ *The character sustains a mortal injury,* and even after receiving full Bio-Replacement one physical stat is reduced by 1. The character does not lose their Benefit this term, and if they pass an *Athletics (Endurance)* and an *Athletics (Coordination)* test they may stay on in this career.

5 Civilian Injury: A civilian is placed into jeopardy. If the character acts, roll on the Injury Table and make a roll of *Athletics (Endurance)*. If successful, the character managed to save the civilian, gain an Ally (the civvie or a close relative). The Board of Inquiry however still suggests it was all the characters' fault and makes them into the fall-guy, causing them to resign in disgust. A Leave of Absence is allowed for this result.

6 Accusation: The character has an accusation leveled at them for misconduct. Even after the humiliating, in-depth going over by internal affairs is over, you decide the time has come to leave. A Leave of Absence is allowed for this result.

⌘ *If you were really guilty of the crime,* gain a skill roll on the Tactical or Case Table and retain the Benefit from this term.

⌘ *If you were **not** really guilty of the Crime,* gain a skill roll on the Leadership Table but the Benefit for this term is lost as usual for a Mishap.

7 Politics: Due to politics at the higher level, you are forced into an "Extended Leave of Absence" which is may as well have been called what it really was: "permanent" (not really a Leave of Absence in game terms). If you wish to, you can try to switch agencies however, re-qualifying for the career at the local/regional level.

DM: +1 if the Character is a National LEO

LAW ENFORCEMENT EVENT TABLES

Roll Event

11 Thrilling Chase: The character becomes involved in a thrilling chase, dogfight or other vehicular adventure. Roll against one of the Vehicle skills possessed by the character. If the roll is a success, they gain one in the skill rolled. If the roll is a failure, roll on the Injury Table and gain either in that skill (they still learned some tricks and what not to do) plus an Academic Contact in the medical field.

12 School: The character is enrolled next term in a program within their agency that gives them access to an academy. See Academic Packages (see Page 11), but do not sacrifice the requisite Benefit.

13 Incident: The character becomes involved in a major incident that causes them to have professional problems. Their next Advancement Check is an automatic failure.

14 Corruption Chance: The character gains the chance to indulge in a little off-book action.
 ✎ *If they go bad,* They can make an Immediate Cash Roll with a +1 DM if they accept this challenging new role (a shady agent/cop/inspector).
 ✎ *If they instead turn the others into their superiors,* the character gains +2 Advancement next term. **Also,** gain an Enemy and -2 on next term's Survival Check as there is always someone left inside the agency to "pay them back."

15 Country Mouse/City Mouse: The character's regular "beat" is turned upside down. If they are an urban cop, they are given a short term assignment away from the urban environment or vice-versa. Gain *Streetwise* or *Survival* as appropriate (if the character has both, assign to the lowest of the two).

16 Friends in Low Places: On job related tasks, the character spends a great deal of time in seedy dives and other questionable locations. The character acquires *Streetwise* 1, *Deception* 1 or d3 Street Contacts.

21 Job Lure: The character is offered a chance at a job far away. How far? Roll or select

1 On-Planet: Not a long way at all, hardly a change of scenery.

2 In-System: There are lots of job opportunities in the less-developed parts of the system (or conversely there are more openings in the primary world). If the character is going from the primary world to a secondary/tertiary world, gain a skill roll on any table. If the character is going from the secondary to the primary, gain *Language*.

3 Neighboring System: The character was sought out either (player choice)
 ✎ *...because they have heard of you,* in which case they are given +4 Advancement next term when they get there (making them a shoe-in for the next Rank);
 ✎ *...or because the distant world's force has need of your special knowledge of a particular problem, or a particular offender.* If this is the case gain a *Social Science (Psychology)* or other appropriate *Science* specialty).

4 Neighboring Sector: The situation is similar to the above. Use that result, but the distance is longer.

5 Neighboring Nation: In the Confederation this usually means the APR, but it could also be the Union. This is still somewhat more dicey. Lose half of the character's Contacts not because they have left the area but for political reasons.

6 Other side of the Known Galaxy: The character has a friend they met in the War (even if they were not a combatant) that has lined something up for them in an interstellar nation on the other side of the Known Galaxy. Drop all existing Contacts (or closer to the truth, leave them behind) and gain d3 new Contacts in the place where they are going.

Note: Contacts stay do not follow the character, but one Ally might accompany the character. Note what Contacts have been left behind in the old location, and which are picked up on the "new location."

✎ *If the character accepts the job,* they receive an extra Immediate Cash Roll taken as if a roll on the Cash table equal to their rank. (i.e. a Rank 3 LEO will receive the monetary reward they would have if they rolled a 3 on their table).

✎ *If the character refuses the job,* they earn the respect of their current colleagues +2 Survival or Advancement Check next term (choose after roll).

22 Maverick: The character is seen by their new boss as a maverick (and if they are the usual type of PC, they probably are). Gain a Rival (their Boss) and a skill roll on the Case or Tactical Tables.

- 23 Dangerous Curves:** The character gets involved in a dangerous romance while on duty, one that gets them into some difficulty. Roll d6:
- 1-2 Physical Danger:** Someone tries to harm them as a result of this liaison of danger. The character must make a check on any combat skill (*Melee, Gun Combat*, etc.). If the roll is a success, the romantic Rival (or the subject of their romance in a honeypot scheme) will fail to harm them, and the player advances that skill. If the roll fails the character will get a roll on the Injury Table.
 - 3 Employment Risk:** The character is targeted for removal because of their lack of judgment unless they manage to defend their actions. Make a check of *Advocate* or be dismissed from the agency next term. If the roll is a success, the player advances that skill.
 - 4-5 Personal Blowback:** The character's connection with their Allies, Contacts or Romantic Partners are threatened by the liaison. The character loses either: d3 Contacts, their Romantic Partner, or 1 Ally. If they have none of these things, they are still considered to be an object of some shame around the bullpen by their colleagues ("yeah... that's *that* guy over there").
 - 6 Hidden Compromise:** The character has a choice, either face the Review Board as result "3" or allow the dangerous romance to become a hidden weak spot others can exploit. Take a -1 DM to their Survival Checks for as long as they stay in this agency.
- 24 Undercover Opportunity:** The character spends a moderately long amount of time in an Undercover activity this term. The character has an Official ID they can use (their agency is aware of it of course, but others in the government or larger corporation may not be). Gain either *Deception* 1 **or** d2 Contacts known by their alternate identity.
- 25 Performance Evaluation:** The character gets an excellent Performance Evaluation because they earned it. Make a roll on any one skill table for the career. Make a check of the skill rolled. If successful, the character gains a +2 DM to any Advancement Checks next term; if the roll is unsuccessful however, the character 'bought' their performance mark at a cost of d6 x 1,000 Cr.
- 26 Fines and Levies:** The character is fined for their behavior in court during a trial (they were right however), **either** lose the Benefit Roll from this term **or** incurs a legal debt of 5,000 Cr in combined legal fees and fines stemming from their outburst.
- 31 Network of Contacts, the Unusual Suspects:** The character develops some Contacts that do not walk the normal path (d6):
- 1** d6 Mutants, one of whom has a Skillset of interest, roll on Contact Table D.
 - 2** 1 centennial plus their entourage. This centennial is a busybody, always getting in the way although they do occasionally "get lucky" and solve a case (surely by accident).
 - 3** d3 Foreign Nationals. They are either LEOs in their home, or rolled as (random) Contacts.
 - 4** d3 Uplifts Contacts.
 - 5** d2 AI Contacts.
 - 6** 1 uncategorized Contact.
- 32 Psionic Investigation:** The case takes a turn into Psitown. Gain *Life Science (Psionology)* 1 **or** *Anti-Psi*
- 33 Conspiracy inside of the Agency:** The character becomes aware of a conspiracy that extends all the way through the system, above and below their position. Make a roll of *Investigate, Admin* **or** *Notice*.
- ⌘ *If the roll is a success*, the character is able to sidestep the conspiracy long enough to slip information to a superior. Gain a +2 DM to both Advancement and Survival next term.
 - ⌘ *If the roll is a failure*, make an *Advocate* check and pick (if successful) or roll (if unsuccessful) on the Legal Troubles (pg 173) this term as they are set up for a crime they did not commit.
 - ⌘ *If the character got an Effect of 0*, they know about the frameup in advance and can slip away if they wish (Mustering Out but becoming a fugitive with a Hunted Penalty of 2, see pg 58,).
- 34 Many, Many Wonderful Mentors:** For some reason unbeknownst to anyone outside of the police academy, the character is assigned a rookie (if the character is themselves in their first term, this is a civilian associate of the agency). Gain *Instruction* and roll a check against the skill (with their Career Interaction Modifier as a +DM) to determine if the rookie becomes either an Ally (success by 3 or more), Contact (success) or Rival (failure).

35 Time Away: The character spends a lot of time away from their home interstellar nation or culture group within that nation. Gain 1 Foreign (player choice) Contact and *Language* skill.

36 Tragedy: A civilian is placed in jeopardy, and may become hurt during an operation. Roll d6:

1-2 Bystander: They are struck in the crossfire. Make a roll of *Athletics (Endurance)* or *Medic*. If successful, the character managed to save the civilian, either by carrying them away in time or by treating them themselves. Gain a Contact (the civvie or a close relative). If unsuccessful, the character is wracked with guilt, treat as Post-Traumatic Stress with a PDI of d3+1.

3-4 Human Shield: The character has a choice, they see the situation and have a chance to cover the civilian...
 ✎ *Heroic gesture:* The character rolls on the Injury Table and "takes the hit" for the Civilian in distress. The character has a +2 DM for Advancement next term.
 ✎ *To Serve, Not Protect:* If they allow the Civilian to come to harm (while looking like they tried), they are read the riot act by their superiors and allowed to go home. Take a -1 DM to Survival (guilt) or a -1 DM to Advancement (suspicion) next term.

5 Don't Make Me Hurt Her: The character is placed into the classic dilemma, with a criminal threatening to harm an innocent civilian unless they (back away/let them go/drop the gun). Roll Int, if the check is a success, the character is able to figure out some way of getting around this conundrum. If the roll is failed, they have a -4 DM to Survival next term, failure automatically giving them Mishap 5 (and a second chance to save the civilian even if they end up being drummed out).

6 It's a Trap!: The character is lured into a trap that looks to be an innocent civilian in distress, but is really designed to get the character into a place where the criminals can either get away or do the character some harm.
 ✎ *To Get Away:* The character can make a *Recon* or *Notice* check. If they make it, they see through the deception in time and can still make the collar. If not, they are humiliated back at the precinct. -2 DM to Advancement.
 ✎ *Do some Harm:* If this is all to trap the LEO into a situation where they can be harmed, make two rolls against different Combat skills (*Gun Combat (Slug Pistol)* and *Melee (Unarmed)* for example) or one Combat and one Non-Combat skills (a Vehicle skill, *Medic*, *Notice*, *Athletics (Coordination)* all would be solid choices). The fight involves both, and the character is injured if either of them fail. For each success however, they manage to take out more goons, translating into a +1 to Advancement or Survival Checks next term (player's choice).

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Psionic Assault: In the course of their duties, the character is attacked by a Psionic; but... (Player choice)
 ✎ *Hidden gains:* ...the attack is so vicious and so primal that it manages to tear open the character's hidden abilities. Gain PSI 3 (if the character has PSI 0, or +1 if they have some PSI already) plus Roll on the Psychological Injury Table.
 ✎ *Teachable Moment:* ...the character gains *Anti-psi* skill and a mild case of Post Traumatic Stress (PDI 1, see pg 177).

52 Network of Contacts, The Usual Suspects: The character develops some of their Contacts on the streets (or in the local region). Gain d3+1 Street Contacts, 1 Syndicate Contact, or d2 Criminal Contacts

53 Time in Space: The character spends a lot of time in space.

1-3 Whistling in the Dark: The Character gains *Vacc-Suit 0* and *Zero-G 0*; if both of these skills are already possessed, gain a skill level in one of them. Also gain a Tinker Contact.

4-5 High Street Beat: The character spends time in the Spacer community in order to find a killer from dirtside. Make a *Investigation* or *Empathy* Check. If it is a success, gain 1 Spacer and 1 Tinker Contact. If it is a failure, gain 1 Contact, either a Spacer **or** a Tinker. And the killer got away, -1 Advancement DM.

6 Do You Have Anything to Declare?: Customs work is the first line of defense. Gain *Notice 1*, *Sensors 1* or *Physical Science (Chemistry)* while searching out contraband, and a Spacer Contact.

54 The Big Collar: The character plays a key role in a successful collar or mission outcome. The character increases their *Investigate* skill. **Also ...**

- ✎ If they have a Rank of 1 or 2, they also increase their Advancement Check next term by +4.
- ✎ If they have a Rank of 3 or 4, they increase the next Advancement Check by +2
- ✎ If Rank 5 or above, they gain a Government (National LEO) or Government (Authority) Contact

55 Friends in High Places: The character has to perform long-term in the upper echelons of their home society. Character acquires one of: *Diplomat* 1, *Steward* 1, 1 Government Contact, d3 upper class Civilian Contacts.

56 Unique Experiences: The character is given a new partner... Roll d6:

1-2 AI: The Character is set up with an AI Partner for this term. Gain *Computers* 1 or *Social Science (AI Culture)* and an AI Contact.

3-4 Mutant: The character spends a great deal of time in the mutant community and is partnered with a Mutant cop. His/Her territory, play nice. Gain *Life Science (Mutation)* 1 or *Social Science (Mutant Culture)* and a Mutant LEO Contact.

5-6 Uplifts or K9 My @\$\$: While Uplifts usually stick to their own communities, sometimes they loan themselves out to human departments for future resource considerations. Gain *Animals (Veterinary)* 1, *Life Science (Uplift Species)* 1 or *Social Science (Uplift Culture)* and an Uplift Contact.

61 Community Policing: A good deal of law enforcement involves being close to the community.

(OC): The character spends time with the people of the Confederation, involved in community policing. Gain d3 "average citizen" Contacts and a roll on any of the civilian skill tables.

(APR) the character learns interrogation techniques, add *Interrogation*.

62 Layers of Government: The Law Enforcement Agencies often have to deal with multiple levels of government.

(OC): The character has the opportunity to deal with several different layers of the complex political system in the Confederation, increase *Admin*, or *Social Science (Politics)*.

(APR) The character has to deal with someone above or below their status level, gain either *Diplomat* (dealing with the upper-level) or *Deception* (dealing with the lower).

63 Inter-Agency Rivalries: LEOs often have to deal with different agencies within their own government.

(OC) The character has to deal with another agency, possibly from an entirely different level of the government (KBI vs. OSS), gain *Advocate* or *Stealth*.

(APR) These inter-agency fights have serious blowback, roll against an attack skill; if the check is a failure, roll on Injury Table; if the check succeed, gain in *Deception* or *Advocate* as the character is forced to either cover it up or face the Citizens' Inquisition.

64 Behind Enemy Lines: The investigation takes the character to another nation. Gain *Language* and...

(OC) *Stealth* 1 or *Social Science (Politics)* and a Foreign Contact (Criminal, Espionage, a counterpart LEO, or Trader are all good ideas, but the specific type is left to the player to decide).

(APR) *Deception* 1 or *Carousing* and a Foreign Contact (Authority, Espionage, a counterpart LEO, or Trader are all good ideas, but the specific type is left to the player to decide).

65 Precursor Involvement: The characters investigation/mission runs into a Precursor-influenced situation. An Espionage Agency and Government officials quickly take over, but they still have to deal with the mess.

(OC) Gain *Space Science (Precursors)* 1 or an Espionage Contact. The OSS generally uses LEO's from the area (regional or local government) for securing the perimeter but no further.

(APR) Gain *Admin* (forms, forms and more forms) and *Interrogation* 0 (if the character has Interrogation already in something other than Torture, they can add one to that speciality).

66 Automatic Promotion: The character lands a promotion.

(OC) The character has risen quickly through the ranks thanks to their good timing and handling the right case, but roll *Admin* or have the promotion connected to a "lateral shift" away from the character's home agency (i.e. they are offered a higher position in **another** agency).

(APR) The Character is promoted to the next higher rank because...

⌘ *You know where the bodies are buried* (gain 1 Rival, former superior),

⌘ *Hardship Case:* have been granted the promotion after difficulty imposed upon the character from on high (roll on Injury Table, they will "fix" it for they but bear the scars; receive fully paid Bio-Replacement medical care).



TWILIGHT SECTOR PROTECTED FORCES

The Protected Forces, Space Troopers, or (as they are known in the Confederation) the Star Marines, are soldiers that are attached to, or carried on, starships. These forces are distinct from both the Space Service (Navy) and the Ground Forces (Army) although they share elements of both. Protected Forces are also commonly used for sentry/security in diplomatic missions, government, and (space) naval installations because of their widespread deployments.

Advancement/Survival

	Advancement		
	Survival	Officer	Enlisted
Rank 0-3	End 6+	Edu 6+	Dex 6+
Rank 4-6	End 5+	Edu 7+	End 7+
Rank 7-8	End 4+	Int 8+	Edu 8+

Qualification: End 7+

DMs: -1 for each previous non-military career

Commission: Int 8+ or Soc 8+

DMs: +1 for Enlisted Rank 3+, +1 for having Officer Contact, Bonus for earning a medal is equal to "Adv" on MSR chart

DMs: +1 DM to Advancement if Skill from Leadership last term, -1 DM to Survival if skill from Battle Table last term. -2 to Advancement if the character has served in a Convict Battalion.

Protected Forces Skill Tables

Roll	Space Ops	Battle	Recon	Support
1	Vacc-Suit	Gun Combat	Recon	Gunnery
2	Vacc-Suit	Gun Combat	Recon	Explosives
3	Zero-G	Melee	Melee	Navigation
4	Zero-G	Specialist Skill	Stealth	Medic
5	Melee (Blade)	Explosives	Stealth	Eng (Electronics)
6	Pilot (Small Craft)	Recon	Specialist Skill	Interrogation
Roll	Leadership	Training	Drop-Cavalry	Post/Sentry
1	Leadership	Athletics (Coord)	Flyer (Grav)	Anti-Psi
2	Leadership	Athletics (Endur)	Flyer (Grav)	Sensors
3	Tactics (ground)	+1 Dex	Heavy Weapon	Tactics
4	Tactics (Any)	+1 Str	Remote Op	Gun Combat
5	Admin	+1 End	Survival	Melee
6	Advocate	Survival	Mechanic	Recon

Specialist Skill: Specific skills include Comms, Engineer (Electronic), Explosives, Gunnery, Heavy Weapon, Mechanic, Medic, Recon, Remote Operations, Sensors. Specialist Skill set at career selection, and may be altered with Events.

Rank Table, Orion Confederation Marines

Rank	IM	Enlisted	Officer
0	+0	Specialist, 2nd	
1	+0	Specialist, 1st	Specialist
2	+1	Corporal	Lieutenant, 2nd Leadership
3	+1	Sergeant	Lieutenant, 1st Mem. Shunt
4	+2	Staff Sergeant	Strike Commander
5	+2	Master Sergeant	Major Tactics
6	+2	Sergeant Major	Lt. Colonel
7	+3		Colonel +1 Soc
8	+3	Senior Sgt. Major	Brigadier General
		+1 End	Major General +1 Soc

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	1,250	Implant
2	5,000	Ally
3	7,500	4 Shares
4	10,000	Weapon
5	20,000	+1 Soc
6	40,000	Stateroom Condo
7	80,000 (P)	Ship's Boat

Note: P=Portfolio

PROTECTED FORCES EXTENDED BASIC TRAINING PACKAGES:

A Note on the Specialty Skill: Every one of the services below uses a model of Intermediate Training where soldiers are trained in certain specialty areas. While some interstellar nations add to this list all share the following in common: *Comms, Engineer (Electronic), Explosives, Heavy Weapon, Mechanic, Medic, Recon, Remote Operations, Sensors*

UUP Z-Troopers: Like their Army and Navy counterparts, the Marines of these interstellar nations utilize the best equipment and material. Add *Computers* and *Vacc-Suit* to the UUP's list of specialties.

Athletics (Coordination) 1, Gun Combat (Energy Rifle) 1, Medic or Life Sci 0, Melee 0, Specialty Skill 1, Survival 1 Recon 0, Vacc-Suit 1, Zero-G 0

APR/Oster (Jump/Drop) Trooper: The Oster Republic is unique in that their Army is used for both ground forces and specialized spacecraft carried fighters. They do however have an equivalent to the Marines in their Drop Soldiers, which are launched from pods that are dropped from orbit. Oster adds *Space Science (Cybertechnology)* and *Flyer (Grav)* to the list of Specialties; the APR adds *Flyer (Grav)* only.

Athletics (Coordination) 1, Gun Combat (Energy Rifle) 1, Melee 0, Recon 0, Sensors 0, Specialty Skill 1, Stealth 0, Vacc-Suit 1, Zero-G 1

FPR/Shenzhou Ship's Troops: The Marines of these interstellar nations are unique in that they do not have

specialty skills as such, although a bare minimum training period is provided to all of their Ship's Troops, these soldiers concentrate instead on mastering the basics above all else.

Athletics (Coordination) 1, Gun Combat (Energy Rifle) 1, Medic or Life Sci 0, Melee 0, Recon 1, Specialty Skill 0, Survival 0, Vacc-Suit 1, Zero-G 1

Confederal/APR Star Marine: Confederal Marines are unique in that they use Slug Throwers, and generally do not care if they blow out airlocks or puncture holes in the hull. They are also one of the few among the Marines to maintain the use of melee training in the venerable blade. **Note:** the term 'Marine' is also used for a sub-branch of the Confederation Ground Forces.

Athletics (Any) 1, Gun Combat (Slug Rifle) 1, Heavy Weapon or Physical Science 0, Melee (Blade) 1, Recon 1, Stealth 0, Tactics 0, Vacc-Suit 1, Zero-G 0

Terran Marine: Terra Marines are trained from day one in the use of Battledress, the only service in the interstellar nations that does so. This also leaves less time for other more specific types of training, thus they only get a smattering of the normal compliment of specialization skills. Terrans add *Flyer (Grav)* to their Specialty Skill list.

Athletics (Coordination 1, Powered Armor (any) 1, Gun Combat (Energy Rifle) 1, Heavy Weapon 1, Specialty Skill 0, Recon 0, Stealth 0, Vacc-Suit 1, Zero-G 0

MILITARY SERVICE ROLLS

Characters in Military Service are often called upon to place themselves in harm's way; but they can receive honors for their service. A Military Service Roll (MSR) is generally based on one of the Combat Skills (*Gun Combat, Melee, Heavy Weapons, Gunnery*) or on occasion some other skill as directed (usually *Tactics, Leadership* or a Vehicle Skill).

All of the Events marked with an asterisk (*) will, if made during the Mutant War (more than 3 terms prior to the start of play), be more risky, but offer greater reward. Add a -2 DM to the check and *if successful*, a +3 DM to the Effect. This makes it harder to make the roll (the penalty DM) but if the roll is successful the effort is slightly more "glorious" as a result (the Effect Bonus).

Effect	Conduct...	Adv	Medal	
-1	Bare Competence	0	11+	Certificate
0	Competence	0	9+	Certificate
1-2	Good	+1	8+	Minor Award
3-4	Excellence	+2	6+	Award (Certificate)
5-6	Outstanding	+3	5+	Major Award (Minor Award)
7+	Above & Beyond	+4	4+	Highest Award (Award)

ADV: The modifier on your next Advancement Check

Medal: Check target on 2d6 to grant the character a medal. May use Soc DM or the Interaction Modifier for roll but a natural 2 is always a failure. If the first roll is unsuccessful, the player may roll again for the medal in parenthesis with a +2 DM on the roll.

- Orion Confederation Medals**
- ☞ **Certificate:** Bronze Medallion
 - ☞ **Minor Award:** Silver Leaf of Gallantry
 - ☞ **Award:** Golden Cluster of Heroism
 - ☞ **Major Award:** The Iridium Star
 - ☞ **Highest Award:** The Medal of Honor
- Archenar People's Republic Medals**
- ☞ **Certificate:** the Scarlet Banner
 - ☞ **Minor Award:** the Order of Patriotism
 - ☞ **Award:** the Order of Heroism
 - ☞ **Major Award:** the Order of Victory
 - ☞ **Highest Award:** The Order of Archenar

PROTECTED FORCES MISHAPS

Roll Mishap

- 1 Career Ender:** The character is summarily court-marshaled (ending the career entirely, no Leave of Absence) having been charged with a violation the Service's standards. Gain a roll on the Space Ops or Post Table.
- 2 Protocol Violation:** The character is implicated in a scandal, and the Protected Forces generally have a reputation for being above reproach. While nothing "sticks" (the character may not even be guilty), they are pushed out the door. Gain *Advocate*. A Leave of Absence is allowed, but the character must wait d6 terms.
- 3 Courts Martial:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Sentry:** A breach occurred in an area which the character was performing sentry duty. In the resulting firestorm of controversy, their commanding officers let them know that their continued services were no longer desirable.
 - ⌘ *If the breach was caused by neglect*, make a roll on one of the skill tables. No Leave of Absence.
 - ⌘ *If the character was not at fault*, gain *Advocate* for the long difficult hours from early in this dilemma as they fought the injustice of the situation (to no avail). No Leave of Absence.
- 5 Naval Accident:** The character is severely injured during a space action and placed on a Leave of Absence as a result (technically, the player may decide to fully abandon this career however). The actual injury was...
 - 1-2 Decompression related:** Roll on the Decompression Table with a d6, treating a "1" as Total Exposure.
 - 3-4 Radiation Exposure:** Roll on the Radiation Injury Table.
 - 5 Vessel Collision/Major Damage:** Roll on the Battlefield Injury Table.
 - 6 Loading Accident:** Roll on the General Injury Table.
- 6 Psychological Discharge:** The character receives a Psychological Injury following their capture, after a friendly-fire incident, or another mentally traumatic event. Roll on the Psychological Injury Table. The character receives the Benefit Roll for this term as well as a roll on the Training Table. This is a Leave of Absence unless the player prefers not to.
- 7 Command Responsibility:** The character was exonerated of military charges for the actions of their subordinates, but removed from the Service nonetheless as a way of whitewashing the events. No Leave of Absence allowed.

DM: +1 if the character is an Officer

PROTECTED FORCES EVENTS

Roll Event

- 11 Fast Attack Raid:** The character takes part in an action that involves fast vehicular action.
 - ⌘ *Experienced Hand:* If the character has a Vehicle Skill or *Heavy Weapons* skill, make a Military Skill Roll using either skill, if successful gain the skill used.
 - ⌘ *Fresh Meat:* If the character does not have either of the above skills, they receive either Vehicle Skill 1 or *Heavy Weapons* 1 (a specialty capable of vehicle mounting).
- 12 Unique Experiences:** The character has been assigned a unique new squadmate... Roll d6
 - 1-2 Dealings with AI:** Due to the need for E-War, AI have become very helpful in the military services. The character spends a considerable time with an AI E-Warrior. Gain *Computers 1* or *Social Science (AI Culture)* and an AI Contact.
 - 3-4 Dealings with Mutants:** The character has several mutants placed into their squad/unit in order to "integrate" them. Gain *Life Science (Mutation)* 1 or *Social Science (Mutant Culture)* and a Mutant Contact.
 - 5-6 Dealings with Uplifts:** The character is assigned a member of the Uplift community. Gain *Animals (Veterinary)* 1, or *Soc Sci (Uplift Culture)* 1 and an Uplift Contact.
- 13 Training Facility:** The character can either go to the unit's training facility for basic training or become an instructor. If they have skills from any Protected Forces Skill Table at 3+, they may become an Instructor.
 - ⌘ *Training Facility:* Gain a skill roll on Drop Cav, Space Ops, Support or Training Tables.
 - ⌘ *Instructor:* Gain *Instruction* and a Military Contact.
- 14 Grindstone*:** The character is involved in a brutal ground conflict. Gain one of *Gun Combat*, *Recon*, or a *Vehicle* skill. The character also rolls a Military Service Roll for the chance at a medal (and if they are interested mission outcome).

15 **Cross-Training**, the character is sent to another service...

- 1-2 Inter-service:** The character undertakes inter-service training and may roll on the specialist or service table of any other branch.
- 3-4 Cross-Training, Simple:** Gain a skill roll on the Drop Cav or Sentry Tables, or *Powered Armor (any)*.
- 5 Cross-Training, Inter-National:** The character lives among their Allies in another nation. Gain *Language* and d3 Contacts in the other nation.
- 6 Military Intelligence Training:** The character is trained to work alongside Military Intelligence. Gain one of *Deception*, *Recon*, or *Stealth*.

16 **FUBAR:** The character sustains an injury... Roll d6

- 1 Mortal Injury:** The character suffers a Mortal injury, which they are revived from (obviously) but till reduces one of their Physical Stats by -1 even after Bio-Replacement surgery. The character is offered a "Purple Heart: Award if this takes place during the War years (+1 Advancement next term).
- 2-3 Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg. Roll d6, if the result is under the character's Rank, the character is provided a Bio-Replacement, if the result is over the rank, a Cyber Replacement.
- 4-5 Explosive Decompression:** The character suffers from exposure to space by explosive decompression, although they are revived successfully. Even after Bio-Replacement surgery one of their Stats (other than Soc) is reduced by -1. The character also suffers the loss of both eyes and have (Officer Rank 0-3, Enlisted Rank 0-6) Cybernetic or (Officer Rank 4+, Enlisted 7+) Bio-Replacements.
- 6 Mental Scars:** The character is left with emotional problems. Roll a Psychological Injury (pg 177).

21 **Peacekeeper*:** The character is assigned to work with a Peacekeeping unit in a place where civilian unrest has boiled over or in a world which has been captured from the enemy. These jobs generally do not end well. Roll d6

- 1-2 Hard and Out:** The character had a rough time of it, but they were also able to keep a lid on everything and get out with a minimum of fuss. Gain *Languages*.
- 3-4 Bombing:** The character is hit with an explosive device in the course of their duties. Make a roll on the Battlefield Injury Table. The character has a good deal of time in rehab: gain a skill roll on the Training Table. Also Gain *Languages* 0 (or add the specific dialect used in that colony).
- 5 Haunting:** The character is haunted by what they experienced. Gain a roll on the Battle Table and a Psychological Injury. Also Gain *Languages* 0 (or add the specific dialect used in that colony)
- 6 Keeping Home in the Heart:** The character meets an incredible family during their tour. Gain 1 Ally (the head of the clan) and d2 Contacts (part of their extended family). The character also gets the family help getting out of there (and to the place where they character eventually re-settles themselves). Also Gain *Languages* 0 (or add the specific dialect used in that colony).

22 **Falling into Chaos:** While orbital habitats are generally safe, accidents (ships being rammed into them), long term use (age, fatigue) or pure random events (meteoroid impacts) can cause sudden loss of life support and panic. While it is all too common that it is too quick to do much about, sometimes Protected Forces can be on-scene in enough time to help. The character has just such a mission, and is ordered to help secure a space stations/colony habitat which has begun to suffer orbital decay. This is complicated by civil riot/unrest as the lengthy process of moving such a huge number of people is undertaken as the same time technicians and PF personnel try to fix the habitat itself. Make a Military Service Roll with *Vacc-Suit*, *Zero-G*, *Mechanic* (in trying to stave off the problem from the outside as long as possible) or *Leadership* (to maximize the number of people that can be saved). If the check is successful, the character gains the skill rolled. If the roll is unsuccessful, make a roll on the Decompression Injury Table or Psychological Injury Table as guilt tears at the character.

Note: Despite the fact that no real "combat" is called for here (although the Colonists may have gotten unruly), the character is entitled to a medal if they can carry out the mission well because they are still saving innocent lives. (Use Effect of skill roll as MSR to determine mission outcome).

23 **Convoy Duty*:** The character is send to act as Ship's troops for a civilian convoy duty, Gain one of the following skills: *Melee 1*, *Gunnery 1*, *Pilot (Small Craft) 1* or d3 civilian Contacts.

24 Psionic Assault*: The character is attacked by a Psionic Assassin. Roll d6:

1-2 Brain vs Gun: The character has a chance to kill them before they can sink their psychic claws into them. Roll an attack skill check. If the roll fails, make an injury check. If the Check is a success, the character gains in that skill.

3-4 Mind Tricks: The character is taught some simple tricks to keep out intrusive psychics. Gain *Anti-PSI*.

5 Become the Hunter: The character is tracking the Psionic, and has been provided with special equipment and training to assist the eradication of the threat. Gain one of *Recon*, *Life Science (Psionology)*, or a Psionic Protection device.

6 Triggering Event: Gain PSI (3 if the character has PSI 0, or +1 if they have some PSI already) plus Roll on the Psychological Injury Table

25 Opportunity Knocks*: The character is placed into position for a little bonus, if they are willing to take the risk: they can get a +1 DM bonus to one of their Benefit Roll. Roll a check of their stealth, vehicle or deception skill to determine if they can keep a lid on this little off-book operation. Failure will result in their getting nothing *and* being asked not to re-enlist next term (an outright court-martial is avoided though).

⌘ *...if they turn this into their superiors like a good little soldier.* Gain an Enemy and -1 on next term's Survival Check as there is always someone left inside the agency to pay them back. The character must also roll a 4+ on d6 to avoid making a roll on the Injury Table this term due to a "fragging incident".

26 Boo-Yah: The Ground Forces are designed to take and hold a position, to dig in and outlast other forces.

⌘ **(Wartime) Drop Zone Theta:** The character is part of a planet-taking operation, a 30th Century Omaha Beach. Make an MSR based on their Specialty Skill, *Tactics*, *Leadership* or *Flyer (Grav)*. Success indicates whether the position was taken or not and the rewards. If the MSR roll was a success (before adding the Wartime +3 Effect Bonus for the mission success and medal considerations), select a skill off of the Drop Cavalry table.

⌘ **(Post-War) Border Patrols:** The character takes part in a series of border patrol missions this term, looking for contraband and pirates. If possible, make an MSR using *Gunnery*, *Pilot (Shuttlecraft)* or *Interrogation*. Success indicates that the character played a key role in the operation roll on the Space Ops Table. If none of these skills is possessed, gain *Gunnery* 1 instead, but make no MSR.

31 Mentor: A Higher ranked officer (or if the character is of higher rank, a politician) takes interest in the character's career. Gain in *Leadership* (up to skill level-2 if already possessed) or d3 Military Contacts.

32 Punishment Detail: The character is placed onto a punishment detail after some imagined slight towards a "superior" officer. Roll d6

1-2 Deep Recon: The character has an extremely dangerous Deep Recon Mission. Use a combat skill, *Tactics* or *Leadership* for a Military Service Roll. If the roll is successful, gain a skill check on the Battle Skill Table and any medals that apply. If the roll is unsuccessful, sustain a Battlefield Injury.

3-4 Sentry Hell: The character is placed in the most boring sentry duty imaginable, watching over the husks of ships that are about to be stripped by salvage crews or guarding the PX supplies.

5-6 Prisoner Security: The character is placed on a Prisoner Detail. Make a check of their *Recon*, *Notice*, or *Deception*. If successful, they managed to foil an escape attempt by the prisoners. If unsuccessful, they failed to do so (although the prisoners did not necessarily get away "clean" either); Gain an Enemy and -2 DM on next term's Advancement Check.

33 Fiasco: The character is involved in a military action that turns into a complete and utter fiasco. Use a combat skill or *Tactics* with a -2 DM for a Military Service Roll. If the roll is a success, the character applies the -2 DM to the medal chance as well. If the roll is a failure, the character suffers a -2 DM to their next Advancement Check in addition to an Injury.

34 Insurgency/Counterinsurgency*: The character is tasked with fighting an insurgency movement. This may include the character training counter-insurgents. Gain one of *Gun Combat*, *Instruction*, *Leadership*, *Recon*, *Stealth*, *Tactics*, or *Survival*. Make a Military Service Roll with this skill to determine mission outcome. If the character has two of these skills not yet at 1 (i.e. 0-level or not at all), they may take *up to two* of them at level-1 and make a Military Service Roll with one of them. If this roll is failed, make a roll on the Battlefield injury Table.

35 Special Duty Assignment*: **Cybernetics:** Cyberdivision wants you! And of course some random body part. Gain a cybernetic enhancement as if the Benefit Roll "Implant," but with a cost of up to 250,000 Cr.

Twilight Sector

- 36 Honor Code:** The character loses the respect of their comrades which might be over a nonsensical issue or it could be on account of genuine bad behavior. Either Muster Out this term or take a -2 to both Survival and Advancement next term.

⌘ If the matter concern genuine bad behavior, gain a Benefit Roll.

⌘ If the matter was nonsensical, gain a Contact who fought for the character and lost, but stays in touch.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

- 51 Major Naval Action*:** The character is onboard a vessel involved in a terrific naval battle, the kind in history books where almost everybody dies. Make a Military Service Roll of a Combat Skill, *Recon*, or *Tactics*. If the MSR is successful (positive Effect), gain in the skill rolled. If unsuccessful, no skill gain (but see options below).

⌘ If the player chooses to take an injury in the conflict, gain a +2 DM on the roll (increasing their chance for glory).

⌘ If, even if they make the check and gain the skill, the player decides to have the character be injured in the battle, the character gains an additional skill based on how it happened... Roll d6:

1-2 Injured while onboard: The character was injured during the Naval Battle. Roll either *Gunnery* or *Vacc-Suit*. If the roll is successful, gain that skill.

3-4 Injured in a Boarding action: The character took part in a Boarding Action, where they stormed the other vessel. Roll *Melee*, *Vacc-Suit* or *Zero-G*. If the roll is successful, gain that skill.

5-6 Injured during the Recovery: The character is injured during the recovery of Sailors and marines in Distress, caught while combing through the glittering debris. Roll *Vacc-Suit* or *Zero-G*. If the roll is successful, gain that skill.

Note: this automatic injury should be rolled on the FUBAR table, Event 16.

- 52 Hard Place*:** The character is placed into a rugged environment. Roll d6:

1 ...in Space: This is the Protected Forces natural stomping grounds, the space stations, orbital habitats and Lunar bases are their bread and butter. Gain *Vacc-Suit*, *Zero-G*, or *Physical Science (Physics)*.

2 ...in Hellworld: These are the kind of planets that try soldier's souls, terrible and sometimes awesome. Gain *Vacc-Suit* if the character already has the skill under 2 (for HEV use), if the character exceeds this minimum: gain *Survival* **and** *Space Science (Planetology)*.

3 ...under the Sea: Undersea Habitats can require troops to hold, liberate or otherwise deal with, something the wetnavy used to do. Gain *Vacc-Suit* 0 (for the liquid breathers) and one of *Seafarer*, *Survival*, or *Gun Combat*.

4 ...in the Cold: Sometimes on harsh worlds, sometimes on otherwise pleasant planets arctic zones. Gain *Survival* or *Animals (Riding)*.

5 ...amid the Green: Forests, swamps and other vegetation shrouded areas can prove most challenging. Gain *Survival* or *Recon*.

6 ...of the Vertical sort: Sheer cliffs and rock faces litter practically every world, and make such great placements for troops to nestle. Gain *Athletics (Climbing)* or *Flyer (Grav)*.

- 53 Shipboard Life*:** The character spends a lot of time serving as ship's troops. Gain one of *Carousing 1*, *Gambler 1*, *Gunnery 1* or *Zero-G*.

- 54 Holding Action*:** The character is placed well into harm's way, but they are also fighting for purpose as they cover someone else's retreat. Make a Military Service Roll with any combat skill, *Tactics* or *Leadership*. If successful, gain in that skill as well as a +2 DM to their next Advancement Check above and beyond what is called for by the check. If the roll is unsuccessful, make a roll on the Injury Table.

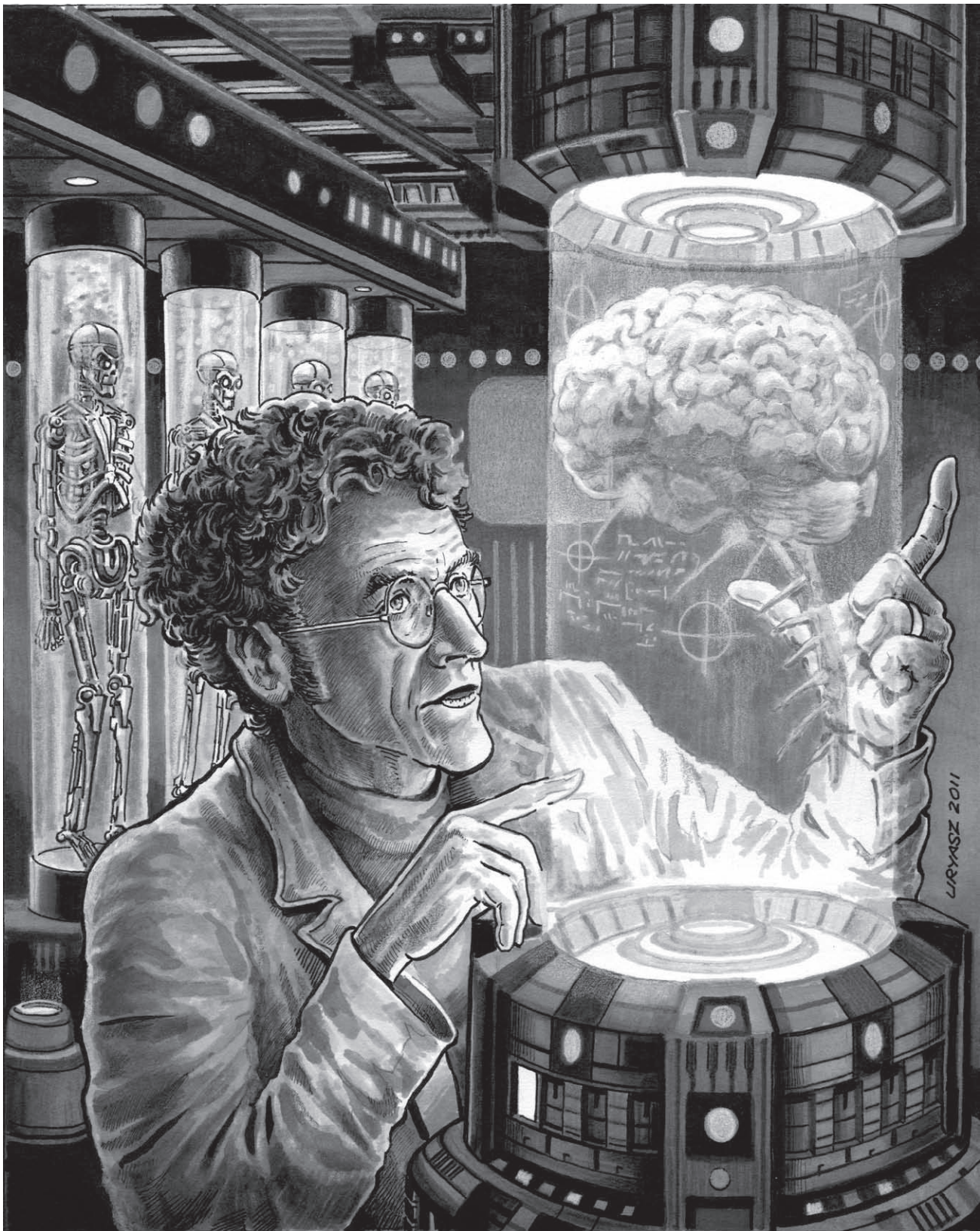
...In addition to/Independent from the result of the MSR, make a d6 roll (DM of +1 if the MSR was successful):

1-4 Captured!: The character's next term is spent in the custody of the enemy. The character's next term Event is Event 61 "Captured!".

5+ Escape: The character was able to get away at the end of the holding action.

- 55 Naval Command:** The character is sent to perform security for a Naval Command. Gain *Diplomat*, *Melee* or *Tactics*. Also, make a check against the skill taken. If successful, the Naval brass like how they handled a situation calling for the skill, and have placed a letter of commendation in their file; +2 DM for next advancement Check.

- 56 Hospital Ship*:** The character is assigned to work with a Hospital Ship, brought into a place where civilian unrest has boiled over or where liberation of the planet has been ongoing and medical assistance is required. Gain *Diplomat 1* or *Medic 1*.
- 61 Captured!*** The character was taken by the enemy during an action.
- (OC, during the war years)** The Expansionist State camps were death camps, modeled after the worst excesses of the Khmer Rouge and Bataan; lose 2 End and 1 Str, but gain d3 Allies and *Survival 2*. If *Survival* was already a 2 or higher, gain *Instruction* and *Leadership* instead.
- (OC, after the war years)** The APR places a “kinder, gentler” face on their prisons, but it is still a Convict sentence of d3 terms on a Prison Planet before a release is secured (unless they escape before this, automatic re-qualification if they do so).
- (APR)** The military prisons of the Free People’s Alliance were better than boot camp. Lose -1 Soc as a result of failing the Corps and Citizen X, but gain an extra Training Table roll.
- 62 Embassy Duty:** The character is tapped for embassy duty...
- (OC)** ...which is fraught with paranoia, petty espionage and the occasional genuine intrigue. Roll a check of *Diplomat*, *Recon* or *Stealth*. If the roll is a success, gain that ability. If the roll is a failure, roll on the Injury Tables or spend the next term as “Captured!” (Event 61).
- (APR)** ...and the character is tempted despite the best screening methods used to determine their “suitability” for this task. Roll a check of a *Diplomat* or *Recon*. If a success, gain in that skill and get the opportunity to impress the Nation’s handlers with the character’s faithfulness, +2 DM to their Advancement Check or Survival Check next term. If a failure, roll on the Legal Troubles Table (page 173).
- 63 Assignment Hurry and Wait:** The character is part of the ship’s contingent on a vessel ordered to make a mad dash to a distant location, then ordered to sit for an extended period until they get relieved, or inexplicably get sent back.
- (OC)** The character may opt, if they wish, to make a roll on the Life Events Table or gain *Social Science (X Topic)*.
- (APR)** The character gains *Carousing* or *Gambler*.
- 64 Secret Mission*:** The character is tapped for a Secret mission...
- (OC)** ...which they undertake to the best of their abilities. Roll a check of a Combat Skill. If the roll is a success, gain that ability. If the roll is a failure, roll on the Injury Tables.
- (APR)** ...that is a deep penetration raid, with an opportunity to make a “bonus”. Roll a check of a Combat Skill or Vehicle Skill. If the roll is a success, gain that ability; if it is a failure roll on the Injury Table twice and (a) take the **worse** result and gain a Benefit Roll or (b) take the **lesser** result and gain no extra Benefit.
- 65 Suicide Mission:** The character is given a mission that is sure suicide. The *player* has two options. First...
- (OC)** ...opt to have dumb luck save the character. They broke the right (body/equipment) part or missed the right transport or did something else that somehow left them alive. Guilt will make them take a -2 DM for Survival Check next term.
- (APR)** ... have a mentor figure or someone in the Party who owed the character a favor (saved their daughter, whatever) pull them out at the last minute. Gain a Government Contact in the Party/Command and an Enemy who was related to someone who *did* die in the character’s place.
- (For both nations)** The second option is to go through it. This triggers an “Iron Man Session” series of checks, a minimum of two a maximum of three in any skills from the Service or Specialty List. For each of these checks, failure indicates that the character has died, welcome to old school Traveller. Every success advances the skill rolled. The effect of each roll is added to come up with a single total for the medal to be awarded the character. (*Note the lack of an asterisk, this event is hard enough as-is, Referees may treat it as an asterisk event if they deem it appropriate*)
- 66 Automatic Promotion:**
- (OC)** The character is brevetted to the next higher rank. If they make their Advancement Check next term, they proceed normally with their career. If they do not, the military cashiers them in the following term as a “war hero” that has peaked.
- (APR)** The Character somehow managed to get the promotion they actually deserved, even in the Archenar People’s Republic, the sun does shine sometimes.



Doctor Horst DuVerier, of the University of St. Mary of Mars, VanKila Kiertotahti, shows us a holodisplay of what he calls a "Piece of his Mind" on a tour through the department. Frankly, they should never put that part of the tour just before lunch.

***Twilight Conversations*, by Jonze & Jeremiah, (Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR SCIENTIST

Science, the study of the universe, is a major part of mankind's success as a species. The Scientist represents someone who has devoted themselves to the art of understanding, and usually of spreading that knowledge to others, whether that lay in academia or in the development of scientific knowledge in isolation. Most scientists come from some formal training background, though certainly not all, especially in the 30th century with so many different means of learning (see *Education in the 30th Century*, pg 9-10).

Advancement/Survival

	Survival	Advancement
Rank 0-3	Int 6+	Edu 6+
Rank 4-6	Int 5+	Edu 7+
Rank 7-8	Int 4+	Edu 8+

Qualification: Int 7+

DM: -1 for having another career (any number, the maximum penalty is -1). +1 for attending a formal University, +1 for having an Edu of 12+

DMs: +1 DM to Advancement if skill from Leadership last term, -1 to Survival if skills taken from Field Research.

Scientist Skill Tables

Roll	Academia	Lab Research	Field Research	Support
1	Any Science	Research or Computers	Vehicle	Vehicle
2	Any Science	Research or Computers	Athletics	Vacc-Suit
3	Instruction	Science	Notice	Engineer
4	Art (Writing)	Science	Sensor	Instruction
5	Notice	Investigate	Comms	Remote Ops
6	Research or Computers	Sensor	Survival	Comms

Roll	Leadership	Training	Physician	Protective Environs
1	Leadership	+1 Int	Medic	Vacc-Suit
2	Persuade	+1 End	Medic	Eng (Life Support)
3	Science or Instruction	+1 Int	Medic	Mechanic
4	Admin	+1 Edu	Science	Comms
5	Admin	Notice	Investigate	Computers
6	Advocate	Art (Writing)	Research or Computers	Zero-G or Vacc-Suit

Rank Table, Scientists & Academics

Rank	IM	Scientist	Academic
0	+0		Grad Student
1	+0	Researcher Research	Research
2	+1		Instruction
3	+1	Fellow Science	Assistant Professor Instruction
4	+2		Associate
5	+2	Polymath Science	Science
6	+2	Senior Fellow	Full Professor
7	+3		
8	+3	+1 Int	Emeritus +1 Soc

Mustering Out Benefits

Roll	Cash	Other Benefits
1	5,000	3 Shares
2	10,000	Ally
3	20,000	6 Shares
4	40,000	+1 Int
5	60,000	Implant
6	120,000 (P)	+1 Soc
7	180,000 (P)	Stateroom Condo

Note: P=Portfolio

SCIENTIST EXTENDED BASIC TRAINING PACKAGES:

The 30th Century has a major investment in education and science. Most scientists begin their careers in the University and decide to stay on teaching or doing research. The most common Basic Training is the University Degree. But for those who wish to delay the Basic Training, or those who join Academia later in their lifetime, use the following...

Academic: These are scientists that haunt the classrooms and terrorize students.

Admin 1, Art (Writing) 1, Computers or Investigate 1, Computers or Investigate 0, Instruction 1, Notice 0, Persuade 0, Research 0, Sensors 1

Lab Tech: This is the sort of researcher who spends most of their time inside of the lab performing experiments and running tests.

Admin 1, Animals 0, Art (Writing) 1, Computers 1, Investigate 0, Notice 0, Mechanic 0, Research 1, Sensors 1

Field Researcher: This is the scientist that spends most of their time outside of the lab, getting their hands dirty.

Athletics (Any) 1, Art (Writing) 1, Computers 0, Investigate 1, Gun Combat 0, Notice 1, Persuade 0, Sensors 1, Vehicle 0

SCHOLARLY PAPERS AND POPULAR ARTICLES

Scientists gain acclaim (and some extra cash) by writing **scholarly papers** (which affects their reputation more than the reward their pocketbook) and **popular articles** (which tend to have less effect on the reputation but substantially increase their bank accounts).

In both cases, the roll involved is a **Task Chain**.

- ✎ The first roll of a Scholarly Paper is based on *Art (Writing)*, the second roll is based on the character's *Science* skill specialty. Because the second roll generates the Effect, the *Writing* skill amplifies (or diminishes) the main thrust of their scholarly argument.
- ✎ The first roll of a Popular Article is written with the appropriate *Science* skill (or a related skill in some cases, Events will indicate where this is the case), followed by the *Art (Writing)* skill.

The **Impact** is a general indicator of success (or failure), the **Adv DM** is applied to the character's Advancement Check for the next term. Note also that like Purse Checks, the **cash** given at the actual time of submission/publication was doubtless bigger than what is shown below, this represents the excess funds the character has kept from their advance and remuneration over the years since then. Much like the Cash Benefits rolls of the Mustering Out process, this amount is largely indirect, a measurement of the kind of things that affect their ultimate account balance.

Generally speaking, scholarly papers have greater effects on the character's Advancement, while popular articles tend to have more pocketbook value in sales (although not if they are unpopular).

Skill Roll		Scholarly Papers		Popular Articles		
Effect	Impact	Adv DM	Cash	Impact	Adv DM	Cash
-5	“Career wrecker”	-3	100 Cr	Farce	-2	0 Cr
-2-4	Mistake	-2	100 Cr	Off-putting	-1	50 Cr
-1	Disappointing	-1	100 Cr	Trite	0	100 Cr
0	Pedestrian	0	150 Cr	Lackluster	0	300 Cr
1-2	Bright	+1	300 Cr	Decent	0	1,000 Cr
3-4	Excellent	+2	600 Cr	Entertaining	0	3,000 Cr
5-6	Seminal	+3	1,000 Cr	Very Popular	+1	9,000 Cr
7+	Groundbreaking	+4	5,000 Cr	Wildly Popular	+2	25,000 Cr

Example: Andrew's character has an Int of 10 (+1 DM), and the skills *Art (Writing)* 2 and *Physical Science (Gravitics)* 3. In his character's third term, Andrew rolls Event 25 "Great Debate" (in which he becomes involved in a political debate over scientific issues, Andrew decides this is "Gravitic Anomalies and the Hazards of Inner-System Exploitation") and takes *Social Science (Politics)* 1 as his skill.

The character then decides to write a Popular Article to try and express his views to a larger audience. The first roll is one using his *Science Skill*. Because the topic is about Gravitics, Andrew rolls a check on that Skill as the first part of the Task Chain. The roll is an 8+1 (Int DM)+3 (Skill) for a total of 12 (Effect 4). This gives Andrew a +1 on the next part of the Task Chain. The *Art (Writing)* check determines the success or failure of the Popular Article. Andrew rolls a 6+1 (Int DM) +2 (Art Skill)+1 (Task Chain DM) for a total of 10 (Effect 2). The result is a "Decent" article, which gets Andrew's character 1,000 Cr and no Advancement DM.

SCIENTIST MISHAPS

Roll Mishap

- 1 Vocational Misdirection:** The character is sent on an investigative assignment/project which stretches on for a ridiculous length of time. Gain *Investigate* but by the time they are finished with this task, their old job is being done by someone else. Either...

 - ✎ ...accept a demotion of 2 Ranks (e.g. Rank 3 to Rank 1)
 - ✎ ...leave the career at the end of this term with the character's current rank intact.

Note: A Leave of Absence is allowed for this Mishap. Re-Qualification indicates finding a new position.
- 2 New Concepts:** New research or techniques invalidate some of the character's work or force them to relearn how to do their job. Reduce the character's Rank by 1 as part of the "old guard" or take this as a sign of their growing dissatisfaction and leave the career (with no loss of Rank). If the character wishes to stay with the career, they must re-qualify next term. No Leave of Absence allowed (as an alternative is provided within this Mishap).
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 You Said What?:** The character makes a comment that gets aired publicly that makes people in their interstellar nation angry. Due to the controversy, the character is asked to leave their position. The character may write a popular article on the subject (since this was the source of their problems), treating any Advancement modifiers as bonus to their next Qualification roll. Roll d6, if the roll is equal or under the characters' Rank, they are offered a new job in a foreign nation.

 - ✎ *Take the foreign nation's offer*, the character can retain the career (with a reduction of 1 Rank) in another location.
 - ✎ *Do not accept this offer*, gain the respect of former colleagues, but the character has still lost their job.

A Leave of Absence is allowed, but the character must re-apply for this career only after d6 terms allowing the controversy to "blow over" a little.
- 5 Accusation:** The character is accused of plagiarism, malfeasance or spreading information about their most recent find. Even after the humiliating Inquiry Board process is over, the character decides the time has come to leave.

 - ✎ *If the character was really guilty*, make a roll on the Support Table and take the Benefit from this term.
 - ✎ *If the character was not really guilty*, make a roll on the Leadership Table but the Benefit for this term is lost as usual for a Mishap.

Note: A Leave of Absence allowed for this Mishap.
- 6 Politics be Damned:** The character's work is derailed by political interference and the character is forbidden to continue.

 - ✎ *Press ahead anyway*, gain a skill roll from the Academic or Lab Research Tables. However, the character risks censure throughout the remainder of their career, a DM of -2 is imposed on all future Advancement rolls in this career.
 - ✎ *Allow the work to cease*, the character spends the rest of the term justifying the decision to themselves. Gain *Persuade* and retain the Benefit Roll from this term but leave the career in disgust. A Leave of Absence is allowed (but only after d6 terms).
- 7 Smear campaign:** The character is vilified in the press or the academic community by a journalist or colleague. The character has the chance to fight back if they pull out all the stops.

 - ✎ *Choose not to fight*, gain a Rival, retain this term's Benefit Roll. A Leave of Absence is allowed. Reduce Rank by 2 however when they return.
 - ✎ *Choose to fight*, roll *Deception*, *Advocate*, or *Persuade*. Add the career Interaction modifier to the check. If the roll is a success, gain an Enemy and a -1 DM on next term's Survival Check, but the character does not have to leave the career. If the roll is unsuccessful, lose 1 point of Soc as the character is forced out of the field in disgrace. No Leave of Absence.
- 8 Scientific Plot:** A rival interstellar nation takes great interest in the character's field of research. Prompting the interest of their own government. Player selects whether they must change ID or become sequestered

 - ✎ *If the character voluntarily changes Identity*, the character moves on to another career. Take the Benefit Roll from this term however. In d6 terms, the character may return to this career.
 - ✎ *If sequestered*, the character suffers from career stagnation: No chance for advancement in the term. If the Survival Check in the next term is made, the character is released afterward, if the Survival Check is failed again, the foreign agents continue to search for them and the career stagnates that much further.

DM: +1 if the Character has a Career Rank of 3+, and another +1 DM if the character has an Rank of 6+

SCIENTIST EVENTS

Roll Event

- 11 Lecture Circuit:** The character takes in or gives a series of academic lectures. Gain an Academic Contact and:
 ✎ If the character has a Rank of 0-2, they gain *Science* in one specialty not already possessed or *Research*.
 ✎ If the character has a Rank of 3+ they gain *Instruction* skill in addition to other skills this term. They also gain the opportunity to write a scholarly paper to accompany the lectures. The Task Chain for which is *Instruction*, then their *Science* Focus.
- 12 Research Grant I:** The character receives a lucrative grant for their next research effort. They receive a bonus to one immediate Cash Roll this term equal to their Rank as a roll on the Cash Table (Rank 3 is the same as a roll of 3, etc. If the character is Rank 8 still use the '7' result). They also have the opportunity to write a scholarly paper.
- 13 Bad Part of Town:** The Character is assigned, or must perform research, in a shady area. Gain *Streetwise* and a Contact from the underworld community (or d3 Underclass Civilian Contacts instead). However... (Roll d6)
- 1-2 Jumped:** The character gets attacked, roll an *Athletics (Coordination)* Skill check or Dex to avoid an injury roll.
- 3-4 Making Friends:** The character angers one of the local street toughs, take an Enemy from the streets, but upgrade one of the Underclass Contacts to an Ally.
- 5 Easy Mark:** The character is robbed of d6 x 1,000 Cr (taken out as Debt).
- 6 Learning Liaison:** The character also has a romantic connection in the rough area of town. Make a *Notice*, *Deception* or *Stealth* check to avoid getting beaten up by one of the local toughs (roll on the Injury Table twice, take lesser result).
- 14 Romantic entanglement (Superior):** The character becomes romantically involved with a superior (if the character is Rank 5 or 6, this individual might be someone from the Authority Career associated with their institution instead). The player may choose whether this relationship supplants any existing relationship they may be in now. Roll d6
- 1-2 If not for You:** Add an Enemy who was their former lover.
- 3-4 Lessons Learned:** The character is tossed away as soon as something "better" comes along by the Academic Lothario. There are no ill will between the two, but the character feels a bit used.
- 5 Flunky:** Add d3 Academic Contacts who are the subordinates of the character's new lover, they are only "loyal" if the relationship holds up or if they remain subordinates of the lover
- 6 A New Perspective:** The character begins to understand what it takes to be in charge of an institution like this. Gain one of *Admin* (up to 2), *Advocate* 1 or *Science* (any specialty) 1.
- 15 Assistant:** The character either becomes or is assigned an assistant. Gain an Academic Contact, and...
 ✎ If the Character is under Rank 2, they are assigned to another scientist, gain *Steward*.
 ✎ If the Character is Rank 3 or Higher, congratulations on a new assistant. Gain *Leadership* or *Instruction*.
- 16 Distance Learning:** The character has an unusual route to take to their next assignment. Roll d6
- 1-4 A Distant Post:** The character is sent to a far outpost in order to conduct a teaching assignment, research, or other task. Gain *Languages* 1 (or a single extra local dialect if the character has *Languages* 1 already).
- 5-6 Substitute Teacher:** the character has to perform their next teaching or research assignment through a set of trodes and a robot or a Biocon for some reason (underwater research at considerable depth, or working with individuals in medical quarantine). Gain *Remote Operations* 1 and the opportunity to write a popular article.
- 21 Centennially Yours:** The character is involved in the Biopic of a famous Centennial who has blazed a weird or convoluted path through history. Gain this individual as an intermittent Contact (they show up when it is convenient to them, not for the character). The character writes a popular article as part of this exercise. (If the result is Wildly Popular, the Centennial becomes an Ally).
- 22 Field Training:** The character spends part of this term preparing for arduous field work. Gain any one of *Gun Combat* 1, *Melee Combat* 1, *Recon* 1, *Survival*, *Vacc- Suit*.

- 23 That's odd...** The character performs some consulting work for an outside concern, but they have trouble making sense of what they find. Roll d6:
- 1 Pesky Kids!:** The reason the character is having trouble with the data is that someone is trying to conduct an elaborate scheme. Make a check of *Investigate*, if successful, the character is able to uncover the true culprits and gains an Extra Benefit Roll or the opportunity to write a popular article (with a +1 DM on both checks of the Task Chain because of the inherently interesting nature of the story). If the check is unsuccessful, the opportunity is missed.
 - 2-4 Prof. Wizard Explains:** The situation is more complex than it appears, but it only takes a short time to puzzle out the true causes and circumstances. Make a check of *Notice* or a *Science Skill Specialty*. If the character is successful, gain a +4 DM to either Survival or Advancement next term. If unsuccessful, the character simply missed the opportunity.
 - 5 Conundrum:** The character can eventually explain the problem, but it takes all of their powers of observation. Make a check of both *Notice* **and** a *Science Skill Specialty*.
 - ✎ If **both** are successful, gain the *Notice* skill and the character can produce a popular article on the subject.
 - ✎ If **one** but not both are successful, the character must call in someone else who shares (or slightly overshadows) their fame (the article is written, but not by the character).
 - ✎ If **neither** is successful, the conundrum beats the character and it becomes an annoyance.
 - 6 Genuine Anomaly:** The character has encountered a genuine anomaly. Gain a *Science* specialty skill and the character may write a scholarly paper on the subject. Also, gain a Contact with the firm/agency/government which hired the character in the first place.
- 24 Upgrade:** The character has a cybernetic implant grafted onto them to enhance their on-the-job productivity, but they must pay for part of the cost. Remove the character's Benefit Roll for this term (in essence, this is an roll of "Implant" on the Mustering Out Table, the specific device however is up to 250,000 Cr in total cost. The character also gets advanced training: gain *Life Science (Cybernetics)* or *Space Science (Cybernetic Theory)*.
- 25 Great Debate:** The Character becomes involved in a well-publicized but highly charged political debate on a topic in their field. Gain *Persuade* or *Social Science (Politics)*. The character may write a popular article or scholarly paper on the topic. Players choice. Also, gain a Rival (the other party to the debate)
- 26 Accusations:** The character suffers from an accusation of their research or personal integrity. Assuming the character fights these accusations, roll *Deception*, *Advocate*, or *Persuade*. Add the career Interaction Modifier to the check (since this is their reputation on the line).
 - ✎ If the roll is successful, the character gains an Enemy. If they do not have one, they also gain an Academic Contact.
 - ✎ If the roll is unsuccessful, the character is reduced in Rank by 1.
- 31 Research Grant II:** The character is provided money for pure research, much of which goes to the pockets of those above them for "Administrative costs" or gets eaten up by the actual research. Still, gain Rank x 1000 Cr and make a scholarly or popular article out of it.
- 32 Cheaters occasionally do prosper:** The character has the opportunity to "cheat" (use someone else's data or ideas, fudge a dataset) for gain.
 - ✎ They do not cheat, revel in your moral superiority. Get a +2 DM to the Survival Check next term (good karma).
 - ✎ They cheat, roll *Admin* or *Deception*. If the check succeeds, roll *Deception* **and** roll for a scholarly paper with a +3 DM. If they fail the *Deception* check, lose one Rank in this profession and 1 Soc as you burn in shame. (Ultimately, this presumes that the character cannot actually be shown to have cheated, that would have led to a Mishap Result, still not a clean escape either).
- 33 Breaking Eggs:** The character is asked to do something which they consider to be unethical. Select their response.
 - ✎ If the character agitates to stop this immoral research entirely, the character either looses a Government Contact or gains an Enemy, but also gains an Academic Contact who agrees. Take a -2 DM to Advancement Checks.
 - ✎ If the character simply refuses, the character suffers a -1 DM to their Advancement Check next term. They hear that the work went ahead without them and was roundly condemned (along with those who participated)
 - ✎ If the character reluctantly agrees, the research work goes forward and they feel terrible remorse. -2 DM to Survival Check for the remainder of the career.
- 34 Psionic Training:** The character's mind is trained in order to gain insight into a Psionic field of knowledge or to deal with Psionic projects. , Either gain *Anti-Psi* **and** *Life Science (Psionology)* **or** a Psi of 3.

Twilight Sector

35 New Subject Area: The character's new assignment requires that them learn about a new field. Gain Any *Science* Specialty you do not already possess at 1.

36 Lab Mishap: Serious error of judgment leads to... Roll d6

- 1 **Mortal Injury:** The character suffers a mortal injury (but is revived), which reduces one of their Physical Stats by 1 even after Bio-Replacement surgery.
- 2 **Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg. Roll d6, if the result is *under* your Rank, the character is provided a Bio-Replacement, if the result is *over* the rank, a Cybernetic replacement instead.
- 3 **Lost Eye:** The character loses their eye. Roll d6, if the result is under your Rank, the character is provided a Bio-Replacement, if the result is over the rank, a Cyber Replacement.
- 4 **Fatality:** The character is not injured, but someone else is. Gain an Enemy (the injured, or their surviving relations who blame the character) and -2 on next term's Survival Check.
- 5-6 **Mental Scars:** The character is left with emotional problems. Roll for a Psychological Injury.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Odd Job: The character is hired by an eccentric but brilliant patron. The character's colleagues are skeptical, resulting in a -2 DM to their next Advancement roll in this career, gain *Instruction* and either an extra Benefit Roll for this term or the opportunity for a popular article (based on your experiences).

52 Publishing Deal: The character is offered a publishing deal for your work. Gain *Art (Writing)* skill. Also the character will write either a scholarly paper or a popular article.

53 Uplifting Experience: The character is placed into a position of working with, or teaching, Uplifts. (If the character is him or herself an Uplift, then this is a different kind of sapient). Gain an Uplift Contact and *Social Science (Uplift Culture)* 1 or the opportunity to write a popular article.

54 Tough Teaching Assignment: The character is given a teaching assignment that tests the extent of their abilities. Receive a bonus to *Instruction* or *Social Science (Psychology)*. The character should roll the skill taken with a -2 DM. If this is successful, they also have the opportunity to write a popular article about their experience, which uses the above *Instruction/SS:Psychology* roll as the first part of the task chain, (followed by *Writing*).

55 Specialist Training: The character receives specialist training in order to accomplish a specific task. Gain an Academic Contact and one skill roll from either the Academic or Lab Research Tables.

56 Open Minds, Closed Hearts: The character becomes involved with the plight of local mutants, who are legally protected but socially isolated. Gain an Ally among the mutant community and *Life Science (Mutation)* 1. The character has the opportunity to write a popular article on the topic as well, but if taken, they should reduce the mutant Ally to a Contact unless they are in the APR (instead they just take a -2 to next term's Survival Check).

61 Top Secret: The character is co-opted into a secret project for their interstellar government.

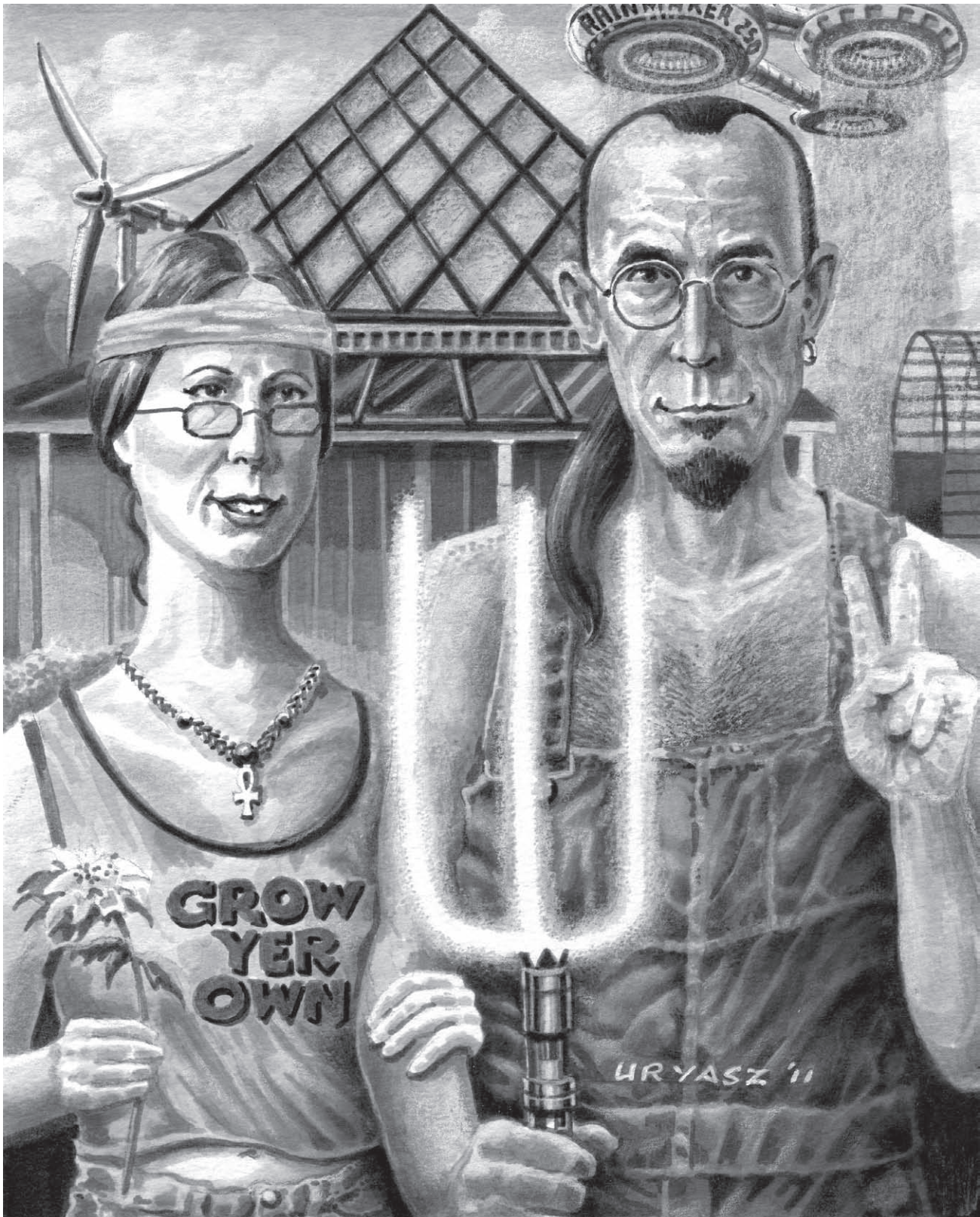
- ✎ If the character is Rank 0-1, they are an assistant in the Project, gain an Academic Contact.
- ✎ If the character is Rank 2-4, they are just one of a collection of scientists involved in the project. Gain *Discipline* (see **Traveller High Guard**, pg 39) in addition to the other gain.
- ✎ If the Character is Rank 5+, the Project is their own. Gain *Leadership* 1 and if the Project succeeds, gain in the *Science* skill used as well.

(OC) Gain either an Immediate Cash Roll (equal to the character's Rank) or a powerful Academic or Government Contact related to the project. Make a roll of your highest *Science* skill.

(APR) The character is driven to the end of their wits but still makes definite strides in the field. Regardless of success or failure, the character gains a Government Contact who was their "minder" (the success or failure of the project will determine how much they *like* the character however). Gain any *Science* skill specialty. Make a check of that Skill with a -2 DM. If the character is successful, they have earned the satisfaction of the State and possibly an award (no game effect though, attaboy smart guy!). If unsuccessful, roll on the Psychological Injury Table.

(Both Governments) There are rewards for success, use the Effect of the roll (add +3 to the an APR Scientist's effort to offset their -2 DM, plus a little extra for the push they provided) and consider this project as if it were a scholarly paper to determine the character's benefits and a additional stipend.

- 62 Sabbatical Heretical:** While on leave from your Institution for research purposes, you are befriended by a religious sect.
- (OC)** Gain one of *Social Science (Philosophy)*, *Social Science (History)* 1 or *Research* 1 and a priestly Civilian Contact as they assist you on your sabbatical work. The character also has the opportunity to write a scholarly paper or popular article based on their experience.
- (APR)** Citizen X has said that religion is the opiate of the foreign devils. The character's actions have placed them in jeopardy, but the clerics do have something of academic worth. Gain any *Science* Specialty but also make a *Persuade* or *Diplomat* check. If the check is successful, the character manages to talk their way out of the potential problem from the state for "conspiring with these dangerous radicals." If the character is unsuccessful, they are punished. Make a d6+2 roll on the Legal Trouble Table (pg 173), giving a range of 3-8.
- 63 Unusual Pairing:** The character finds themselves with a strange Ally, from a religious minority group to a small corporation or citizen group (to name just a few).
- (OC)** Gain a non-Career related Ally or d3 Contacts (all but one is religious, the other has a primary career which is randomly determined).
- (APR)** Gain a Contact from Espionage or Law Enforcement, as they need someone with your specialty to complete their assignment.
- 64 Persecution:** The character suffers from persecution over their studies.
- (OC)** The character is hounded by non-government activists (religious fanatics, special interest lobbyists, corporate-backed institutions, whatever) who want to shut down their research, inquiry or department. Fight them off using either a roll of *Admin* or *Advocate*. If successful, increase the skill used by one and successfully beat them back. If unsuccessful, the character has been pushed out of the career, but gracefully. They must leave before the next term although they receive all normal Benefits from this term and may Undertake a Leave of Absence.
- (APR)** The research or teachings have come into conflict with dogma, and/or the whim of the powers-that-be. The Project is shut down.
- ⌘ *If the character gives in*, they can take a roll on the Academia or Field Research Tables as the state finds them some "more productive work".
- ⌘ *If the character continues their work*, they run the risk of discovery and censure. Make a roll against *Deception*. If successful, the character can select two skills to gain in this term. If unsuccessful, the character is sent for 1 term of "Re-Education" and busted down by a single Rank.
- 65 Politics, Politics and not a Thought to Think:** Political infighting inside of your district causes your research to become shut down for a time, while you have to fight it out. This is not persecution (as above) because there is not the public dimension involved, and the problems have slightly different solutions.
- (OC)** This is generally a matter of grinding away through the courts or political powers-that-be. Gain *Admin*, *Advocate* or *Diplomat* and a boon owed to someone who did you a good turn during this troubled phase of your career.
- (APR)** This is generally a matter of someone trying to steal your ideas or not having greased the right palms. Either can be solved with cash. Lose the Benefit Roll from this term but gain *Diplomat* 1 or *Confidence*.
- 66 Publish or Perish:** The character's work attains sudden and widespread acclaim. They are promoted one Rank (in addition to any promotion normally gained this term).
- (OC)** The character writes a scholarly paper with a DM of +3. Also, gain an Academic Contact.
- ⌘ *If this paper does not achieve an Effect of at least 5*, the promotion is held off until next term (when the character does not have to make an Advancement Check, it is considered to be automatic).
- ⌘ *If this paper has an achieve an Effect of 6+*, the promotion is immediate.
- (APR)** The character publishes a scholarly paper that the regime wants them to write, true or not.
- ⌘ *If they comply*, they are rewarded for their support, but the others in the field know better. No game effect, but the characters colleagues consider them a sell-out.
- ⌘ *Alternatively, the character can refuse to go along with this charade*, and gain fame within the scientific field of their nation. The next term however is spent as a convict (after which, they may return to this field if they wish, Citizen X is not stupid, he may punish recalcitrant scientists, he cannot afford to kill them or have them wither away uselessly).



While there are many that have suggested that either Jeremiah or I “set up” this picture, I can assure you that this truly is Chuck and Andi Mortkisson of Manhattan in the Republic of Kansas, and they themselves took up the poses you see in the picture taken for the book.

***Twilight Conversations*, by Jonze & Jeremiah, (Dirt/Sun Press, Terran Union), 2992**

TWILIGHT SECTOR SETTLER

So long as there is a frontier, an untamed wilderness, there will be Settlers. Some worlds, even some settled for centuries, can nevertheless boast areas where there are a sizable portion of these individuals, living away from major population centers. Independent, rugged individualists, the Settler mindset is one that thrives on open spaces and wide expanses, and these individuals can be found on a huge variety of planets: from the sun-drenched beaches of New Honolulu to the arroyos of Zane, and from the archipelagos of Poseidon to the icy depths of Absolute Zero.

Advancement/Survival

	Survival	Advancement
Rank 0-3	End 6+	End 6+
Rank 4-6	Int 5+	End 7+
Rank 7-8	Int 4+	Edu 8+

Qualification: End 5+

No DM, this is a common "Fresh Start" career

DMs: +1 DM to Advancement if Skill from Leadership or Special Projects last term

Settler Skill Tables

Roll	Basic Survival	Long Term Survival	Rugged Life	Colonial Support
1	Survival	Engineer	Gun Combat	Diplomat
2	Survival	Engineer	Recon or Navigation	Broker
3	Mechanic	Animal/Trade	Melee	Art
4	Recon	Animal/Trade	Vehicle	Medic
5	Sensor	Comms	Athletics	Engineer
6	Vehicle	Computers	Medic	Science

Roll	Leadership	Training	Special Projects	Protected Environs
1	Leadership	Survival	Engineer	Vacc-Suit
2	Persuade	+1 End	Trade (Construction)	Vacc-Suit
3	Social Sci (Politics)	+1 Int	Explosives	Zero-G
4	Empathy	Navigation	Medic	Zero-G
5	Admin	Science	Instruction	Eng. (Life Support)
6	Advocate	Art	Vehicle (utility)	Pilot (Small Craft)

Rank & Benefits Table, Settler

Rank	IM*	Title	Benefit
0	-1/-1	Colonist	
1	+0/+0		Recon
2	+0/+0		
3	+1/+0	Senior Colonist	Survival
4	+1/+1	Hetman/Hetwoman	
5	+1/+1		
6	+2/+1	Chief [Specialty Area]	Admin
7	+2/+2		
8	+3/+2	Colonial Governor	+1 Soc

Mustering Out Benefits

Roll	Cash	Other Benefits
1	Resources x 500	2 Shares, 1 Ally
2	Resources x 1000	Ally
3	Resources x 2500	5 Shares
4	Resources x 4,000	d3 Settler Contacts
5	Resources x 5,000	+1 Int or Implant
6	Resources x 10,000 (P)	8 Shares
7	Resources x 20,000 (P)	Stateroom Condo

Note: P=Portfolio.

IM* is the Interaction Modifier used for: (inside of the colony)/(outside of the colony), although many other Settler colonies will use the higher value out of professional respect

SETTLER EXTENDED BASIC TRAINING PACKAGES:

The Settler or colonist is a world tamer, extending humanity out into the worlds of the universe beyond Earth. More importantly, these are the hardy souls that live in these communities from their humble beginnings before they become "well-established". Some of them are shirtsleeve colonists, making a go on a class I world or one of the better regions of a Class II world, others are forced to live in protected environments.

Class I Settler: These Settlers are found on one of the few worlds suitable for long-term habitation without extensive Terraforming or other large-scale modification or accommodation. This is the gold-standard of colonists, but these worlds also tend to turn over quickly as they fill up with more and more people, losing their edge until the day that there are no frontiers left anymore. Still, a good-sized Class One world can support two or three generations of settlers at least.

Animal (any two specialties) or Trade (any two specialties) 1, Comms 0, Computers 0, Mechanic 0, Recon 0, Science (any) 1, Survival 1, Vehicle 1

Protected world (Class III/IV): Marginal Worlds have something like Terra-normal conditions, but Protected worlds are often quite alien: airless moons, extremely low-atmosphere mars-scapes, corrosive atmosphere planets. Of course, they have had to have some critical resources with which to draw humanity to them, which is the same thing that drives Settlers to these

inhospitable climes. This is especially true of the Class IV Settlers.

Comms 0, Computers 0, Engineer (Life Support) 1, Vacc-Suit 1, Mechanic 0, Science (most appropriate to world) 0, Survival 1, Trade 1 Vehicle 1

Marginal world (Class II): Some planets take several decades, sometimes centuries, to terraform, if that is even within the boundaries of what is possible. Marginal worlds tend to be much more sparsely settled, but they also stay frontiers for much longer amounts of time.

Comms 0, Computers 0, Engineer (Life Support) 1 or Vacc-Suit 1, Mechanic 1, Science (most appropriate to world) 0, Survival 1, Trade 1, Vehicle 1

Hydroworld: Some colonies are dominated by water, or occasionally another form of liquid (although these tend to be more dangerous, Class IV type environments). On some worlds – even class one or marginal worlds – settlers of this type might be found on or near the seas or oceans. Class I Hydroworld Settlers tend to live off the “land” and are almost always nomadic in nature. The stirring of the Sea calls to them in ancient ways.

Comms 1, Computers 0, Mechanic 0, Navigation 1, Recon 0, Science (any) 0, Seafaring 1, Survival 1, Trade 1 or Secondary Vehicle 1.



(COLONY) RESOURCES

Resources signify the vitality of the colony, the economic payoff for their efforts, and the general barometer of a colony's health. Any Settler has come to a planet for the Resources. Raw materials are the driving force commonly: mineral ores, local plantlife, agriculture, natural gems such as the Astrithyae crystals critical to superluminal drives.

The term 'Resource' will sometimes include industrial support (refineries, smelter operations etc), as these too can become Resources in the sense this word is used during character generation. Note that Mustering Out Cash is mostly based on Resources. All colonies begin with a base of 2 Resources if 'new' or 4 Resources if 'mature'.

- ⌘ "New" colony (2 Resources) Settlers will have a -1 DM for Survival Checks and a +1 DM for Advancement Checks. These are relatively, if not totally, new colonies that have very little in infrastructure and yet have plenty of opportunities for leadership and advancement.
- ⌘ "Mature" colonies (4 Resources) Settlers will have a +1 DM for Survival Checks and a -1 DM for Advancement Checks. These Settlements have been in place for some time, and are harder for "newcomers" to rise in Rank.

SETTLER MISHAP TABLE

Roll Event

- 1 Colony Collapse:** The character's colony collapses despite the best efforts of the character and their neighbors. But as the old saying goes: "You don't have to stop settling, you just have to stop settling here."

 - ⌘ If the character decides to move on to a new career, retain the Benefit Roll and make a second skill roll.
 - ⌘ If the character decides to re-qualify next term as a Settler, they lead a small group of their former settlers to a new place and start again, with a +2 to their Advancement Check (not everyone makes the transition) and either lose one-half the Resources or Resources -4 (whichever is higher).
 - ⌘ The character can also elect to undertake a Leave of Absence, but they start the career again in new colony with either 2 or 4 Resources.
- 2 Political Exile:** The character fights the good fight, but in the end they are thrust out of the colony by local politics. Gain *Advocate* 1 or *Social Science (Politics)*. This result allows a Leave of Absence.
- 3 Isolated:** Something causes you to be isolated from the colony. Roll d6:

1-2 Stranded & Estranged: The character is led away from their colony for a time by trade, politics or war; by the time they get back home, they are unable to re-integrate into the now very different community (or maybe it is the character that has changed). Gain a roll on one of the Service tables of another career (the one where you spent so much of your time this term, soldiering would be Army, Trade would be Merchants, so on and so forth). This result allows a Leave of Absence.

3-4 Crime & Punishment: The character is accused of a local crime (which might be perfectly legal and moral elsewhere) they may or may not have done (player's choice) and exiled from the colony. This result does not allow a Leave of Absence.

 - ⌘ If the character was guilty, they may roll another skill for this term on the Service Skills Table.
 - ⌘ If the character was innocent, they may roll on the Advanced Education Table as they try to prove their innocence or retain their Benefit from this term as the truly guilty attempt to assuage their role in your downfall.

5-6 Down & Out: The character just loses their love of the Settler's life. No matter what their intentions were when they got involved, they have simply fallen out of love with the task. They may select one of the skills from the Extended Basic Training Package of the next career they intend to undertake (note those are "level-1" skills) as they prepare for the next stage of their life. This result allows a Leave of Absence.
- 4 Hometown Zero:** The character did something (or was accused of doing something) that was so heinous or against the grain of the others in the community, that they were eventually forced to leave their colony. Gain *Persuade* 1 or *Melee (Unarmed)* as you defend yourself, figuratively or literally, in the meantime. This result allows a Leave of Absence, but the character cannot return for at least d6 terms.
- 5 Natural Disaster:** The colony is subjected to a natural disaster that leaves it in ruins. In fact, the area looks worse than it did when the colonists arrived. Dejected, the community falls apart. This result allows a Leave of Absence, but when the character "returns," it will be to a brand new colony, with starting resources of 2 or 4 (as normal).

 - ⌘ If the character tried to prevent the inevitable, gain *Persuade* 1 or a *Science Skill*
 - ⌘ If the character was one of those who ignored the problem until it was too late, gain a level-one skill on the Specialist Table or *Social Science (X Topic)* 2.
- 6 Unnatural Disaster:** The character's colony is subjected to a disaster of the man-made kind as an outside agency of some sort (greedy corporations are good, but avoid cliché where possible). Gain *Advocate* as you strive to get what you have coming to you. This result allows a Leave of Absence.
- 7 Political Unrest:** The colony is embroiled in a riot or a revolution which either causes it's collapse or turns it into a place that the character no longer wishes to be connected to. This result does **not** allow a Leave of Absence.

 - ⌘ The character can **choose** to lose an *extra* Benefit (in addition to the one lost for this Mishap check) and take a second skill roll this term (any Table). These lost Benefits reflect the things that were destroyed in the unrest (A potential Ally/Contact as friends who were killed or alienated, Cash as property lost, and so on).

DM: +1 if the colony is relatively well established or older. Players may make this determination.

SETTLER EVENT TABLES

Roll Event

- 11 Spacers:** The character befriends some Spacers who set up a temporary clearing nearby for their vessels. Gain one of: *Engineer (any) 1, Pilot (Small Craft) 1, Astrostation 1, Comms 1* or d3 Spacer Contacts.
- 12 The Rush:** Somewhere on the same world as the community there is a huge resource rush of some sort. The community doesn't get a 'piece of the action' as a whole, but there is a lot more customers in local shops and more money in general thrown around the area. Roll an Immediate Cash Roll as a bonus.
- 13 FUBAR:** The character sustains an injury... Roll d6
- 1 Critical:** The character suffers a serious injury or (if on a Class III or IV world), explosive decompression injury. Which happens depends on where they happen to be.
- ✎ *Mortal Injury:* The character suffered a Mortal Injury (see Result 2-3 on the General Injury Table, pg 174, use following roll for complications, d6: Mangled Dead (1-2), Just Dead (3-4), a Little Dead (5-6).
 - ✎ *Explosive Decompression:* The character suffers from exposure to space by explosive decompression, although they miraculously survive. Statistic loss is d6+2 allocated to stats by the player. They also suffer the loss of both eyes (which burst).
- 2-3 Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg.
- 4-5 Lost Eye:** The character suffers a lost eye.
- 6 Mental Scars:** The character is left with emotional distress. Roll on the Psychological Injury Table (page 177).
- ✎ Roll on the Medical Coverage Table (pg. 178) in the Injury section to determine the available medical treatment/costs to the character. If the character does not make the medical check for lost limbs, a lost eye or a Decompression Injury, they receive a cybernetic replacements which are of lower tech level or quality (clunky eyes, really obvious limbs, neither in good repair -1 DM for use of the limb/sense).
- 14 Endangered Resource:** The colony's resources are placed into danger. Roll a *Leadership, Engineer, or Science* check. If successful, the resource is saved and the character is a hero, +4 on their next Advancement Check and add 1 Benefit. If failed, the colony takes -1 Resource.
- 15 Advanced Training:** The character receives a roll on the Colonial Support Table.
- 16 Mentorship:** The character has the opportunity to mentor for a younger colonist, or perhaps gets their turn as the local schoolmarm. Gain *Instruction 1*. Gain a Settler Ally.
- 21 Criminal Manhunt:** An escaped criminal makes it to the colony, and a man-hunt is organized to try and locate them. Gain one of: *Athletics, Recon, Notice, Melee* or *Sensors*. If the character wishes to, they can roll the skill that they have selected or *Gun Combat*. If this check is successful, they have participated in the successful capture of this individual. Gain 1 Law Enforcement Contact and bragging rights. If the roll is a failure, either they were injured in the process (medical costs are covered by the offworlders) or found nothing but frustration.
- 22 Played out:** One of the colonies major resources are played out. This is a major issue for any colony. -1 Resource.
- 23 Political Upheaval:** There are riots in the colony. Will the character try to head it off or join in?
- ✎ *Join In:* The character should make a check of their *Melee* or *Gun Combat*. If successful, they can chose to **either** take an extra Benefit Roll **or** eliminate a Rival or Enemy inside of the colony. Make an *Advocate* skill check, -2 DM if guns are involved to clear yourself. Otherwise treat as an "Isolated" mishap.
 - ✎ *Try to head off the Mob:* The character should make a *Diplomat*, or *Leadership* roll. If the check is successful, they gain a +2 on their next Advancement Check. If the check is unsuccessful, either take the lesser of two rolls on the Injury Table or lose a Benefit.
- 24 Distant Admirer:** The colony is visited by a distant admirer, who thinks something they have done in resource allocation, harvesting, or governance is very impressive. Gain 1 Ally (the visitor or one of their entourage who becomes a good friend of the character).
- 25 AI Systems Survey:** The character is tagged to work with the Colonial AI (or one which has been brought in from the outside) as an Assistant Analyst to help the colony maximize efficiency. Gain *Computers* or *Research* skill. Roll against the skill acquired, if successful, the colony receives +1 Resources as a result of the AI's efforts (and your support).

26 Accident: There is an accident which involves the player. Roll d6:

1-2 Damned Planet: The world zigs suddenly, casting the colony into chaos more because it was unforeseen than anything. Re-roll the normal Survival Check. If the result is a success you weather the storm. If it is a failure, you have the choice of losing your next Advancement Check or your Benefit for this term.

3-4 Human Error: There is an accident caused by human error, a misaligned communications laser, a powerplant surge, perhaps something as mundane as a traffic accident. Roll twice on the Injury Table and take the lower of the two results.

5 Suspicious Accident: The character is injured in an accident that may have been caused by someone else: a Rival inside of the colony or an outside group trying to make the colony shy away from a Resource. Gain *Investigate 1*, roll twice on Injury Table and take more favorable/least objectionable result.

6 Serendipitous Accident: The character is injured but in the course of their accident a new Resource is discovered for the colony (for example, the character fell into a crevasse that is rich in ore). Roll on the Injury Table, +1 Resource.

31 School-Bound: The community sends you to one of the academies next term (see Page 11). You do not have to give up the standard Benefit Roll as a result for that next term. The academy should be something which is able to expand the possibilities of the community such as Colonist School (if it has not already been attended)

32 Natural Disaster (Assistance): The character is involved with natural disaster efforts, guided by a Emergency team. Gain *Trade (Disaster Management)* or *Sensors 1*. As well as an Government Contact.

33 Another Fine Mess: The colony suffers from a major event (weather or meteor strikes, something in the realm of an Act of God), which forces the group to relocate. If the colony's Resources were above 4, reduce them by 1. Also lose the Benefit from this term. The character does however gain any skill on the Special Projects or Colony Support Tables at level 1 as the move presses them into new areas of responsibility. The community also "gathers in" and the character gains d3 Settler Contacts.

34 Local Dig: An academic or mining dig is established in the vicinity of the community. Roll d6:

1-2 Good Relations: This brings new stories, new interests and new ideas to the community. The character may choose to gain: *Broker 1*, Any *Science* specialty 1, or d3 Academic Contacts.

3 Steam Release: The colony is used by the dig personnel to "let off some steam", which results in a small flow of income to the locals, but a lot more trouble.
 ✎ If they want to head off trouble, make a check of the characters *Notice* or *Empathy*. Success indicates they do and gain in the skill rolled, failure indicates they do not and suffer a debt of d6 x 1,000 Cr in wrecked equipment.
 ✎ If they want to scrap with the newcomers, make a check of *Melee (Unarmed)* or *Athletics*. If successful, they don't take too much damage and gain either *Melee (Unarmed)* 1 or 1 Academic Contact (they fight, but they make up later). If unsuccessful, make two rolls on the Injury Table and take the *lesser* of the two.

4 Out of my way: The dig, whether a corporate or university funded project, wants nothing to do with the locals (fearing they will ferret out secrets or get in the way generally). Nothing happens.

5 Shut-Down: The colony is on the edge of being shut down by the corrupt government officials at the Sector level because of what is found. Make a check of the character's *Advocate* or *Admin* skill. If successful, the character gains 3 Resources for the colony (as they either blackmail or guilt the officials into providing them with more support). If the roll is unsuccessful, -4 to next term's Survival Check (if the Check results in a Mishap, it is automatically Mishap 1, **Colony Collapse** (allowing them to continue in a new location if they can re-qualify for the career).

6 Vacation: The dig team treats the character's colony like a glorified pit stop or mini-vacation area because the dig is a considerable distance away. Generally, they get along with locals well, and in some cases very well. Gain *Steward 1* or d3 (random) Contacts.

35 Specialist Training: The character is given specialist training. Select a skill on the Colonial Support or Special Projects at skill-level 1.

36 Opportunity Knocks: The character gets a new opportunity... Roll d6:

1-2 New Role: The character has the chance to take on a new task inside the same community (undertake a new career). Their options are: *Authority* (as a liaison with Sector or National government); *Correspondent* (need someone to head up local media); *Exploration* (Do not roll on the "Deep Space" Table unless this is a Type III/IV world or there is some need for orbital development in the colony), *Ground Forces (I or II colony)/Protected Forces (III or IV colony)* (militia leadership, automatically commissioned), *Law Enforcement* (local law), *Trader* (forging alliances and setting up trade with other colonies). They will automatically make qualification (the role is very much needed in the colony).

*Once they adopt their new role, the character can make event checks either in their new field or as a Settler; they have to make this decision in advance each term (i.e. not after they make the roll to see which is better). They track their Advancements/Rank separately, but use the **higher** of the two for their Career Interaction Modifier.*

3-4 New Place: The character's skills and drive are noticed by a new group looking for a community leader. The new community has better Resources (by +d3) than the current community the character resides in.
 ✎ *If the character is under Rank 4, the character gains a rank automatically if they swap to the new location.*
 ✎ *If the character is Rank 5 or higher, they gain Leadership.*
 ✎ *If the character rejects the offer, they have +4 DM to Survival or +2 DM to Advancement next term (as they have demonstrated their loyalty to the group)*

5-6 Big City Lights: The character gets a chance for a choice spot in a new career outside the colonial life altogether. The character has +4 to their Qualification check and *this* term they get to pick one level 1 skill from the Extended Basic Training Skill Package of their intended career, and two level 0 skills from the same package.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Strange Find: The character locates a strange find near the colony. Roll d6:

1-2 New Hazard: The character locates something that makes life on the colony a little more hazardous, but would have otherwise caused the colony a lot more damage had they not found it. Further Survival Checks while the colony remains at this site are at -1 DM, but further Advancement Checks are made with a +1 DM (because you were the one who identified the danger).

3-4 New Resource: There is a weird but economically viable resource nearby that will help the colony survive. It might range from a new kind of mushroom with strange healing enzymes to a new petrochemical discovery. +1 Resource, 1 Settler Contact

5 Colony Benefit: The discovery helps the colony get by; add a +1 DM to Survival Checks for the remainder of the career/colony. Add d3 Settler Contacts or 1 Trade Contact.

6 Precursor Artifact: The artifact is either obviously of precursor origins or possesses some strange quality. It also becomes a source of revenue as researchers and gawkers begin to trickle into the colony (until the government comes in). +1 Resource.

52 Disaster Relief (No Assistance): There is a disaster of some sort (natural or not so much) which strikes the area, causing the characters to take up tools, medical supplies or their bare hands to pitch in. Gain in one of the following: *Mechanic, Medic*, or +1 Str or +1 End

53 Industrial Expansion: The community gains a new source of revenue by expanding the industrial base of the community: gain +2 Resources and a Trade Contact.

54 Uplift Liaison: The character spends a great deal of time with an Uplift which has become part of their community. Gain *Animals (Veterinary) 1, Life Science (Uplift Species) 1* or *Social Science (Uplift Culture)* and an Uplift Contact. If the character is an Uplift, treat this as a "Mentoring" Event.

55 Hydroponics: The character has the opportunity to learn all about hydroponics, either for use in their own colony, or as they are asked to go offworld and advise others on the subject. Gain *Trade (Hydroponics) 0* and *Animals (Farming) 0* or *Animals 0* and *Trade (Hydroponics)*. Gain 1 random Contact.

- 56 Shrinkage:** The Colony depletes some of the resources of the area. The character is asked to head a team to find new resources (if of low Rank, they are one of a number of such teams). Make a check of *Notice*, *Sensors*, *Physical Science (any specialty)*, *Life Science (Ecology)*, or *Planetary Science (Planetology)*. If this roll is successful, the character is able to find something (even if it requires shifting the colonies' location) that will help them continue on. If the check is a failure, they only manage stopgap "fixes" and the colony suffers -1 Resources.
- 61 vs. Paper Pushers:** There is a clerical error...
- (OC) ...in the office of the Colonial Board which causes the colony some legal troubles. The character is assigned to assist in the effort to extricate the colony from this bureaucratic snafu. Gain *Advocate* or *Admin*.
- (APR) ...in the People's Tax Registry, which requires the colony to make up the "difference" to avoid dissolution. -1 Resource, but the character has a chance for personal gain following a loophole as the bureaucrats cover their own mistakes: roll *Advocate* or *Admin* to gain a +1 on their cash-table Benefit Rolls.
- 62 Invasion:** The character's colony is invaded by the 'enemy'...
- (OC) ...unless during wartime, this enemy proves to be a Rival community desperate for resources, a local nation that wants to extend control over your community or a corporation eager to reap the rewards of the communities' resources.
- (APR) ...unless during wartime, this might be rebels and anti-revolutionaries or one of the Rivals of your local politician moving into new turf.
- (Both Nations) gain *Gun Combat*, *Melee* or *Recon*.
- 63 Takeover:** Someone else attempts to take over.
- (OC) The fringe element attempts to wrest control of the colony, resulting in a protracted conflict over the heart and mind of the community. Roll *Persuade*, *Diplomat* or *Art (Presentation)*, if successful, the characters retain the former character of the community. If failed, the fringe element takes control, and the character is either reduced in Rank by 3 or has the opportunity to bail out of the community by Mustering Out at the end of the term.
- (APR) The new boss is pretty much the same as the old boss. The only question is whether you want to remain loyal to the old boss and gain them as a Settler (leader) Contact or switch to the new regime and reap the rewards of a bonus Immediate Cash Roll (player choice).
- 64 Quarantine:** The community is placed into quarantine...
- (OC) ...because of some kind of medical outbreak. Gain *Research*, *Medic* or *Life Science (Microbiology)* as you pitch in to help find the answer. The loss of life is severe in the colony, and the character loses many friends and colleagues.
- (APR) ...but it has nothing to do with disease. Instead, it is due to the existence of a counter-revolutionary cell somewhere in/near your community. It might be your friends or your family-members, although the character did not know about these activities in advance. The loss of life is severe in the colony, and the character loses many friends and colleagues.
- ✎ *Cast them out* and gain *Gun Combat* or *Melee*. As you join the others to hunt them down.
- ✎ *Try and hide them* from the Inquisitors and gain *Deception* or *Advocate*. As you look for ways to either exonerate them or smuggle them out.
- 65 Military Base:** The military decides to place a base near (or even within) the community.
- (OC) Add +2 Resource as the soldiers and grant money comes in from Konig. Characters can also gain *Steward* 0 (1 if they already have the skill at 0) or a Military (officer) Contact.
- (APR) Add *Carousing* or *Gambler*, as you learn valuable new skillsets from your new neighbors. If the character wishes to join the Protected Forces or Ground Forces next term, they have a +3 DM to their Qualification.
- 66 Elevation:** The character is promoted one Rank.
- (OC) New opportunities for leadership open as a result of expansion and are placed on your shoulders as a result of previous successes or patronage. Gain *Trade*. And d3 Rivals who thought they should have been granted the position.
- (APR) The character has made the right friends and reaped a reward for their efforts. Gain *Social Science (Politics)* or *Persuade* and an Enemy who was your former Rival for the position but did not move quite as well.



TWILIGHT SECTOR SPACE SERVICE

The Space Service, aka Space Navy, is a major part of the interstellar nations military largely because these far-flung worlds have to be patrolled and protected; and this means ships and the men and women who crew them. The Naval Extended Basic Training Packages detail some of the variations for the different Interstellar States. They also reflect the ideological and resource commitments of the various interstellar nations' Space Services.

Advancement/Survival

	Advancement		
	Survival	Officer	Enlisted
Rank 0-3	Int 6+	Edu 6+	Dex 6+
Rank 4-6	Int 5+	Edu 7+	End 7+
Rank 7-8	Soc 4+	Int 8+	Edu 8+

Qualification: Int 6+

DMs: -1 for each previous non-military career

Commission: Int 9+ or Soc 7+

DMs: +1 for Enlisted Rank 3+, +1 for having Officer Contact, Bonus for earning a medal is equal to "Adv" on MSR chart

DMs: +1 DM to Advancement if skill from Leadership last term, -1 DM to Survival if skill from Boat Service last term. -2 to Advancement if the character has served on a Convict Crew.

Space Service Skill Tables

Roll	Crew Stations	Shipboard Life	Mixed Stations	Support
1	Discipline	Vacc-Suit	Gunnery	Medic
2	Station Skill	Vacc-Suit	Piloting	Engineer (Naval)
3	Station Skill	Zero-G	Engineer	Advocate
4	Station Skill (Other)	Gun Combat	Astrogation	Admin
5	Computers	Mechanic	Remote Ops	Flyer (Grav)
6	Eng (Electronics)	Melee	Sensor	Explosives
Roll	Leadership	Training	Boat Service	Intelligence
1	Leadership	Recon	Gun Combat	Gun Combat or Melee
2	Leadership	Athletics	Gun Combat	Streetwise
3	Tactics (Naval)	+1 Dex	Recon	Deception
4	Tactics (Naval)	+1 Soc	Melee	Recon or Notice
5	Admin	+1 End	Zero-G	Investigate
6	Advocate	Gun Combat	Flyer or Pilot (Small)	Empathy

Note: Station Skill refers to the character Primary Station (Astrogation, Gunnery, Pilot, Engineer, Remote Ops, Medical, Sensors), "Other Stations" means one other than the character's designated specialty.

Rank Table, Orion Confederation Fleet

Rank	IM	Enlisted	Officer	
0	+0	Rating		
1	+0	Petty Officer 3rd	Vacc-Suit	Ensign
2	+1	Petty Officer 2nd		Melee (Blade)
3	+1	Petty Officer, 1st	Discipline	Lt. JG
4	+2	Chief P.O.	Mem.Shunt	Mem. Shunt
5	+2		Leadership	Lieutenant
6	+2	Senior Chief P.O.		Leadership
7	+3		Commander	Lt. Commander
8	+3	Master Chief P.O.	+1 Soc	Captain
				Tactics
				Commodore
				Admiral
				+1 Soc

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	1,250	Implant
2	5,000	Ally
3	7,500	5 Shares
4	10,000	Weapon
5	20,000	+1 Soc
6	40,000	Stateroom Condo
7	80,000 (P)	Ship's Boat

Note: P=Portfolio

SPACE SERVICE EXTENDED BASIC TRAINING PACKAGES:

A Note on the Primary/Secondary Position Skill: Every one of the services below uses a model of Primary and Intermediate Training where soldiers are trained in certain specialty areas for shipboard functions. While some interstellar nations add to this list all share the following in common: *Astrogation, Comms, Engineer (Any), Gunnery (Any), Pilot (Any), Remote Operations, Sensors*

UUP Navy (Deramus, Oster): The UUP Navy is highly technological version of the Space Service model. The vessels are sleek and up-to-date. There are very well-defined roles for the Naval personnel to follow (admittedly with cross-training) and considerable use of robotics in their training.

Primary Position 1, Secondary Position 0, Computers 1, Discipline 1, Gun Combat 0, Mechanic 0, Space Science (Robotics) 1, Vacc-Suit 1, Zero-G 0

Confed Fleet (FPR): The Confed Navy is at the opposite end of the UUP Navy in terms of style and design. The vessels are a hodgepodge of whatever they might find (or what the individual member-nation has decided to build), and the crews are immersed in damage control procedures (especially how to spot trouble *before* it happens) along with the normal primary/secondary position training. This is a reputation that the Confed is working hard to shed since the end of the Mutant War.

Primary Position 1, Secondary Position 0, Computers or Space Science 0, Discipline 1, Gun combat 0, Mechanic 1, Recon 0, Vacc-Suit 1, Zero-G 1

APR Space Service: The APR Navy is highly militarized in comparison to other space Services, and is actually considered a branch of their Marine forces rather than the other way around as is sometimes the case. An additional (Primary only) Position is Combat Liaison which receives additional Zero-G Training (pick Zero-G 1 as Primary skill and Recon in place of “standard, sub-standard” Zero-G).

Primary Position 1, Secondary Position 0, Computers 0, Discipline 1, Gun Combat (Slug Carbine) 1, Mechanic 1, Melee 0, Vacc-Suit 1, Zero-G (or Recon) 0

Shenzhou Navy: The Shenzhou Navy is minimalist: designed to get their vessels where they need to go and get back home rather than conduct extended naval exercises, they stress microgravity training more than the services of other nations.

Primary Position 1, Secondary Position 0, Athletics (Coordination) 1, Computers or Space Science 0, Discipline 1, Gun combat 0, Mechanic 0, Melee 0, Vacc-Suit 1, Zero-G 1

Terran Space Service: The Terran Union Navy is another highly technical service, they use robots, but not as much as the UUP and have created a separate position for them (Robotist positions gain *Space Science (Robots)* or *Remote Operations* skill as their position skill).

Primary Position 1, Secondary Position 0, Computers 0, Discipline 1, Gun combat 0, Mechanic 1, Space Science 0, Vacc-Suit 1, Zero-G 1

MILITARY SERVICE ROLLS

Characters in Military Service are often called upon to place themselves in harm’s way; but they can receive honors for their service. A Military Service Roll (MSR) is generally based on one of the Combat Skills (*Gun Combat, Melee*, or the character’s Station Skill) or on occasion some other skill as directed (usually *Tactics, Leadership* or a Vehicle Skill).

All of the Events marked with an asterisk (*) will, if made during the Mutant War (more than 3 terms prior to the start of play), be more risky, but offer greater reward. Add a -2 DM to the check and *if successful*, a +3 DM to the Effect. This makes it harder to make the roll (the penalty DM) but if the roll is successful the effort is slightly more “glorious” as a result (the Effect Bonus).

Effect	Conduct...	Adv	Medal	
-1	Bare Competence	0	11+	Certificate
0	Competence	0	9+	Certificate
1-2	Good	+1	8+	Minor Award
3-4	Excellence	+2	6+	Award (Certificate)
5-6	Outstanding	+3	5+	Major Award (Minor Award)
7+	Above & Beyond	+4	4+	Highest Award (Award)

ADV: The modifier on your next Advancement Check

Medal: Check target on 2d6 to grant the character a medal. May use Soc DM or the Interaction Modifier for roll, but a natural 2 is always a failure. If the first roll is unsuccessful, the player may roll again for the medal in parenthesis with a +2 DM on the roll.

- Orion Confederation Medals**
 // **Certificate:** Bronze Medallion
 // **Minor Award:** Silver Leaf of Gallantry
 // **Award:** Golden Cluster of Heroism
 // **Major Award:** The Iridium Star
 // **Highest Award:** The Medal of Honor
- Archenar People’s Republic Medals**
 // **Certificate:** the Scarlet Banner
 // **Minor Award:** the Order of Patriotism
 // **Award:** the Order of Heroism
 // **Major Award:** the Order of Victory
 // **Highest Award:** The Order of Archenar

SPACE SERVICE MISHAPS

Roll Mishap

- 1 Career Ender:** The Character is summarily court-marshaled for a lack of deference to an officer. Gain a roll on the Shipboard Life or Boat Service Table. No Leave of Absence is allowed.
- 2 Brushing Incident:** Whether caused by human error or by equipment malfunction, any time two manmade object collide in space there is a major problem. The character is eventually forced out by the pressures imposed on them and the lack of confidence their commanders have in their abilities. A Leave of Absence is allowed.
- 3 Courts Martial:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Naval Accident:** The character is severely injured during a Naval Action and placed on an Extended Leave of Absence as a result. The actual injury was...
 - 1-2 Decompression related:** Roll on the Decompression Table with a d6, treating a "1" as Total Exposure.
 - 3-4 Radiation Exposure:** Roll on the Radiation Injury Table.
 - 5 Vessel Collision/Major Damage:** Roll on the Battlefield Injury Table.
 - 6 Loading Accident:** Roll on the General Injury Table.
- 5 Infamous Mission:** The character is mustered out of the Service after a debacle occurs in which they played a frankly minor walk-on role at best. The character is not subjected to a show trial because it would expose the true facts. Character gains rolls on both the Boat Service and Intelligence Tables in addition to the skill roll.
- 6 Psychological Discharge:** The character receives a Psychological Injury following their capture, after a friendly-fire incident, or another mentally traumatic event. Roll on the Psychological Injury Table. The character receives the Benefit Roll for this term as well as a roll on the Training Table. This is a Leave of Absence unless the player prefers not to ever return to the service.
- 7 Command Responsibility:** The character was exonerated of military charges for the actions of their subordinates, but entirely removed from the Service (no Leave) nonetheless as a way of whitewashing the events.

DM: +1 if the character is an Officer

SPACE SERVICE EVENTS

Roll Event

- 11 T-Space Trauma:** The character undergoes one of those catastrophes everyone talks about. The vessel is severely damaged and the character's skills are put to the test. Roll one of *Survival, Vacc-Suit, Mechanic, Engineer, or Sensors*. If successful, add to the skill rolled. If unsuccessful, make two rolls on the Injury Table and take the lesser of the two. Also gain *Zero-G* skill.
- 12 Unique Experiences:** The character has been assigned a unique new squadmate... Roll d6
 - 1-2 Dealings with AI:** Due to the need for E-War, AI have become very helpful in the military services. The character spends a considerable time with an AI E-Warrior. Gain *Computers 1* or *Social Science (AI Culture)* and an AI Contact.
 - 3-4 Dealings with Mutants:** The character has several mutants placed into their squad/unit in order to "integrate" them. Gain *Life Science (Mutation) 1* or *Social Science (Mutant Culture)* and a Mutant Contact.
 - 5-6 Dealings with Uplifts:** The character is assigned a member of the Uplift community. Gain *Animals (Veterinary) 1*, or *Soc Sci (Uplift Culture) 1* and an Uplift Contact.
- 13 Opportunity Knocks*:** The character is placed into position for a little bonus with some midnight requisitions...
 - ※ ...*If they are willing to take the risk:* the character gets a +1 DM bonus to one of their Benefit Rolls. Roll a check of their *Stealth, Vehicle* or *Deception* skill to determine if they can keep a lid on this little off-book operation. Failure will result in their getting nothing *and* being asked not to re-enlist next term (an outright court-martial is avoided though).
 - ※ ...*if they turn this into their superior's like a good little spacehand:* Gain +2 DM to their Advancement next term. Gain an Enemy. **Also** take a -2 DM on next term's Survival Check or make an *Athletics (Coordination)* check, if failed roll on the Injury Table this term due to a "fragging incident." If successful, the black mearketeers played their hand out and lost (no penalty next term).

Twilight Sector

14 FUBAR: The character sustains an injury... Roll d6

- 1 Mortal Injury:** The character suffers a Mortal injury or exposure to decompression, which reduces one of their Physical Stats by -1 even after Bio-Replacement surgery. The character is offered a Purple Heart if this takes place during the War.
- 2-3 Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg. Roll d6, if the result is under your Rank, the character is provided a Bio-Replacement, if the result is over the rank, a Cyber Replacement.
- 4-5 Explosive Decompression:** The character suffers from exposure to space by explosive decompression, although they miraculously survive. Even after Bio-Replacement surgery one of their Stats (other than Soc) is reduced by -1. They also suffered the loss of both eyes and have Bio-Replacements.
- 6 Mental Scars:** The character is left with emotional and stress-related issues. Page 177.

15 The Bad Ship: The character is assigned to the vessel where all of the screw-ups and problem personnel are sent.

- ✎ If the character is an Officer of Rank 3+ or Enlisted Rank 6+, make a check of *Leadership* or *Discipline*, either with a -2 DM. If the roll is a success, the character turns this vessel and crew around, next Advancement roll is automatic. If the roll is failed, the crew lives up to their abysmal reputation, character gains nothing.
- ✎ If the character is Enlisted (Rank 5 or below) or an Officer (Rank 2 or Below), you are labelled a screw-up. Take either *Discipline* (work hard to get over it) or *Carouse* (party with the screwups). -2 Advancement next term.

16 Training Facility: The character can either go to the unit's training facility for basic training or become an instructor. If they have skills from any career skill table at 3+, they may become an Instructor. *Training Facility*: make a skill roll on Boat Service, Support or Training Tables; *Instruction*: gain *Instruction* and a Military Contact.

21 Naval Rout: The character is involved in a Naval action in which the enemy overwhelms them.

- ✎ If the Character is Enlisted, the battle is in the hands of others but they can try to save as many comrades as possible. The character can make a *Zero-G* or *Athletics (Coordination)* check to save fellow crewman (gaining them as a Contact). If the roll is failed, they have sustained an injury. The Player may elect to make as many rolls as they like, until the character takes up to two injuries or a Mortal Injury.
- ✎ If the Character is an Officer below O3, they have been given an impossible task. Make a check of the character's Station Skill with a -3 DM as a Military Service Roll. If the roll is a success, the character applies a -1 DM to the medal chance as well. If the roll is a failure, the character suffers a -4 to their next Advancement Check.
- ✎ If the Character is an Officer above O4 (and wishes to be in command), use *Tactics (Naval)* with a -2 DM for a Military Service Roll. If the roll is a success, the character applies the -2 DM to the medal chance as well but gets the same DM as the Advancement Check. If the roll is a failure, the character automatically fails their next Advancement Check as they are given the blame. Many officers will Muster Out of the service after a loss like this, despite the odds stacked against them.

22 No Void Warranty: The character spends a lot of time outside in the vastness of space. Gain *Vacc-Suit* (unless the Skill is 3 or higher, then gain *Trade (Zero-G Construction)* instead). Then make a roll of the skill. If a failure, the character suffers a decompression injury in the course of their duties.

23 Pirate Incursion*: On all the viddies, the boarding of the Pirate Vessel is near the end when the heroes triumph. In real life, your vessel has been surrounded and is in extreme danger when the boarding action begins. The character can either man their stations as the Pirate vessels swarm them or help fight off the boarding action. Make a Military Service Roll with a -2 DM based on their Station Skill or *Tactics (Naval)* (either of which indicate that the player stayed at their stations and fought vessel to vessel) **or** use *Gun Combat* or *Melee* (either of which indicate that the player fought in the Boarding action alongside any Protected Forces onboard).

- ✎ If successful, the character gains in the skill rolled and is somehow able to pull their fat from the fire. Gain a Rival (the Pirate Band)
- ✎ If unsuccessful, the character is captured by the pirates and held for d6 months before they are able to get away. Gain an Enemy (the Pirate band) and fail your next Advancement Check automatically (the Naval Command frowns on losing ships).

24 Mutiny: The character was onboard of a vessel that suffered a mutiny. While they may join with the mutineers (if so, begin their career as a Criminal next term automatically), but fighting them will gain the character glory in the Service! Gain a skill level, then make a Military Service Roll based on *Melee*, *Gun Combat* or *Stealth*. If successful, gain a +2 DM to your next Advancement Check in addition to the normal result. If unsuccessful, the character has a -1 on their next Advancement for being part of "that crew who mutinied".

- 25 Intelligence:** The character may roll for a skill on the Intelligence Table as they are placed on a mission for Naval Intelligence. The character *has the option* to make a Military Service Roll with this skill and gain a second skill on the list as a 0-level skill, thus giving them an extra (0-level) skill and the chance for a medal, but a failure of the MSR will result in a FUBAR (see Event 14). Alternatively, they can make an EMR roll (no medals), see page 82. If this roll is failed, make a check on the Injury Tables (not FUBAR, as above).
- 26 Cross-Training,** the character is sent to another service...
- 1-2 Inter-service:** The character undertakes inter-service training and may roll on the specialist or service table of any other branch (Protected Forces is the most common).
 - 3-4 Cross-Training, Simple:** Gain a Roll on the Boat Service or Intelligence Tables.
 - 5 Cross-Training, Inter-National:** The character lives among their Allies in another nation. Gain *Language* and d3 Military Contacts in the other nation.
 - 6 Military Intelligence Training:** The character is trained to work alongside Military Intelligence. Gain one of *Deception*, *Recon*, or *Stealth*.
- 31 Mentor:** A superior officer (or if the character is of higher rank, an Authority of Rank 6+) takes interest in your career. Gain in *Leadership* (up to skill level-2 if already possessed) or d3 Government or Military Contacts
- 32 Psionic Assault*:** The character is attacked by a Psionic Assassin. Roll d6:
- 1-2 Brain vs Gun:** The character has a chance to kill them before they can sink their psychic claws into them. Roll an attack skill check. If the roll fails, make an injury check. If the Check is a success, the character gains in that skill.
 - 3-4 Mind Tricks:** The character is taught some simple tricks to keep out intrusive psychics. Gain *Anti-Psi*.
 - 5 Become the Hunter:** The character is tracking the Psionic, and has been provided with special equipment and training to assist the eradication of the threat. Gain one of *Recon*, *Life Science* (*Psionology*), or a Psionic Protection device.
 - 6 Triggering Event:** Gain PSI (3 if the character has PSI 0, or +1 if they have some PSI already) plus Roll on the Psychological Injury Table.
- 33 Operation Clusterjag:** The character is assigned to a vessel filled with what is either the worst bunch of misfits or a recently paroled convict ship no one knows quite what to do with. In fact, this result could also indicate (for officers or higher level enlisted personnel) that the players have been assigned to a Convict Ship as *Screws*, the watchful eyes of the Service. Either way, it is something of an embarrassment professionally. Next term's Advancement Check is at a -2 DM, although they do have a Contact which may well go to the underworld side of things after their own terms are finished (and thus be likely useful for certain types of information; the player may select if the Contact is a Shady Naval Officer or a Criminal with a Military background).
- 34 Naval Command Assignment:** The character has been sent to Naval Command.
- | Rank | Position |
|-----------------|---|
| Enlisted | Support Staff: The Naval Command is an excellent place to hone your Support Skills. Roll on the Support skill Table. Also roll <i>Carouse</i> , if successful, gain +2 to Advancement or an Officer Contact. |
| 01-03 | Staff Assistant: The character is assigned to a department and serves on the planning staff. Roll on the Support or Leadership Tables. |
| 04-05 | Attaché: The character is assigned to a senior officer. Either gain <i>Steward</i> and a Naval Officer Contact, or roll on Leadership Table. |
| 06+ | Command Position: The character is given a position of Command and Control for Naval Command. If <i>Tactics</i> or <i>Admin</i> are under 3, gain the lower of the two. If <i>Tactics</i> or <i>Admin</i> are over 3, gain the higher and +2 on your next Advancement Check. |
- 35 Boarded!*** The Character's vessel was Boarded at some point. Make a Military Service Roll based on their Station Skill or *Tactics* (*Naval*) (either of which indicate that the player stayed at their stations and fought vessel to vessel) **or** use *Gun Combat* or *Melee* (either of which indicate that the player fought in the Boarding action alongside any Protected Forces onboard). If successful, gain the skill rolled and +1 DM on any Medal Check. If the MSR is unsuccessful, take an injury.
- 36 Solid Performance:** The character merits a +4 to Advancement next term. Also, gain 1 Military Contact.

4x **Roll on the Life Events Table: See Appendix 6, pg 180-187.**

- 51 Holding Action*:** The character is placed well into harm's way, but they are also fighting for purpose as they cover someone else's retreat. Make a Military Service Roll with any combat skill, *Tactics* or *Leadership*. If successful, gain in that skill as well as a +2 to your next Advancement Check above and beyond what is called for by the check. If the roll is unsuccessful, make a roll on the Injury Table.

In addition to/Independent from the result of the MSR, make a d6 roll (DM of +1 if the MSR was successful):

1-4 Captured!: The character's next term is spent in the custody of the enemy. The character's next term Event is Event 61 "Captured!". Gain 1 Ally who went with you to hell.

5+ Escape: The character was able to get away at the end of the holding action.

- 52 Major Naval Action*:** The character is onboard a vessel involved in a terrific naval battle, the kind in history books where almost everybody dies. Make a Military Service Roll based on their Station Skill, or *Tactics (Naval)*. If the player allows some terrible wound to have been suffered by the character during the conflict, gain a +2 DM on the roll (increasing their chance for glory). **Note:** this automatic injury should be rolled on the FUBAR table.

- 53 Vessel Collision:** The character is onboard of a vessel that suffers a major collision. In the fire and the confusion that follows, the character...

1-2 Sustains Minor Injuries: The character was injured during the collision, but executed their duties. Roll on the Shipboard Life table, and then make a roll of the skill you gain. The character should add negative DMs (modified by their *Discipline* skill) for the medal bonus.

3-4 Lifesaver: The character was in position to help save the life of another crewmember. Add *Athletics (Strength or Endurance)* and then make a roll of that skill. Add +2 DM for the resulting medal and gain a Military Contact. If the roll was a failure, the crewmember died despite your best efforts.

5-6 Recovery Operations: The character is part of the Recovery Operation. Roll *Vacc-Suit* or *Zero-G*. If the roll is successful, gain that skill. If the roll is a failure, the character is injured during the recovery operation, caught, cut, disturbed, or irradiated while combing through the glittering debris. Roll d6: Decompression Table (1), Radiation Table (2), General Injury Table (3-5), Psychological Table (6).

- 54 T-Space Tragedy:** The character is onboard a vessel that undergoes one of the more destructive T-Space Anomalies. The vessel is severely damaged and the character's skills are put to the test. Roll one of *Survival*, *Vacc-Suit*, *Mechanic*, *Engineer*, or *Sensors*. If successful, roll d6 below twice and take the result preferred. Re-roll the same result. If unsuccessful, roll d6 and take the event.

1 Decompression Injury: The character rolls for an injury on the decompression Injury Table.

2 Turbulence: The character rolls an injury on the Battlefield Injury Table.

3 Flooded by Radiation: The character rolls a Radiation Injury.

4 Off Course: The character's ship is sent far, far off their course by the dread "Black River". The Ship is damaged in a very bad drop into the asteroids, and while the ship manages to limp to a planet, the character has to play "castaway" with the other survivors until the Engineers manage to cobble something together.

/// *If the player is an Astrogator or the C.O.:* the whole thing is blamed on you by the High Command even though no one in the service is dumb enough to believe that. Lose your next Advancement Check but gain a Contact among your immediate superiors who knows better.

/// *If the player is a Pilot or Sensor Ops:* the High Command claims you did not do enough in the drop. Apply a -3 DM to your next Advancement Check.

/// *Other Crew:* You suffer depredations, but manage to learn how to survive, *Survival 1*.

5 Tombship: The character was onboard of a Tombship, slowly gathering more and more radiation as the vessel passes through T-Space. They are able to escape with only d6x50 rads of exposure thanks to their frantic efforts to protect themselves (and the fact that Radiation exposure dropped suddenly when it did); but they also suffered an injury in the process (welding burns, crushed when the ship hit turbulence, et al).

6 Touched in a Bad Mental Place: The vessel encountered... Something... that left no one unchanged: roll on the Psychological Injury Table.

- 55 Special Duty Assignment*:** **Cybernetics:** Cyberdivision wants you! And of course some random body part. Gain a cybernetic enhancement as if the Benefit "Implant", but with a budget of 250,000 Cr.

- 56 Bridge Mouse/Engine Rat:** The Character learns something about the “other end of the ship” (The Bridge if they are Engineers, the Engine Sections if they are Bridge personnel and one or the other if they are Support). Gain a skill of the appropriate type (*Pilot*, *Sensors*, or *Astrogation* if the character’s normal Station Skill is either *Engineer* (Naval, Drives or Plant) or *Remote Piloting* or vice versa).
- 61 Operation Thrust*:** The character is tapped for a secret mission deep inside the territory of the enemy to gather intel...
(OC) ...which they undertake to the best of their abilities in a vessel that is cutting edge and a crew that is sharp. Roll an MSR using a Ship’s Station Skill (*Piloting*, *Engineer*, etc). If the roll is a success, gain that ability as well as the Advancement/Medal possibilities listed. If the roll is a failure, make a check on the Injury Tables.
(APR) ...that uses a beaten up vessel crewed by Convicts (the character acting as a “Screw” or non-Convict watcher). Roll an MSR based on the character’s Ship’s Station Skill or *Leadership*. If the roll is a success, gain in that skill. If the roll is a failure, either take an injury **or** sacrifice an Ally who took the injury for the character (which turned out to be fatal for them).
- 62 Ships of the Line*:** The character takes part in a major action (if during wartime this is a major battle, if peacetime this is either a civilian rescue effort, wargame or pirate incursion). First gain *Discipline*. Second, roll their Station Skill or *Discipline*.
(OC) If successful, the character has performed well in their duties and receives a +2 DM to the next Survival or Advancement Check. If unsuccessful, the character’s vessel was severely damaged, and while it was not ‘their fault’ they certainly take more than a fair size share of the ignominy (-2 DM on next Advancement).
(APR) If successful, the character gains an extra Benefit Roll. If unsuccessful, the character loses a Benefit Roll. (This is part of the incentive program the APR uses, rewarding ships crews that do well in battles and punishing those crews which do not).
- 63 Assignment Hurry and Wait:** The character is part of a Ship’s contingent on a vessel ordered to make a mad dash to a distant location, then ordered to sit for an extended period until they get relieved or sent back inexplicably.
(OC) The character may opt, if they wish, to make a roll on the Life Events Table or gain *Social Science (X Topic)*.
(APR) The character gains *Carousing* or *Gambler*.
- 64 Captured!*** The character was taken by the enemy during an action.
(OC, during the war years) The Expansionist State camps were death camps, modeled after the worst excesses of the Khmer Rouge and Bataan; lose 2 End and 1 Str, but gain d3 Allies and *Survival* 2. If *Survival* was already a 2 or higher, gain *Instruction* and *Leadership* instead.
(OC, after the war years) The APR places a “kinder, gentler” face on their prisons, but it is still a Convict sentence of d3 terms on a Prison World before a release is secured (it escape is effected before this, automatic re-qualification).
(APR) The military prisons of the Free People’s Alliance were better than boot camp. Lose -1 Soc, and gain an extra Physical Development Table roll.
- 65 Marooned on Arcane 3:** The character is marooned in the fringes just behind enemy lines after their vessel barely escapes a major battle gone bad. There may be a small number of other refugees or the player may be alone.
 // If the Character is alone, they will have to fight that much harder to survive. Gain *Survival*, if the character did not already have the *Survival* skill prior to this point, they take an injury as their learning curve mounts.
 // If the character is part of a small group and the leader, they gain *Leadership* and gain d3 Contacts plus d3 Rivals.
 // If the character is part of a small group and not the leader, the character gains *Trade* (Lowtech construction).
(OC) The pickup could be either (d6) OC forces sent looking for them (1-3), OC Forces who “happen along” (4) or Enemy forces (5-6). If the result is enemy forces, the character’s next term event is “Captured”.
(APR) The pickup could be either (d6) APR forces sent looking for them (1-2), APR Forces who “happen along” (3) or Enemy forces (4-6). If the result is “enemy forces”, the character’s next term event is “Captured”.
- 66 Automatic Promotion:** The character is brevetted to the next higher Rank.
(OC) If they make their Advancement Check next term, they proceed normally with their career. If they do not, the military cashiers them in the following term as a “war hero” that has peaked.
(APR) The character somehow managed to get the promotion they actually deserved. Shocking.



TWILIGHT SECTOR SPACER

Somewhere between the Criminal and the Trader, the Civilian and the Tinker rests a group of individuals who ply the spacelanes looking for profit and adventure. They generally have a nose for trouble, and they are generally following those inclinations. Many look at them as little better than Tinkers, which Spacers don't mind at all (having shared the void with Tinker groups for some time). Others see the Spacer as inherently romantic, which they really don't mind at all. Spacers sometimes have ships, and they sometimes just crew the vessels of others. Whether or not they do they might trade one day and explore a planet the next as the mood strikes them and the solar winds push them along. They are the Spacers, and they live by a certain creed...

Advancement/Survival

	Survival	Advancement
Rank 0-3	End 6+	Int 6+
Rank 4-6	End 5+	Int 7+
Rank 7-8	Int 4+	Int 8+

Qualification: End 6+

DMs: +1 for *Vacc-Suit* or *Zero-G* of level 2 or more, -1 for a *Space Service* or *Protected Forces* history, +1 for *Criminal* or *Tinker* history. Anyone seeking to become a Spacer **must** know *Anglifranc*.

DMs: +1 DM to Advancement if Skill from Leadership or Special Projects last term

Settler Skill Tables

Roll	Spacer Life	Spacer Fixit	Scavenging	Support
1	Vacc-Suit	Engineer	Notice	Medical
2	Carouse	Mechanic	Sensor	Trade (Z-G Construction)
3	Gun Combat	Notice	Broker	Computers
4	Notice	Jack-of-all-Trades	Engineer	Science
5	Streetwise	Comms	Explosives	Grav
6	Zero-G	Computers	Pilot	Jack-of-all-Trades

Roll	Leadership	Training	Crewin'	Hardcase
1	Leadership	Athletics	Gunnery	Gun Combat
2	Persuade	+1 End	Piloting	Melee
3	Investigate	+1 Int	Engineer	Streetwise
4	Empathy	Stealth	Astrogation	Notice
5	Admin	Empathy	Mechanic	Stealth
6	Advocate	Melee	Sensor	Deception

Rank & Benefits Table, Spacer

Rank	Title	IM*	Benefit
0	"Zipper"	-1/-2	
1	Mr. Smith	+0/-1	
2		+0/+0	Mechanic
3	Void-Jack	+1/+0	
4		+1/+0	Carouse
5	(True) Spacer	+1/+1	
6		+2/+1	Notice
7		+2/+2	
8	"Elite"	+3/+2	+1 Int

Mustering Out Benefits

Roll	Cash	Other Benefits
1	500	2 Shares
2	1,500	Ally
3	3,000	4 Shares
4	6,000	d3 Contacts
5	15,000	Ship's Boat
6	25,000	Implant
7	40,000	Ally and 10 Shares

*Mods are for other Spacers/Society-at-Large

SPACER EXTENDED BASIC TRAINING PACKAGES:

The following are a brief survey of the different types of Spacers. Not quite criminals or average citizens, living in a sub-culture of their own,

Dock-Monkey: The Dock-Monkey is a fixture in most Ports, the guys that haul the gear, load and unload the cargoes and generally spend a lot of time making certain that shipments get to where they are headed. Many Dock-Monkeys work the speculative trade side of things as well, since they know the nooks and crannies where the good stuff is being held at the Port.

Broker 1, Computers 0, Flyer 0, Mechanic 1, Melee 0, Sensor 0, Trade (Cargo Handling) 1, Vacc-Suit 1, Zero-G 1

Hardcase: The hardcase is a bit closer to the underworld than not, and they often run with criminal elements. For some Spacers, this is the sort that gives all Spacers a bad name; for others, this is the sort that makes people think twice about crossing Spacers.

Gun Combat (any) 1, Mechanic 0, Melee (any) 1, Notice 1, Pilot 0, Stealth 0, Streetwise 0, Vacc-Suit 1, Zero-G 1

Pod-Chasers: The Spacer community has many individuals who volunteer their services for rescue operations, these are the ones that chase down life-pods when ships die in the midst of the void. Pod-Chasers often come from a wide variety of

backgrounds, but they drill and train tirelessly, and they come when they are needed.

Astrogation/Pilot/Engineer 0, Computers 0, Life Science 0, Mechanic 1, Medic 1, Notice 1, Sensor 0, Vacc-Suit 1, Zero-G 1

Scavenger: The Scavenger is a space-junker, the "deconstruction artists" that tear up old vessels and haunt the boneyards. They are also the one's that can fix older parts and cobble together much-needed spares. Their grey markets are often tolerated by authorities because they perform a useful service for the Spacer community.

Broker 1, Engineer (any) 1, Mechanic 1, Melee 0, Notice 0, Pilot 0, Sensor 0, Vacc-Suit 1, Zero-G 1

Stick-Jockey: This is the sort of Spacer who prefers to spend their time in a ship rather than at port, the pilots that ply the inter-system trade and the short haulers that make up vital flow of goods inside of every human colony. The profits are small but there is a simple freedom here that these Spacers have come to love.

Astrogation 1, Computers 0, Engineer (Maneuver Drives) 1, Mechanic 0, Melee 0, Notice 1, Pilot (Starship or Small Craft) 1, Vacc-Suit 1, Zero-G 0

The default "Secondary language" for a character who begins as a Spacer must be Anglifranc.

SPACER INTERACTION MOD

Most Spacers don't care whether you are a Grand Duke from some Fringe Settlement or the son of a President; their interactions are based on reputations garnered from among their own kind following their own rules. These reputations are built on following the Spacer's Creed, which doesn't always comport with what the authorities want. Some have likened the Spacer Creed to the Tinkers Code; but while this is tantalizing, no real evidence has been produced that they have a common origin.

Ranks are determined by the reputation an individual Spacer has among the Spacers of a certain area (the place they live/work). Spacers are relatively mobile, but reputations will extend so far. Reduce the character's effective Rank by 2 for each Sector (or by 1 in Border areas) that they wander from home. Their true Rank will, however, tend to spring back up if the Spacer establishes themselves in the new location. Sometimes this is accomplished very quickly, as Spacers tend to talk a lot about one another ("gossip" however is a fighting word among them... even though most are worse than any spinster aunt). The Referee is the final word on when this nebulous "confirmation" trickles through the ports and cargo holds of passing vessels to confirm the character's status.

A NOTE ON MISHAPS

Very few of the Mishaps related on the next page lead to Spacers actually leaving their career, this is deliberate. Given the nature of the Spacer and the fact that they are inherently mobile to a degree (often floating around the entire Sector) it is rather difficult to drive them out without imprisoning them (thus making them Convicts) or pressing them into service in a new career. For some, the Spacers life is all they know or want to know.

SPACER MISHAP TABLE

Roll Mishap

- 1 FUBAR:** The character sustains an injury... Roll d6
- 1-2 Critical:** The character suffers an explosive decompression injury, although they miraculously survive (kind of). Massive Soft Tissue Damage resulting from the sudden loss of pressure created both scarring (as the tissue ruptured) and organ damage. Reduce physical stats by d6+2, allocated by the Player (this counts as a Mortal Injury, they were later revived).
- 3-4 Lost Limb:** The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg).
- 5 Lost Eye:** The character suffers a lost eye.
- 6 Mental Scars:** The character is left with emotional problems. Roll a Psychological Injury
- Note:** The nature of the injury is enough to get the character to re-think their Spacer lifestyle. The character must roll to qualify as a Spacer next term but if they make it, can stay in the career. A Leave of Absence is more common than a decision to Muster Out outright.
- 2 X gets in trouble with the wrong crowd:** The Spacer snatches two Benefits in a deal gone "bad", but...
- ✎ If the character abandons the career (at least for a Leave of Absence), they can shake their Spacer enemies.
 - ✎ If the character decides to stay in the career, they have d3 Spacer Enemies whom they have wronged.
- 3 Legal Troubles:** The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.
- 4 Illegal Troubles:** The character has troubles with local criminals (all allow a Leave of Absence). Roll d6:
- 1-2 Witness for the Prosecution:** The character witnesses something heinous, and helps authorities make the collar. This also means they have to go and hide under an assumed ID. For their protection, they should not return to the Spacer career... if they do, give them a Hunted penalty of d3-the number of terms since they performed their civic duty, they will have to 'establish' themselves all over again (rank-wise).
- 3-4 Even I get Boarded:** The character has to dump the contraband of a criminal boss, and they now have a price on their head. Either leave the area or decorate his office antechamber as some kind of sick trophy. If the character insists, they spend time in a cryochamber (2 terms, no events, no skills).
- 5 Your orbital Privileges are Revoked:** The character got into a lot of trouble, then helped out a local criminal in a **very** bad situation. They are square, but cannot ply their old trade locally without reopening old wounds. Make an Immediate Cash Roll roll with a +1 DM (hope it was worth it).
- 6 I know it was you:** The character runs afoul of the local crime boss. Take a roll on the Hardcase Table and a Battlefield Injury Table roll if the character presses forward.
- 5 Career Blocking:** Somebody tries to change your career choices. Roll d6:
- 1-2 Shanghaied!** The character is "collected" with a group of other Spacers into the crew of an outgoing ship. Roll *Deception* or *Stealth* check and escape, gaining two new Contacts along the way. Failing this check, the character is taken to a distant Sector where they effectively must start all over again (Rank 0). Gain a Trader "Contact" (who shanghaied you, at least they bear the character no ill will).
- 3-4 Co-Opted:** A Smuggler Band snatches the character up to take part in their illicit activities.
- ✎ If the character goes along: gain *Streetwise* or *Deception* but the character will have to become a Criminal next term.
 - ✎ If the character tries to refuse/escape: Make a check of *Notice*, *Stealth* or *Recon* and take an Enemy in the smuggler profession.
- 5-6 Spacer Hand:** Gain any one of: *Steward* or *Engineer (any)* at the cost of Mustering Out in order to join the Traders next term or gain a Trade Contact that treated them so nicely.
- Note:** A Leave of Absence is available for all of the above results if desired.
- 6 Port Trouble:** Someone in authority wanted the character out. Gain them as a Rival. On a *Deception* check however, the character can also strike back at them, gaining an additional Benefit Roll in the process but elevating them to an Enemy. A Leave of Absence is available to the character, and if they stay away at least d3 terms, they can eliminate the Rival/Enemy.

SPACER EVENTS TABLE

Roll Event

- 11 Odd-Jobbin':** The character works a variety of odd-jobs to make it through, gain *Jack-of-all-Trades* 1 or *Trade* 1 in the local industry (planetary or orbital).
- 12 Spacer Community:** Gain an Ally Roll d6:
- 1 AI:** While there are not a lot of AI who have slipped through the cracks, occasionally there are one or two who either have gravitated towards this path as an intellectual or moral exercise, and there are some that just need a place to hide. Certainly, their unique skills make them excellent assets in the Spacer community. Gain an AI Ally or and AI Contact and an extra Benefit (from their excellent assistance).
 - 2-5 Mutant:** Lots of people ignore mutants by choice. But if befriended they make solid companions (especially as backup muscle or to provide an odd advantage). Gain an Ally and rank 0 in any skill you do not currently have or d3 Mutant thugs.
 - 6 Uplift:** Like the AI, Uplifts are fairly rare in the Spacer Community (something about the Vacc-Suits) although there are a few that have taken very well to it (aquatic lifeforms oddly). Gain an Uplift Ally or d3 Uplift (thug) Contacts.
- 13 30th Century Titanic:** The vessel was sizable and the character watches people dying all around him. The ship is tearing itself apart and the character find their way to the Life Pods first...
- ✎ *The character has the option of using a life pod early as the superstructure begins to crack and tear and fire starts spreading like a strange flower along the walls of the corridors outside. The Pod is later found with practically no one else onboard other than the player and they are branded a coward. The character automatically fails the next Advancement Check.*
 - ✎ *If the character waits until the very last moment, they risk their very life and limb. Roll Notice or Recon; if the roll is successful, the character ejects the pod at the very last instant. If the roll is a failure they suffer a roll on the Decompression Injury Table. Either way the check goes however, the character is hailed for their efforts, gain +2 to either Survival and Advancement next term.*
- 14 I have a bad feeling about this:** The character gains skill in *Empathy*, *Notice*, *Persuade* or *Broker*. Roll the skill successfully or take a loss of their Benefit or an injury (player choice).
- 15 Waylaid by Fate:** The character is struck by an illness/malady... Roll d6
- 1-2 Strange Illness:** The character becomes sick with something that no one has ever seen before. The illness itself is something that you get over, but in order to get treatment for it, you have to agree to be under their observation for a time and that keeps you from doing what you need to. Lose a Benefit Roll and -1 to one physical stat as they poke and prod you for over a year.
 - 3-4 Left for Dead:** Playing hard has consequences. Roll twice on the Injury Tables and take the **higher** of the two results. The character also gains a roll on the Hardcase Table and an Enemy.
 - 5 Worker's Comp:** The character is injured while performing some odd-job (violent or legitimate at player's choice). Roll an Injury Check, then an *Advocate* skill check to get the person the character had been working for to pay for a Cybernetic replacement.
 - 6 Cut down:** The character is minding their own business, but gets caught in the crossfire between two other belligerents. Roll an Injury. The two Spacers involved however contribute to the character's medical rehabilitation: d6x2000 Cr total.
- 16 Workshack:** The character spends time on a Workshack. Gain *Trade* with a specialty of *Zero-G Construction*, *Zero-G Chem-Processing*, or *Zero-G Manufacturing*.
- 21 No Good Deed:** The character is injured while trying to save some dirtsider who was about to make a *major* mistake. Roll on the Injury Table (either Decompression or a General Injury Table). Gain 1 (Random) Contact either from someone the character helped or a medical professional who in turn helps them (Academic or Government). The dirtsider helps offset any costs, paying half of your uncovered medical debt.
- 22 At Least You Had Fun:** The character stumbles into a series of cheap and tawdry romances during the course of the term. Gain either *Carouse* or +1 Soc (only if the Soc started *under* 9). The character also suffers d3+1 Rivals.

- 23 Mutiny:** The character is onboard of a vessel that suffers a mutiny. The character is unfortunately thought to be one of the mutineers:
- ⌘ *If the character goes along with the Mutineers to save their own skin*, they should roll a check of *Notice*, *Confidence* or *Empathy*. If the check is successful, they manage to stay on the side that wins (1-3, this is the mutineers, you are now a pirate; 4-6 this is the legal owners) and gain *Confidence*, if not, they misjudge, take an injury and next term have to roll on the "Legal troubles" Table (pg 173).
 - ⌘ *If the character goes along with the Mutineers so that they can be in a better position to defeat them*, they should roll *Deception* or *Stealth*. If successful, gain a +2 DM to your next Survival Check and +2 to their Advancement Check as you play a key role in defeating this scourge. If unsuccessful, the character takes an injury and is thought to be one of the bad guys. Take Result 10 on the Legal Troubles Table (pg 173), 'Lead-time'.
- 24 Hard Work Makes a Good Spacer:** The character demonstrate diligence and cunning, gain an optional +1 DM to your Benefit Roll which may be added *after* the roll (max is still 7 as always).
- 25 Advanced Training:** The character gets an opportunity to sharpen their technical skills, gain *Computers*, *Sensors*, *Mechanic* or *Engineer* (any).
- 26 Risk Takin'** The character is offered the chance to make a risky bargain. Roll d6:
- 1 Success at a cost:** Either accept a wound or gain nothing. If the player decides to go for it, roll twice on the Injury Table, taking lower roll, but gain an extra Immediate Cash Roll.
 - 2 Just Do Your Job:** Make a check of the character's highest skill, which is the related to the task they were called on to perform. If it is a success, they gain an extra Immediate Cash Roll.
 - 3 Scammed:** It happens. Roll a *Deception* or *Empathy* check and see if the character saw the scam coming far enough ahead to avoid loss. If the roll fails, lose one Benefit (basically, the one from this term). If a success, gain a Rival.
 - 4 Happens:** The deal falls through, but not because of any specific fault. Gain a Contact who owes the character a favor.
 - 5 Success:** The deal goes down well, If the character has *Broker*, gain a Benefit Roll. If they do not, gain *Broker 1* and d6x1000 Cr
 - 6 Disastrous but oddly rewarding:** roll on the Injury Table *and* gain one of *Medic 1*, *Deception*, *Gun Combat* or a Romantic Partner as well as 2d6x1000 Cr..
- 31 Port Buddy:** Gain an friend in the High Port Roll d6:
- 1 Command Staffer:** The Contact is a member of the command staff, which gives them good tidbits of information now and again. This Contact is also very much a two-way street, they expect to be told when things are happening inside the Spacer Community as well (which is why they have befriended you).
 - 2-3 Engineer:** The Contact is one of the Engineer staff; they can help the Spacer get parts and things when necessary (they also fix the air scrubbers for the character first).
 - 4-5 Cargo Handling:** The Port Authority cargo handlers are a valuable source of information on what is heading in and out of the port.
 - 6 Security:** Having a Contact in security doesn't mean you never get roused, but it does mean that they sometimes give you a heads up first. Like the Command staff Contacts, this Contact is also very much a two-way street, they expect to be told when things are happening inside the Spacer Community as well (in fact they tend to treat you more like an informant than a friend).
- Note:** if rolled again, the character can choose to upgrade the Contact to an Ally or get a new friend.
- 32 Microgravity:** The character must roll their *Zero-G* skill. If they make it, they avoid an injury and gain in the skill.
- 33 Research Opportunity:** The character has an opportunity to engage in a field study as an assistant that could turn into something better. Either Muster Out next term and join the Scientist or Exploration careers and gain *Science (any specialty) 1*, or stay a Spacer bum and take an Academic Contact (only) from the research team.
- 34 Book Learning:** If the character's Edu is 8+, gain a roll on the Support Table. If not, gain +1 Education as you score some quality edSofts (+2 Edu if the characters Edu is 5 or less, and the Hypnolearning system used is a prototype that gives them some odd urges to spew "trivia" or something equally comical).

Twilight Sector

35 Riot! The character gets swept up in a riot on the Roll d6:

- 1-3 Dirtball:** Make a *Notice*, *Recon* or *Persuade* check and avoid trouble entirely. If you fail, make two checks on the Injury Table and take the lesser of the two. As a consolation, you gain one of *Drive 1*, *Flyer 1* or *Seafaring 1* either way.
- 5-4 Space Station:** Lots of people, so little space. Gain *Streetwise*, *Notice* or *Recon*, 1 or *Zero-G*. Roll an *Athletics* or a *Zero-G* check no matter what you selected to avoid an injury.
- 6 On Ship:** First the Pirates attacked, then the ship was left adrift. Everything was going as well as could be expected until the rations ran out (or the High Passage folks got snooty or what have you). The character ends up with an Injury. Roll *Advocate* and sue the ship's owners (or the High Passage Snooties) for an extra Benefit.

36 T-Space Tragedy: The character is onboard a vessel that undergoes one of the more destructive Anomalies. The vessel is severely damaged and the character's skills are put to the test. Roll one of *Survival*, *Vacc-Suit*, *Mechanic*, *Engineer*, or *Sensors*. If successful, roll d6 below twice and take the result preferred. Re-roll the same result. If unsuccessful, roll d6 and take the sub-event rolled. Roll d6

- 1 Decompression Injury:** The character rolls for an injury on the decompression Injury Table.
- 2 Turbulence:** The character rolls an injury on the Battlefield Injury Table.
- 3 Flooded by Radiation:** The character rolls a Radiation Injury.
- 4 Black River:** The vessel on which the character is travelling is taken far off course and arrives in an uninhabited system which has very few resources. The rest of the term is spent in deprivation and horrible circumstances as you wait for rescue. Lose 3 points in your Physical Stats from the wasting and long-term microgravity, gain one of *Engineer (Life Support)*, *Mechanic* or *Melee* as well as *Survival 1*, *Zero-G* or a Contact.
- 5 Tombship:** The character was onboard of a Tombship, slowly gathering more and more radiation as the vessel passes through T-Space. They are able to escape with only d6x50 rads of exposure thanks to their frantic efforts to protect themselves (and the fact that Radiation exposure dropped suddenly when it did); but they also suffered an injury in the process (welding burns, crushed when the ship hit turbulence, et al).
- 6 Touched in a Bad (Mental) Place:** The vessel encountered... Something... that left no one unchanged: roll on the Psychological Injury Table.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 Beat-Down: The Spacer gets into a fight and is beaten severely, roll on the general Injury Table twice, taking the lesser of the two results. What really hurts is the character's pride however. After they lick their wounds, gain Strength +1 or *Melee (Unarmed)* as they work harder to avoid meeting the same fate again ("No one kicks sand in my face anymore...").

52 Vessel Collision: The character is onboard of a vessel that suffers a major collision. In the fire and the confusion that follows, the character...

- 1-2 Sustains minor Injuries:** The character was injured during the collision, but executed their duties. Roll on the Spacer Fixit or Scavenging table, and then make a roll of the skill you gain. If the roll is a success, the injuries were easily taken care of and the character takes a +2 DM on Advancement next term, if Unsuccessful, increase injuries to a serious injury, d3 points of stat loss allocated by player, this requires more money to fix entirely.
- 3-4 (Possibly) Saves the lives of others:** The character was in position to help save the life of another crewmember. Make a check of *Athletics (Strength or Endurance)*. If the check is successful, gain a Spacer Contact. If the roll was a failure, the crewmember died despite your best efforts.
- 5-6 Recovery Operations:** The character is part of the Recovery Operation. Roll *Vacc-Suit* or *Zero-G*. If the roll is successful, gain that skill. If the roll is a failure, the character is injured during the recovery operation, caught, cut, disturbed, or irradiated while combing through the glittering debris. Roll d6: Decompression Table (1), Radiation Table (2), General Injury Table (3-5), Psychological Table (6).

- 53 Opportunity Knocks:** A dirtside trip on a fringe world turns exciting when the character happens to be there during a raid by Criminal types. Make a check of Melee or Gun Combat. If successful, gain a Settler Contact. If unsuccessful, make a roll on the General Injury Table.
- 54 Space Bums stick together:** With glue sometimes. The character however gains a Contact who is another Spacer, or they may upgrade an existing Spacer Contact into an Ally.
- 55 Deals within Deals:** The character has a lot of different opportunities this term to barter and trade. Gain *Broker* and an Immediate Cash Roll roll.
- 56 Gunplay:** The character gets an opportunity to shoot. Advance an existing *Gun Combat* skill or gain *Gun Combat (any)* 1. Make a roll against the skill. If the check is a failure, the character takes an injury.
- 61 Forcibly Drafted!** A war (or local conflict/rebellion if this is rolled after the end of the Mutant War) creeps up on the character and they are impressed into service...
- (OC) either in the (1-3) Protected Forces, (4) Exploration Service or (5-6) Space Service. The character has a "Brevet Rank" of their Spacer Rank-2 as Enlisted personnel (up to a Rank of 4) before too long, as the service recognizes your special skills.
- (APR) As cannon-fodder for the Ground Forces in one of their "irregular" units (as it is 'irregular' if they survive).
- (Either Nation) Select a Skill from a Skill Table of the service into which they are drafted. Automatically change careers following this term, spending the first term as a "new career" (pg 3) if necessary for the new Service. The character may not roll for a Commission in this first term, but can stay in the new Military career and rise through the ranks (even as an officer) after the first term.
- 62 Buddy:** Befriend a member of one of the military branches (gain an Ally).
- (OC) Roll on Draft table to determine which branch they are from.
- (APR) Who cares where they came from, they become your supplier for all kinds of neat stuff "what goes Boom!" Gain a Benefit and *Gun Combat, Heavy Weapons or Explosives* skill as you peruse your new wares.
- 63 Got Burned:** The character is involved in a trade scandal, luckily not as the target but still...
- (OC) Choose to either get paid off (a Mustering Out Benefit Roll on Trader Table) or stick by the one that gets caught, gain them as an Ally.
- (APR) The character is hunted down both by the one that started the scandal as well as the one that has been so scandalized. They will need to drive themselves further to ground. Advance in either *Deception* or *Streetwise*, and make a check. If the roll fails, take an injury.
- 64 Mutant Policy:** The character is witness to a problem among several mutants and some baseline humans on a orbital or a vessel on which they are aboard. If they turn away, nothing happens. If they become involved...
- (OC) ... they gain the thanks of the mutants and the distrust of the locals. -1 Survival, gain d3 Mutant Contacts.
- (APR) ...they will be given the same treatment by the local authorities (who are behind this pogrom). Gain a mutant Ally and earn themselves a beating in the process. Roll on the Injury Table twice, take the lesser result.
- 65 Living on the Edge:** Increase a skill you already possess by 1, but roll against *Notice* or *Recon*. If the roll is failed, the character...
- (OC) ...is taken into custody by local law after a misidentification by an eyewitness. The matter is settled shortly afterward, as the character was genuinely innocent. Still, the matter dies hard for the arresting officer. Gain a (Law Enforcement) Rival who is constantly trying to link the character to some crime.
- (APR) ...is placed into "custody" by a local authority who wants something from them. Make an *Advocate* check or lose a Benefit Roll.
- 66 Makin' it:** The character is automatically advanced by one Rank this term.
- (OC) The character would like to think it was based on hard work and effort, but sheer luck in saving a lot of dirtsideers in a flashy, public way had a lot more to do with it. This is a legitimate part of the Spacer's Creed (assisting Dirtsideers) and thus the reward is appropriate. Nonetheless, gain a Rival who resents the character for taking "their" glory.
- (APR) Someone at the head of the food chain got nabbed or knocked off, but your hands are clean. In fact, gain *Leadership* for having the stones to push your way to the top through your efforts.



Ride the Lightning

Electra takes a deep drink from the bottle, then licks her upper lip before tossing it back to me. Thankfully, I manage to make the catch.

"Real glass," she says as the solid thunk of the bottle slapping into my palm echoes around the courtyard. Her voice is a bit more throaty than before. The gun is still in her right hand, pointing in the air. "Quaint." She adds with a smirk.

"Holds the flavor better," I say, turning it over in my hand. "I made wines on Ratan for a while."

"Been there," she says.

"I owned a vineyard on the Coast of the Sinseng Sea, near Port Marachai."

"Where they make you hunt with bow and arrows?" She asks, shifting herself on her hip to stare at me down the edge of her tinted glasses.

I laughed, she *had* been there after all.

"No. Further to the south, down in the Pre-Pause Zone."

"With all the old groundcars."

"Yes." They had intended to model the Pre-Pause Section after the late 1800s, but someone decided that the 1920s-replica autos would make the travelling easier up and down the sunny slopes of the seacoast. The dichotomy was charming in its own way.

"You know why this is going to happen?" she asks.

I raise the bottle to my lips and take a long slow drink. The wine is really quite good. When I lower the bottle, she's still staring at me. Waiting. Of course she is.

"I rather assume it's because I killed your father." I tell her as gently as I can.

That gets her. The gun lowers slowly, not towards me, but at the ground. She has a shocked look on her face. All hard edges and beauty like her old man, but so much like her mother too in the eyes.

"I do my homework Electra." I say with a smile. "I know you're only doing what you think is right by the Code."

"What is right." She snarls.

"Granted." I say with a nod. "It is."

She hard stares at me, and I can see she's losing her resolve. I know what will help her make the decision.

"Your mother was worth it."

She moves like a cat. Like her father. I never hear the whine of the laser. The next thing I see is her mother's smiling face and I breathe a silent prayer for my deliverer.

TWILIGHT SECTOR VAGABOND/TINKER

Vagabonds and Tinkers are the itinerant classes of the 30th Century. Often thought of as little more than criminals by some community leaders, these groups actually represent a kind of urban nomad, living off the grid at the edges of society. They are not Proles living regimented lives under the heel of the Nations, nor are they criminals (and they are insulted when thought so merely because they want to be free). Tinkers particularly make many governments uneasy, as they are a cohesive group linked by extended family/kin relationships into "Bands" who are intensely loyal to one another. Vagabonds, who are more isolated and thus less 'visible' to the governments are seen as less of a threat. Still, their rough-hewn communities are often used as a hiding place for criminals and terrorists. Both groups also include a large number of natural mutants in their population which often triggers deep-seated racism. Many Tinkers and Vagabonds specialize in marginal scavenging and street entertainment, which has also done little to help their reputation.

Advancement/Survival

	Tinker Proper		Vagabond	
	Survival	Adv	Survival	Adv
Rank 0-3	Int 6+	Edu 6+	End 6+	Edu 6+
Rank 4-6	Int 5+	Soc 7+	Int 5+	Edu 7+
Rank 7-8	Soc 4+	Int 8+	Soc 4+	Edu 8+

Qualification: None

DMs: None for Vagabonds, this is what happens when characters "fall through the cracks".

Note: Characters may also designate whether or not they are born into a Tinker Clan from the outset of character creation. These Tinker-born characters are not limited to this career.

Tinker Skill Tables

Roll	Tinkering	Travelling	Nomad Work	Support
1	Deception	Vehicle	Trade	Medic
2	Streetwise	Recon	Trade	Science
3	Notice or Recon	Streetwise	Broker	Comms
4	Art	Language	Persuade	Broker
5	Persuade	Gun Combat	Streetwise	Computers
6	Stealth	Melee	Jack-of-all-Trades	Investigate
Roll	Leadership	Training	Orbital	Vagabond
1	Advocate	Athletics	Vacc-Suit	Deception
2	Broker	Melee	Zero-G	Persuade
3	Interrogate	+1 Dex	Mechanic	Art
4	Leadership	+1 Edu	Eng (Life Support)	Streetwise
5	Leadership	+1 Int	Computers	Jack-of-all-Trades
6	Empathy	Notice	Comms	Notice

Rank Table, Tinkers

Rank	IM*	Tinkers	Vagabonds
0	-1/-2	Brother**	Usual Suspect
1	+0/-1		J-o-T Notice/Recon
2	+0/+0		
3	+1/+0	Uncle**	Streetwise Sand-Jack Streetwise
4	+1/+0		
5	+1/+1	Father**	Broker Freedman/woman Deception
6	+2/+1		
7	+2/+2	Grandfather**	Empathy Hetman Broker
8	+3/+2		

Mustering Out Benefits

Roll	Cash Benefit	Benefit
1	500	Weapon
2	1,500	+1 Int
3	3,000	Uncat. Contact
4	6,000	d3 Contacts
5	15,000	3 Shares
6	35,000	Ally
7	50,000	6 Shares or Implant

*Mods are for other Tinkers/Society-at-Large, ** Male titles, female titles are Sister, Aunt, Mother, Grandmother

TINKER/VAGABOND EXTENDED TRAINING PACKAGES:

The following are different types of Vagabond. Also see the Early Life Term options for "Tinkers".

Tinker, Band-raised: The typical Tinker is a member of a small, tightly knit community, raised in a family of Tinkers and taught the various customs and practices of their people. (see also Early life Terms that will allow the character to claim a Tinker birthright)

Art (any) 1, Broker 1, Deception 0, Notice 1, Persuade 1, Empathy 0, Stealth 0, Streetwise 1, Steward 0

Orbit Salvagers: While Tinkers are a breed apart from the Spacers, they do share much in common. The Tinker Bands who have taken to space (a sizable minority of the total group) are a distinctive lot, tending to have vibrantly colored vessels and artfully decorated Vacc-Suits that easily set them apart from the relatively utilitarian Spacers.

Art 0, Broker 0, Deception 0, Notice 1, Mechanic 1, Stealth 0, Streetwise 1, Vacc-Suit 1, Zero-G 1

Squatters: These groups tend to have tighter communities and more internal regulation than the Fringer Nomads, but are no less Vagabonds because of the way they have chosen to spend their lives. They live on civilized worlds, but 'squat' on land not their own. Some of these communities last for over a century, but some

day they know that the government or corporation will begin to develop the land, displacing entire towns or villages and all they have worked on for generations.

Animals (Ride or Farming or Trade (any local lowtech) 1, Art/Computers/Any Science 0, Carouse 0, Notice 1, Mechanic 0, Stealth 0, Steward 1, Survival 1, Vehicle 1

Urban Nomad: This itinerant has been wandering for a while yet within the confines of the cities. They generally cannot be distinguished from the urban underworld types, although they are not so much criminal as simply "shady" in nature.

Deception 1, Notice 1, Language 1, Empathy 0, Melee (any) 1, Stealth 1, Streetwise 0, Steward 0, Vehicle 0

Fringer Nomad: This is the sort of vagabond that sticks to the fringes and smaller colonies. They generally know a little bit of everything and a whole lot of nothing. They also know their way around a gun, have at least a passing familiarity with Languages and always, always, keep their eyes peeled for threats. Fringers, despite their "solo" reputations often live in loose-knit communities.

Animals (Ride or Farming) 1, Gun Combat 0, Notice 1, Language 1, Mechanic 0, Melee (Unarmed or Blade) 1, Stealth or Survival 0, Stealth or Survival 1, Vehicle 0

VAGABONDS, TINKER AND PROLES

So what is the difference? They are all poorish people right? Not exactly.

The **Proles** (covered under Citizens) have allowed the larger society to 'keep' them by granting small creature comforts in return for binding rules and regulations on their behavior and lifestyle. While these limitations are more obvious in some nations (the APR, the Oster Republic), they are no less present in the 'enlightened' societies like the Orion Confederation and Terran Union. In these bastions of 'freedom' these boundaries are more subtle and tend to work through economic necessity and legal red tape rather than iron rules enforced by the Droogs and Eyes of Citizen X or the Exemplars of the Osters. For example, Proles in the Confederation may wander where they wish, but can only spend their allotted resource credits in their designated living grids. Furthermore, these allotments cannot be 'banked', so wandering away from the Hive Cities where the government has placed the prole means giving up their security. Often there are long term penalties for leaving allotments unspent, so people either stay put or they break away entirely.

The Tinkers and Vagabonds are not the same as one another much less the Proles, although they both live off of the grid, and they both have similar kinds of experiences because of their lifestyle (which is why they are grouped together here).

- ⌘ **Vagabonds** tend to be loners that refuse to conform to social expectations and/or prefer their freedom over their comforts. A few are philosophical about their state, conscientious objectors of the social framework. Others are just stubborn. Vagabonds occasionally collect together, especially on fringe planets (unofficially settled worlds) where this loose, neo-anarchic society is necessary for survival. These are known as *fringers*. A large segment of Vagabonds are the *squatters* of worlds like Terra/Sol, who occupy uncultivated sections of the planet which have not been cleared for settlement. Over time, these vagabonds are dislocated after decades or even centuries of "squatting" on land that is not theirs by law, but is still drenched in their blood and sweat.
- ⌘ **Tinkers** are part of extended social networks, kin-relations known as "Bands" among their kind. The Bands have their own social framework, and generally refuse to adhere to the framework of the larger society. This does not mean that they flaunt breaking laws, or do not feel bound to the laws created by Nations and local governments, merely that they have their own codes and their own ways. Bands often wander, although many Bands like to wander over specific tracks, making a circuit every decade or so.

TINKER/VAGABOND MISHAP TABLE

Because Vagabonds and Tinkers represent a lifestyle which is by its very nature “below the radar” of society and authority, the following Mishaps will not necessarily force the character out of the career unless noted (the reverse of the normal procedure), instead they merely make the lives of the Tinker more difficult.

Tinkers are also quite capable of taking a Leave of Absence (or as they call it, “Walkabout”). These allow elements of their sub-culture to go outward, learn and grow, bring new ideas back. This is one of the things that has kept the Tinker culture from becoming stagnant, and among some Bands Walkabout is considered a Rite of Passage.

Roll Event

- | | |
|----------|---|
| 0 | Moving Day: The day finally came for the community when the authorities have come to remove the Squatters. The character may decide to squat elsewhere or become another type of Vagabond, but only retain half their Ranks. |
| 1 | Tinker Problems: The Vagabond runs afoul of one of the actual Tinker family groups who take exception to their activities. The Tinkers in surrounding systems are now “on watch” for the character who is forced to either relocate further away (losing all of their accumulated Ranks) or take up a new career. |
| 2 | Shanghaied: The character is shanghaied and forced to become a crewman onboard of a pirate vessel; become a Criminal. This is distressingly common fate among Vagabonds. (The Tinker family groups look out for one another) |
| 3 | Legal Troubles: <i>The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.</i>
Note: if this Mishap is rolled by a Squatter, they may treat it as result 0 “Moving Day” instead, although this is entirely optional for the player to decide. |
| 4 | Accident: The character sustains an injury... Roll d6
<div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> 1-2 Critical: The character suffers a “Mortal” injury. Reduce physical stats by d6 (distributed by player), although they can be healed with whatever medical attention they can pay for. </div> <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> 3-4 Lost Limb: The character suffers a lost limb. (Roll d6: even this is an arm, odd this is a leg. </div> <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> 5 Lost Eye: The character suffers a lost eye. </div> <div style="background-color: #f0f0f0; padding: 5px; margin: 5px 0;"> 6 Mental Scars: The character is left with emotional problems. Psychological Injury Table, pg 177. </div> Note: The nature of the injury is enough to get the character to re-think their itinerate lifestyle. The character must roll to qualify on the Civilian table next term but if you do not make it, you can stay in this career. |
| 5 | Et Tu?: An Ally or Romantic Partner (if the character has neither, make this a family member) betrays you. The relationship is changed to an Enemy, but the character also takes their Benefit from this term. They do not have to leave this career. |
| 6 | Criminal Interference: The character is harassed by local criminal elements...
(Vagabond) which will either cause them to leave the area (and drop up to 3 Ranks in this career) or join an opposing criminal organization for protection (pushing a change in career).
(Tinker) as Vagabond result, with the added complication that to go to war with the criminals, drags the rest of the Band into the conflict behind you. If the character (selfishly) makes this choice; roll d6 and determine how many of your kinfolk/comrades die in the succeeding violence. |
| 7 | Walkabout Ceremony: At times, factions build up within the Bands, forcing a Walkabout Ceremony. Over the course of several weeks, the best and the most belligerent are pressured, worried, cajoled or otherwise pushed into performing the Walkabout Ceremony. Eventually, the situation defuses and the rest of the Tinkers can get back to normal. This Mishap is a mandatory Leave of Absence, although characters may sever ties completely if they so choose. Retain the selection skill and Benefit for this term. |
| 8 | Family Scandal: The character has scandalized the Band. Lose 3 ranks in the Tinker Community. If this drops their Ranks below 0, the character is forced out by the family to ‘get their mind straight’. If the character who would not be forced to (i.e Rank 3+) leaves the career voluntarily, they may limit the rank loss to 1 point, but have to be gone for d3+3 Terms before things are “laid aside” by the Band. |

DM: +2 for Tinkers, -1 Vagabond Squatters, non-Squatter Vagabonds +0

TINKER/VAGABOND EVENT TABLES

Roll Event

- 11 Wheels:** The character spends a lot of time around the garage and picks up some tricks that help out with vehicles. Gain one Vehicle skill or *Mechanic*.
- 12 The Sweet Life:** The character is involved in a nice arrangement, it's even legitimate. **Either** gain a Benefit Roll, **or**... d6
- 1-2 Help your Kin/Comrades:** The character gets +4 to their next Survival Check.
- 3-4 Do something noble:** The character gets a +4 for their next Advancement Check.
- 5-6 Act as a Mentor:** The character acquires an Ally who is also a Tinker that they have taken under their wing. (If the Character is Rank 2 or less, this is likely a young person)
- 13 Winners pay better:** The character gets involved in the periphery of a local conflict Roll d6
- 1-2 But you backed the Loser:** For whatever reason the character backed the loser. The character gains an Immediate Cash Roll roll on the Trader Table.
- 3-4 And you chose wisely:** The side the character assisted won in the end. Roll for an Immediate Cash Roll roll, but use Trader Table instead of the one from this career.
- 5 Embroiled:** The character gets swept up into the conflict despite their best efforts. Roll an injury.
- 6 Incarcerated:** The character is picked up by the other side (the one they are not supplying), who tosses them in jail. Spend the next term as a Convict, but the character may return to this career right afterward (unless your sentence is extended).
- 14 Shocked, Shocked there's gambling here:** The player gets involved in a heavy game of chance. If the character has no *Gambler* skill, it can instead be a contest of another sort (piloting, melee, etc.) Which tends to be a little more dangerous. In either case, make a roll of the skill. If successful, they win...
- ✎ *If the skill involved was Gambler*, gains either an extra Benefit Roll of a +2 on one Benefit Roll (Player's choice). If the check was a failure, lose the Benefit from this term.
- ✎ *If the skill involved was something else*, the gain is still an extra Benefit Roll, but the a loss indicates an injury rather than a loss of the Benefit Roll. Of course, they may need it to cover the medical bills.
- 15 I Came for the Waters, but was misinformed:** The character is placed into a situation which tests their abilities to survive. Roll *Survival*, *Navigation* or *Astrogation* (the later indicating this was a space-based misadventure). If successful, make two rolls on the Injury Table and take the *lesser* of the two. If unsuccessful, make two rolls on the Injury Table and take the *greater* of the two.
- 16 Odd-Jobbin':** The character works a variety of odd-jobs to make it through, gain *Jack-of-all-Trades* or a *Trade* skill in the local industry (planetary or orbital).
- 21 Accused of Wrongdoing:** The character has two choices, either stay and fight it or flee.
- ✎ *If they stay*, roll a standard skill check of *Social* or *Advocate*, if they make it, gain any of: *Advocate*, *Persuade*, or *Administration*.
- ✎ *If the character flees instead*, roll *Stealth* or *Streetwise*. If this check is successful, gain *Deception*, *Stealth*, or *Recon*.
- If the character fails either of the above rolls, go to Convict as your next career (sentence: d3 terms) with a +2 DM to either your Survival or Advancement Check in the first term as the crime's infamy precedes them (doesn't matter if the stories are true, still helps a bit).
- 22 Here's Looking at you...:** The character is jilted, either by their current Romantic Partner or by a former lover from some time ago who returns briefly, then leaves. Gain *Carousing*. If the character is currently in a relationship, it is dissolved.
- 23 You really Despise me Don't You?:** The character is forced to do something they do not like, and is faced with the consequences for doing so. Lose -1 Soc, but gain any skill at level 1 (whether it is on the Tinker/Vagabond's Tables or not, but still within allowed limits by Referee).
- 24 Technician:** The character takes some time dealing with various types of technology. Gain one of *Engineer* (*Electronics*), *Mechanic* or *Sensor*.

- 25 Summoned before Grandfather:** The character has been accused of wrongdoing by one of the Tinker Families. (Tinker) the family is not their own but one they are Rivals with in the area. Gain a Rival and make an *Diplomat* or *Persuade* check. If successful, the character is cleared. If failed, lose the Benefit Roll this turn. (Vagabond) the family feels that something the character did has brought down consequences on them and demands restitution. Make a *Broker* or *Deception* check. If successful, the character is able to either talk their way out of it or get off with a light "fine". If failed, they are beaten up by the Kinfolk. Make two rolls on the Injury Tables, taking the lesser of the two; also gain an Enemy as they vow to make your life miserable.
- 26 Love Stinks:** There it is. The same for folks off the grid as on the grid I guess... (Tinker) They become involved in a romance with one of their Band (not too close... 2nd cousins or further, remember Bands are *extended* kin-groups) which might become a sticking point with some others in the group who are also interested. Such conflicts happen all-too often and are an embarrassment to all concerned (but still feature regularly). Make a *Persuade* check, if successful, there is no trouble. If not, they gain an injury in the process of the chase or the beating that follows. (Vagabond) Make the *Persuade* roll as above with the same general results and reward, but if you do manage to succeed with the roll, you are now considered 'in' the Band, an adopted Tinker (again, an *extended* kin-group). The Character transfers their reputation/rank over to Tinker up to Rank 3; if the Vagabond was above Rank 3, they have +2 to all Advancement Checks until they reach the same Rank as they had previously
- 31 Chance Encounter:** The character has a chance encounter with a non-Tinker (or several during the term) in which they do them a favor. Add either d3 (random) Contacts or an Ally (the former indicating it was more than just a simple favor).
- 32 Recruited:** The character gets a chance for a choice spot in a new career outside the Tinker lifestyle. *⌘ If they take the opportunity*, The character has +4 to their Qualification and *this* term they get to pick one level 1 skill from the Extended Basic Training Skill Package of their intended career, and two level 0 skills from the same package. *⌘ If they do not*, gain +4 to the next Advancement Check.
- 33 Kin-Trouble:** There is a disturbance in the Bands... (Tinker) ... and the character becomes involved in a squabble that starts to escalate. Make a check of *Persuade* or *Leadership* to head this situation off. If successful, they head off the trouble and gain a +3 DM to the next Survival or Advancement Check (player choice). If they fail, the family breaks up and the character is considered "solo" afterwards. (Vagabond) ...and the character has injured, killed or insulted (player's choice) a member of the Band who turns out to have a lot of angry kin to back them up. Make a check against *Melee* (meaning they submitted to formal combat), *Stealth* or a Vehicle Skill (meaning they ran away). If successful, the character gets away clean (either by winning the challenge or evading the problem by flight). If not, the character gains an injury in the process (either by being injured in the fight or by getting caught and being beaten up by the group of them).
- 34 A little Prospecting:** The character undertakes some prospecting. Gain either *Trade (Prospecting)* or *Trade (Belt Prospecting)* as appropriate.
- 35 Dis-orderly:** The character has an opportunity to see some medical work done close at hand, either because they are propelled into the situation (trapped in a vessel on fire with injured passengers et al) or they are interested and meet with a kindly medical professional that teaches them some of the basics. Gain *Medic 1* or *Life Science (Biology) 1* or a Contact who is a medical professional.
- 36 Are my Eyes Really Brown?:** The local LEOs conduct a thorough background check of the character. If there are any "irregularities" (including a background as a Criminal if any exists), they will know about it and lean on you that much harder (-1 survival DMs for the rest of this career). The character can "shake" this by changing their location radically, although this entails the loss of the Benefit for this term and a loss of 2 Rank.
- 4x Roll on the Life Events Table:** See Appendix 6, pg 180-187.
- 51 Roundup the Usual Suspects:** Roll *Stealth*. If successful, the character is able to hide themselves from the local police and consequently gain in that skill. If unsuccessful, they are rounded up along with the rest of the drifters and assorted low-lives and subjected to various line-ups, petty charges and other nuisances. Gain *Advocate 1* or *Social Science (Criminology)* by observing the Kafkaesque comedy unfold.

Twilight Sector

52 The Edge: Spontaneous Mutations just happen sometimes, don't they?

(Tinker) the character has a previously unknown positive mutation which begins to manifest (whether they are already a natural mutant or not). Use the Positive Mutation Chart, pg 53, **Twilight Sector Campaign Setting, Revised**.

(Vagabond) it isn't so much a mutation but a flaw, and interesting enough that the character is taken in by a researcher eager to study the matter. The researcher offers them some elective surgery in return for the part. In game terms, the character has the opportunity for a cybernetic enhancement or retrosequencing session (up to 250,000 Cr real cost).

53 Transit Papers: The character comes into possession of some high quality ID's that they can easily use or modify for their own use. Roll d6

1-2 Emergency Only: The character is informed that they are one-time use only, but they should be good for another hundred years or more as the dataworms that feed the ID background in via a simple command are very low key and dug deep into the municipal system. Still, one time use only; you have been monitoring them over time and they seem to be still good. Better than that you still have them in your possession.

3-4 Everything's Jake: The ID is for a high roller who isn't going to miss them for a while. The character has a great time with the ID's, but eventually they are discovered as fake and/or otherwise lost. All's well that ends well. Gain *Carousing* or *Gambler*.

5 Tight Spot Remover: The papers managed to get you out of a tight spot. If the character fails a Survival Check during character generation after this point, the transit papers help them get around the problem and avoid the mishap (counting the failed Survival Check as a success).

6 Cut-Rate Parasite: The previous owner stole them off of someone else and they got too hot for them to hold onto. That leaves the character holding the bag... or the papers as the case happens to be. Make a check of *Deception*, *Stealth* or *Persuade* Skill to hide the papers. If the roll is successful, the papers can either be treated as "Tight Spot Remover" or "Emergency Only" above. If the check is a failure, roll on the Injury Table. At least the person that sold them to you got spaced...

54 Fight Club: The character becomes involved, voluntarily or involuntarily, in a prizefighting operation.

1-3 The Square Circle: The character receives skill in *Melee (Unarmed)* and must roll the skill as part of the regular boxing/wrestling contests. If the roll is a success, the character wins a small purse (Immediate Cash Benefit with a d3), if the roll is a failure, the character should roll twice on the Injury Table and take the lower of the two.

4-5 Pit Fighter: The character is forced to fight in a pit, these bloody conflicts often include blades and other lethal elements. The character is trained in a *Melee* specialty of their choice. As above, make a roll to determine how well they do in the fights. If the roll is a success, the character gains a d3+2 Immediate Cash Roll as their "purse", and escapes with injuries that heal over time but leave major scars. Otherwise roll on the Injury Table and get nothing for your troubles.

6 Death Duels: The character is placed into the deadliest of all conflicts: the death duel. Gain *Melee* in two specialties, and roll in each. For *each* failure, roll on the Injury Table. For *each* success, the character earns a d3+3 Immediate Cash Benefits roll.

55 Nocturne: The character takes up music as a hobby. Gain *Art (Musical Instrument)*. It helps to pass the time.

56 Everybody needs a friend: Gain an Ally. Roll d6...

1 AI: AIs sometimes travel outside of the normal traffic channels. Gain an AI Contact and *Computers* 1.

2-4 Mutant: Lots of people ignore mutants by choice. But if befriended they make solid companions. Gain an Ally and level-0 in any skill you do not have.

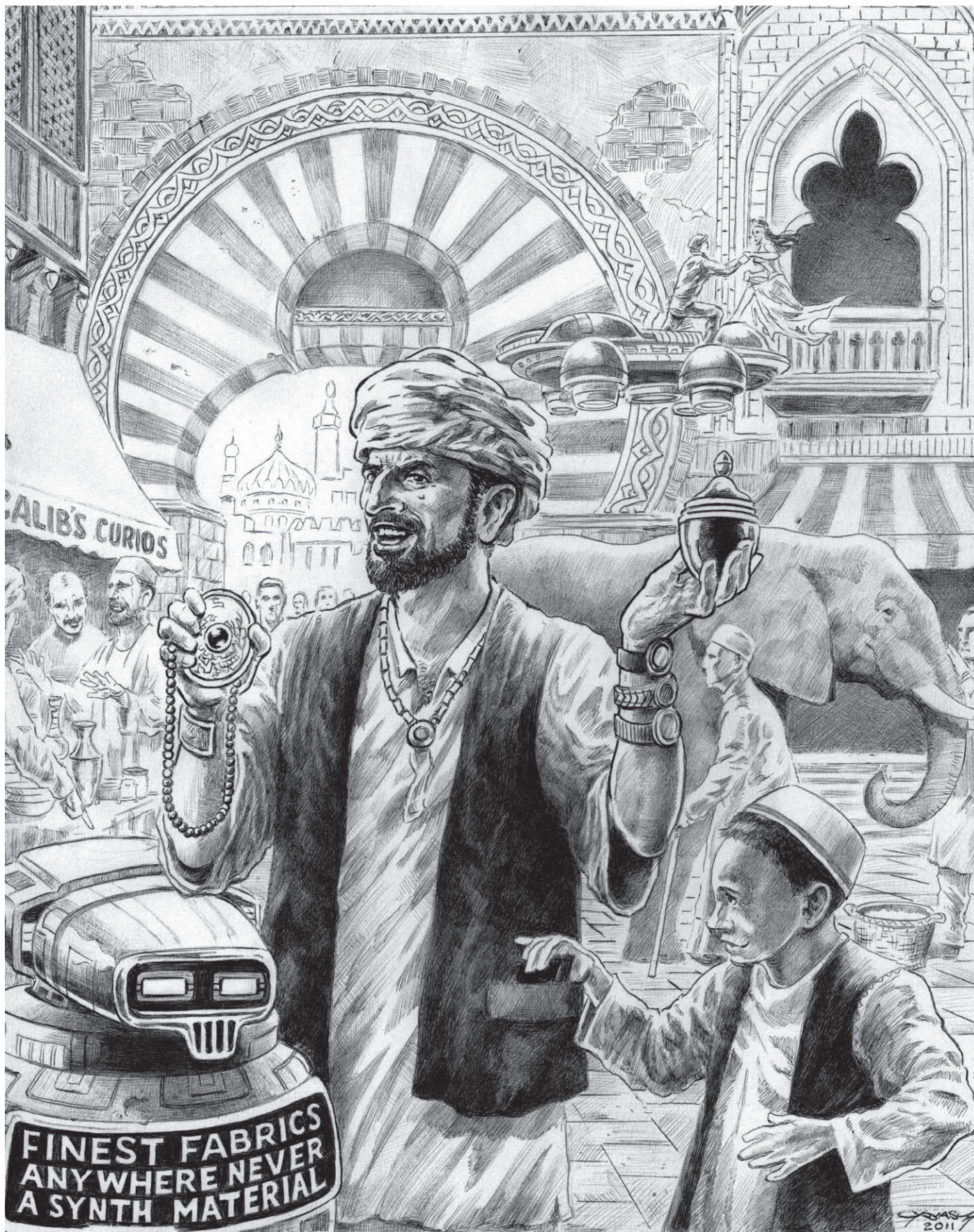
5-6 Uplift: While Uplifts prefer to stick with their own kind some have taken to the Tinker/Wandering life for reasons of their own. Gain an Uplift Ally or d3 different Uplift Contacts.

61 Badge Buddy: Befriend a member of the Law Enforcement community. Sounds strange, but it does happen.

(OC) The Ally is a LEO who needs the occasional piece of information, roll *Confidence*, *Empathy* or *Notice*. If successful, they become an Ally and active supporter of the Tinkers, otherwise they are an opportunistic Contact

(APR) The LEO is a member of the Eyes, you are a paid tool, nothing more. Gain extra Benefit Roll, LEO is a Contact.

- 62 Forcibly Drafted!** A war creeps up on the character and they are pressed into service...
- (OC) serving as (d6)... Ground Forces (1-3), Protected Forces (4), or the Space Service (5-6) as enlisted personnel.
- (APR) As cannon-fodder for the Ground Forces in one of their "irregular" units (as it is irregular if you will survive).
- (Either Nation) Select a skill from one of the skill tables of the service into which the character is drafted. Automatically change careers following this term, receive the standard Basic Training (NOT the extended) if necessary for the character's new Service. They may not roll for a Commission in this first term, but they can stay in their new Military career and roll one later.
- 63 Festival:** It is the time of festival, happy throngs, bright fireworks, singing, and joy.
- (OC) If the character is of the light-fingered type, they can increase *Deception* or *Stealth*. If petty theft is not their thing increase one of *Carouse*, *Social Science (Philosophy)*, *Social Science (X Topic)*
- (APR) The joy is mandatory; the throngs are choreographed in more ways than one. The character has been swept up in a dragnet and temporarily sent to a fake Potemkin Village that tries to showcase how wonderful it is in the APR. Select one of the following skills to gain: *Art (Dance)* (shanghaied into the throng, Submachineguns ensure compliance), *Admin* (filling out paperwork), *Carouse* (May as well load up on all the Soma you can. Smile and wave, Citizen).
- 64 Border Insecurity:** The player becomes enmeshed in a problem while passing from one border to another inside of their Interstellar State because of their lack of ID.
- (OC) The various local governments of the Confederation exhibit a manic level of self-control, including the right to turn visitors away. Decide whether you will pay a small bribe or attempt to talk your way through. Bribe payers may roll *Admin* or *Diplomat*; smooth-talkers may roll *Deception* or *Persuade*. If the roll is made increase that skill. If the roll is failed, the character suffers an embarrassing incident and is turned away (or spends some petty jail-time for attempted bribery). The Referee may want to bring that up in the future.
- (APR) The Provinces of the People's Republic can create somewhat impressive boundaries, but bribery is the accepted practice in the APR (semi-institutionalized). Roll *Admin* or *Diplomat*. If the roll is made, increase that skill. If the roll is failed, the authorities decide to establish an "object lesson" and imprison the character for 1 term.
- 65 I Blow with the Wind:** The character is placed in a position where their nationalist loyalty becomes an issue.
- (OC) The character is witness to an espionage operation.
- ⌘ If the character ignores the situation, they gain an extra Benefit Roll.
 - ⌘ If the character goes to the authorities, roll against *Stealth* or *Computers* skill. If the result is a failure, the character is captured and tortured. Roll on the Injury Table or have one of your kin-group (if you have one) get killed in the process, costing you 1 Rank with your group. If the roll is a success, the authorities have the information and the character gains in the skill rolled.
- (APR) The character 'acquires' a very valuable piece of data. The data is worth d6 x 5,000 Cr to the right buyer. First decide whether to hold onto it or sell it. When the authorities find out, they are...
- 1-2 Tortured:** If the character has already divested themselves of the information, the torture is perfunctory (they have to get the thing after all). If the character still has possession of the item, they are given a more thorough beating (they have the time after all); roll on the Injury Table with a +1 DM.
- 3-4 Made into an example:** The character is heralded as a hero if they have not divested themselves of the data. If they did, the character is shot and placed into a crow's cage for 18 hours so they public can see the traitor. -1 Soc and a roll on the Injury Table.
- 5 Bypassed:** If the character no longer has the data, they are dismissed as being unimportant. Savor the flavor of your classless status citizen. If the character does have the data, they might be able to talk their way out of it yet: roll *Persuade* or *Deception*. If successful, the character gains in that skill. If the roll is unsuccessful, they are beaten up, but not much (roll twice on the Injury Table and take the lesser wound).
- 6 Incarcerated:** The character tossed into jail. They spend one term as a convict if the character is still in possession of the data, two if not.
- 66 Influential and Respected:** The character is recognized for their talents by others in their lifestyle. That doesn't make the character the king of drifters or anything, but it does grant them higher status in the 'community' of off-grid types.



TWILIGHT SECTOR TRADER

Money in the 30th century still makes the worlds go round, even in the totalitarian states. There is a considerably active trade network inside and between all of the interstellar nations. Trade Houses (and the Hanghui or "Trade-Line Associations" not covered in this supplement) ply these routes and breathe life into interstellar commerce, moving goods and connecting world to world. This work is considered vital by the Interstellar States and these Traders are given special tax advantages, legal indulgences, and cash incentives in order to conduct trade to worlds that would not be considered "prime routes." The Master Trader is a figure of popular legend, an image which has been carefully cultivated by the Interstellar states in order to promote their vital place in the developmental plan of the state as well as the economic foodchain.

Advancement/Survival

	Survival	Advancement
Rank 0-3	Int 6+	End 6+
Rank 4-6	Int 5+	Edu 7+
Rank 7-8	Soc 4+	Edu 8+

Qualification: Int 6+

DMs: +1 DM a Trader Contact
-1 DM per previous career (except Spacer or Civilian)

DMs: +1 DM to Advancement if skill taken from Leadership, -1 to Survival if skill taken from Onboard Ship Table.

Trader Skill Tables

Roll	Broker	Travel	Negotiator	Support
1	Broker	Vacc-Suit	Accounting	Advocate
2	Broker	Zero-G	Broker	Accounting
3	Persuade	Streetwise	Persuade	Eng (Electronics)
4	Empathy	Vehicle	Deception	Computers
5	Interrogate (Interview)	Gun Combat or Melee	Soc Sci (Economics)	Investigate
6	Computers	Notice	Vehicle	Admin

Roll	Leadership	Training	Onboard Ship	Liner
1	Leadership	Jack of all Trades	Pilot or Astrogation	Steward
2	Leadership	Athletics	Engineer	Steward
3	Empathy	+1 Int	Gunnery or Sensors	Diplomat
4	Accounting	+1 Edu	Vacc-Suit	Confidence
5	Soc Sci (Economics)	+1 Soc	Mechanic	Eng. (Life Support)
6	Notice	Melee	Gun Combat or Melee	Instruction

Rank Table, Traders

Rank	Mod	Trader House
0	+0	Tradesperson
1	+0	2 Shares
2	+1	Admin
3	+1	Trader 3 Shares
4	+2	Notice
5	+2	2 Shares
6	+2	Master Trader Broker
7	+3	3 Shares
8	+3	Factor +1 Soc

Mustering Out Benefits

Roll	Cash	Other Benefits
1	5,000	4 Shares
2	10,000	d3 Trade or (Random) Contacts
3	20,000	+1 Int or Implant
4	40,000	Ally or 6 Shares
5	75,000	8 Shares
6	100,000 (P)	+1 Soc or 10 Shares
7	200,000 (P)	12 Shares

Note: P=Portfolio.

Note: All shares gained for Ranks are in a Ground Operation or a Vessel

TRADER EXTENDED TRAINING PACKAGES:

A Note on the Shipboard Position Skill: Some of the Traders below are trained in certain specialty areas for shipboard functions, which includes: *Astrogation, Comms, Engineer (Any), Gunner (Any), Pilot (Any), Remote Operations, Sensors.*

Free Trader (Spacerat): This Tradesman works the mucky end of the trade network (which does not necessarily mean that they do not have major profit margins *au contraire*). For the most part, the beginning Spacerat is jammed inside of a vessel as a “hand” for years before they ever get a chance at a shipboard position. They do however have more to do with the shadier elements which nets its own unique reward.

Carouse 1, Deception or Persuade 0, Shipboard Position 0, Steward or Mechanic 1, Steward or Mechanic 0, Streetwise 1, Vacc-Suit 1, Vehicle 0, Zero-G 1

Free Trader (Tramp): This Tradesman is often not with one of the larger houses, working with a smaller Master Trader who is just starting out. This makes them free from Interstellar and Cartel affiliations, living a freewheeling (but often precarious) life amid the stars.

Broker 1, Carouse 0, Computers or Mechanic 0, Melee or Steward 0, Persuade 1, Shipboard Position 1, Streetwise 1, Vacc-Suit 1, Zero-G 0

Trader (Crewman): This Tradesman works for one of the larger Trade Houses on one of their interstellar runs. These concerns tend to have more ships and more opportunities to shipboard positions than smaller “tramps”. Some have more or less connection with the shadier elements and the upper echelons of society, but for the most part these are the so-called “salt of the void.”

Admin or Advocate 1, Broker 1, Steward 1, Carouse or Diplomat 0, Computers or Vehicle 0, Mechanic 1, Shipboard Position 1, Vacc-Suit 0, Zero-G 0

Merchant Marine (Crew): These Tradesmen work with a Trader tied into the civilian auxiliary of their interstellar nation’s naval/space service. They are, in

times of peace, little different than Trader Crews of any major line; but in times of war, they are a vital part of the Quartermaster Corps.

Broker 0, Cargo Handling or Steward 0, Carouse 0, Computers or Vehicle 0, Gun Combat (Slug Rifle, Shotgun or Carbine) 1, Mechanic 1, Shipboard Position 1, Vacc-Suit 1, Zero-G 1

Fence: While some Traders tend to wander among the stars, they still need to handle details planetside. This Tradesman works with a Trader that has selected to deal with all manner of shady types. **[Note:** This package also works for operations like pawn shop owners and junkyard owners who frequently have to deal with the lower and criminal classes and would otherwise be considered Criminal or Civilian Careers].

Empathy 1, Advocate 0, Broker 1, Carouse 1, Deception or Persuade 1, Deception or Persuade 0, Steward 0, Streetwise 1, Vehicle 0

Broker, Major House: This is the planetside version of the “Trader crewman” who works for one of the major Houses, but on the ground. They tend to be concentrated into specific areas, which they receive some training in (their nominal Trade-related skill). **[Note:** This package also works Middle class Corporate/Civilian Careers].

Admin or Advocate 1, Admin or Advocate 0, Broker 1, Diplomat or Persuade 1, Diplomat or Persuade 0, Empathy 0, Social Science (Economics) 1, Streetwise 0, Steward 1

Broker, Minor House: These are the ground-based entrepreneurs of the trade network for a smaller house just scraping by, and while they do not often train for it, they do eventually find themselves in shady deals at some point in their early career.

Admin or Advocate 1, Admin or Advocate 0, Broker 1, Carouse 0, Empathy or Persuade 1, Empathy or Persuade 0, Social Science (Economics) 1, Steward 1, Streetwise 0

TRADE HOUSES: THE SHORT FORM.

The Trade Houses are partially subsidized by the interstellar nations because they represent a vital flow of goods from world to world. Not simply the most profitable planets, even the (selected) humble fringer settlements. These trade routes help maintain and protect young colonies, feed more mature colonies and support older colonies. Trade Houses use subsidies heavily in order to achieve this goal. Governments pay Trade Houses a percentage of their vessel mortgage to venture on speculative runs to smaller worlds. These payments are inversely proportional to the Starport Code (lower the starport Code, the higher the subsidy). The details of this will be covered in upcoming **Terra/Sol Games** supplements (**Mistress of the Belt**), but Referees can offer “special incentives” to a character that has held on to their Trade status (used a Leave of Absence from this profession rather than a full Mustering Out process).

TRADER MISHAPS

Roll Event

- 1 Blackballed:** The character is blackballed such that none of the major Houses or Trade Associations will have him and it is unlikely that they will receive any License until things have a chance to blow over. Gain a roll on the Negotiator's Table and a Trader Enemy. A Leave of Absence is allowed, must take at least d3+2 terms.
- 2 Fire in the Belly:** Any good trader has to have a fire in the belly, a strong internal motivation (not just money). The character's isn't there, and they know it. No Leave of Absence, but take a skill from the Broker Table.
- 3 Legal Troubles:** *The character is hit with legal troubles. See Appendix 3, Legal Troubles, pg 173.*
- 4 Political Unrest:** The local or regional government where the player is located becomes embroiled in a riot or a revolution which either causes the collapse of said government or turns the area toxic for business. The character can choose to lose an extra Benefit (in addition to the one lost for this Mishap Check) and instead take a second roll this term for their skills. A Leave of Absence is allowed.
- 5 Driven out:** Someone in authority (either in your own House, the Confederation's Sector Trade Board, the APR's Commissar of Trade or so forth) wanted the character out and has an accusation leveled at them for breaking Trader Guidelines. The case is entirely circumstantial, but the fix is in (No Leave of Absence). The character has two options: leave with aplomb or payback against their accuser...
 ✎ *For those who wish to leave with aplomb, do not lose the Benefit from this term. Make a Broker roll and gain a +2 DM on it (maximum is still 7). Also gain the authority who forced you out as a Rival.*
 ✎ *For those interested in payback, make a Notice roll, indicating that you know how you can strike back at them on the way out. If successful, gain Deception and make the Rival into an Enemy.*
- 6 Market Crash:** The character, and many others, suffer a major loss when the Markets tumble, ruining the character's current business and causing a lot of wasted time. Character does not need to leave career.
- 7 House Collapses:** The House falters because of hidden debt issues foisted on you by one of your Tradespeople or Partners. If you wish to begin again next term, you can roll to re-qualify, at Rank-2 and delay Mustering Out.
- 8 License Lost:** The Character's House is dissolved due to a vengeful authority using an obscure rule. Gain Admin and retain your Benefit Roll from this term.

DM: +2 if the Character has their own House (Rank 3+ Trader).

TRADER EVENT TABLES

Roll Event

- 11 Accusations:** The character suffers from an accusation of their personal or professional integrity. To fight these accusations, roll *Deception*, *Advocate*, or *Persuade*. Add the Career interaction modifier to the check. If the roll is successful, the character gains an Enemy. If the roll is unsuccessful, the character is reduced in Rank by 1.
- 12 Psionic Encounter:** The character runs afoul of a Psionic. Roll d6:
 - 1-2 Innocent:** The character makes a Psion Contact.
 - 3-4 Grifter:** The Psionic tries to cheat the character. If the character has any level of *Anti-Psi*, they are able to defend their assets. If they do not, they lose their Benefit, but gain *Anti-Psi*.
 - 5 Violent Attacker:** The character is attacked by a Psionic. Take a Psychological injury. If the character tries to fight back, they can make a check of their *Melee* or *Gun Combat*. If successful, they have killed their attacker and gained a +2 DM to Advancement Checks next term as the story spreads, but also an Enemy (the dead Psion's kith or kin).
 - 6 Recruiter:** The character is recruited as a potential Psionic. If the character has no PSI, gain a PSI of 3 this term. If the character has Psi, gain +1 PSI. If the character wants, they will automatically qualify for a Psionic Career next term.
- 13 Performance Evaluation:** The character gets an excellent Performance Evaluation because they earned it. Increase any one skill from the top four Tables (Broker, Travel, Negotiator, and Support) or gain +4 DM to Advancement next term.
- 14 Sensitivity Training:** The character gains *Empathy* or *Notice* as they either witness or undergo a "teachable moment" in the workplace.

- 15 Housekeeping:** While Houses consists of a small number of Traders (the Trader and the Tradespeople under them), the staff of the House can be quite large, potentially several hundred people or more. Add 5 Shares to the character's Ground Operation and...
- ⌘ *If the character is Rank 2 or lower:* Gain *Instruction* as you teach the staffers how to do their jobs.
 - ⌘ *If the character is Rank 3-5:* Gain *Interrogation (Interview)* as you find staffers for your operation yourself. Gain d3 Civilian Contacts from among them.
 - ⌘ *If the character is Rank 6 or Higher:* Gain *Leadership* and an additional 5 Shares in the Ground Operation set on another planet **or** a Trade Contact who is of lesser rank than you.
- 16 School:** The character is enrolled next term in a program that gives them access to an academy. See Academic Packages (see Page 11), but do not sacrifice the requisite Benefit Roll. If they have not yet gone to it, this is probably Trader School.
- 2X On the Move:** Things are looking up for the House in general. What this means...
- ⌘ *If the character is Rank 0-2: ...in the Fast Lane:* You either step up or get stepped on in some Trading Houses. As the markets heat up, the overtime and frantic work place test your skills. Make a check of your *Admin*, *Broker* or *Notice* ability. Add the Career Interaction DM. If successful, you advance the skill rolled and have a +2 DM to the next Advancement Check. If the roll is a failure, someone else moves ahead on the House food chain and you do not get an Advancement Check at all next term at all.
 - ⌘ *If the character is Rank 3-5:* The character is in a position to make some money on the changing market conditions. Make a check of your *Broker*, *Leadership* or *Notice* ability (do not add Interaction mods here as above). If successful, you advance the skill rolled or get an additional Benefit Roll as you find the profit in the emerging markets. Also gain d3 Trade Contacts. Failure of the check indicates a loss of the Benefit Roll from this term as you sink money into investments that go bad.
 - ⌘ *If the character is Rank 6+:* they gain some new Tradespeople for their House. Roll d6:
- 1 AI Recruit:** A Free AI wishes to join the House (Usually temporary, until they open a House of their own). Gain an AI Contact.

2-4 Eager Faces: The character gains an Extra Benefit this term and 5 shares to go into their Ground Operations; this generally means more employees and bigger operations.

5 Mutant Recruit: Traders have few prejudices, but often buyers do. While this is a potentially risky position, it could work out well. Roll *Empathy*. If the check is a success, gain a Mutant Contact and +1 DM for next term's Advancement Check. If the Check is a Failure, lose a Benefit Roll this term.

6 Psionic Recruit: This is an inherently risky position unless the Psionic is "out" about their abilities.

 - ⌘ *If the Psion is "out",* the character gains a new revenue stream but loses some others for no net gain/loss of Benefits. However, they do gain a Psionic Contact.
 - ⌘ *If the character and/or Psionic conceal the nature of their new recruit,* make an unmodified check (8+ on 2d6); if the Effect is negative, use this to modify next Terms Advancement Checks. If the Effect is positive, use half (round down) for a positive Survival DM and half (round up) for a positive Advancement DM next term as they make an (unfair) killing.
- 31 Market Failures:** The character has problems with their local market prices which doom their profitability this term through no fault of their own (or any single cause really, the market just goes soft). Lose the Benefit Roll for this term. If the character rolls *Carouse*, they find that misery loves company and if successful they gain a Trader Contact (another Trader in similar straits).
- 32 Emergency:** Someone either in the character's employ or who works with the character is injured, requiring help.
- If medical skills are possessed,* roll *Medic*. If the roll is successful, the character has managed to help stabilize the victim's wounds. Gain an Ally. If the roll is not successful, they are lost despite their best efforts.
- If Medical skills are not possessed,* roll the character's *Vehicle*, *Pilot* or *Athletics (Endurance)* as they drive or carry the individual to where they can receive medical care. If this roll is successful, gain a Contact. If it is not, the patient is lost en route.
- 33 Mutant Stowaway:** The character encounters a mutant 'stowaway' (for Traders not onboard a ship, this is a waif of some sort found in the alley or warehouse that has nowhere else to go). If the character turns them in (to the ship's captain, authorities or whatever), they gain +2 Advancement next term and *Discipline*. If the character does not turn them in, gain an Ally.

34 Special Goods: The character encounters some special kinds of cargo/trade manifest...

- 1 Dangerous Goods:** The character is hauling, trading or dealing in inherently dangerous goods (Explosives, Arms, etc). Gain *Explosives 1* or *Physical Science (Chemistry)*. Of course with risk comes rewards, the character *may* choose to make a check of this skill. If successful, they also gain an Immediate Cash Roll: If unsuccessful, they gain an Injury.
- 2 Lively Goods:** The character is trading in extruded sextoys, synthetic aphrodisiacs or sex robots. Gain *Carouse 1*, *Empathy 1* or d3 *very satisfied* (Random) Contacts/customers.
- 3 Livestock:** The character is travelling with livestock in their hold or warehouses. Gain *Animals (any specialty) 1*.
- 4 Scientific/Educational Goods:** In order to sell these goods (edsofts, equipment, encyclopedia galacticas, whatever), the character must familiarize themselves with them a bit. Gain *Science (any specialty) 1*.
- 5 Medical Goods:** The character is dealing in Medical goods for a good part of the term, and as such, they learn something about the topic. Gain *Medic 1*, *Animals (Veterinary) 1*, *Trade (Pharmaceuticals) 1* or *Physical Science (Chemistry) 1*.
- 6 Technical Goods:** The character takes some time dealing with various types of technology. Gain one of *Engineer (Electronics) 1*, *Mechanic 1* or *Sensor 1*. If the character possesses all of these skills, raise one of them.

35 Advantageous Connection: The character has the opportunity to make an advantageous romantic and business connection in one fell swoop. Roll d6:

- 1-2 Less Gain than Expected:** The romance is fine, as such things go, but the business side never pans out. Gain nothing but a new Romantic Partner.
- 3 Fair Trade:** The character gains a Benefit Roll and +1 Advancement or Survival Next term (the DM may be applied *after* the roll).
- 4 Show Partner:** While the Partner helps business out, it isn't really that much of a Benefit or they use up almost as much of the profits as they help generate. However, you do become known as a "power couple" (Romantic Partner counts as an Ally in Trade).
- 5 Unexpected Gain:** The character takes a Benefit Roll. If they want to risk their new relationship, they can also make a check of their *Broker* skill, if successful, gain a second Benefit Roll. If a failure, lose the new Romantic Partner.
- 6 Trap!:** The whole affair was nothing more than a trap for the character. Lose 1 Benefit, but gain *Carouse* trying to drink your troubles away.

36 Eye for the Goods: The character has a good eye for certain goods. Select a type of market commodity (Arms, Minerals, Medical, Vehicles, or Ships) and gain a +2 DM on any effort to assess or evaluate market prices.

4x Roll on the Life Events Table: See Appendix 6, pg 180-187.

51 See Special Goods (Event 34 above)

- 52 Shoddy Merchandise:** The character is duped into taking some shoddy merchandise. Do they pass it on?
- ⌘ *If the character tries to pass the material off.* Roll *Broker* to keep from losing their Benefit Roll this term. Add the character's Interaction Adjustment as a DM. If the roll has an Effect under 3+, the character still keeps their Benefit Roll but also takes a -2 DM to Advancement next term as people blame the Shoddy material on them.
 - ⌘ *If the character keeps the goods from going any further in the market,* Make an *Admin* or *Investigate* roll. If the roll is successful, the character is able to discover where the merchandise was switched and can (especially if *Investigate* was rolled) lead authorities to the guilty culprits. Lose nothing. If the roll is unsuccessful, the character only discovers this information too late and loses the Benefit Roll this term.

53 Unreliable Partners: The character becomes involved with some shady characters. Roll d6 to determine how much trouble they are in:

- 1-2 No-Show:** The partners do not pull their end of the bargain practically from the start. As a result, the character has to scramble to make the deal. Roll *Broker* or *Social Science (Economics)* (the later with a -1 DM). If the roll is a Success, the character manages to pull it off anyway and gains a +2 DM to their Advancement next term.
- 3-4 Last-Minute Fade:** The character's partner pulls out for whatever reason at the very last minute. Roll *Diplomat* or *Persuade* to salvage what you can, using the Career Interaction DM. If successful, the character keeps their Benefit Roll for this term, if not they lose it.
- 5 Con Game:** The partners want to get the character involved in a confidence scheme and take everything. Roll *Empathy*, *Notice* or (with a -2 DM) *Broker* to catch wind of it in time. If successful, the character keep their Benefit Roll from this term, if not they lose it.
- 6 At Gunpoint:** The partners show up, with guns, the character has a choice of whether to shoot their way out or talk their way out. Note that no matter whether the roll is successful or not, the character loses their Benefit this term – it is either destroyed in the fighting or taken away from them.
 - ✎ *Try and talk your way out of injury*, make a *Persuade* Check. If a failure, roll twice on the Injury Table taking the lesser of the two rolls as they “just” beat you up. On a success, the character also gains a +2 DM to next terms Survival Check for their “cool head”.
 - ✎ *Shoot your way free*, make a *Gun Combat* or *Melee* (-1 DM). If the roll is a failure, roll on the Injury Table. Also gain an Enemy. On a success, the character also gains +2 DM to next terms Advancement Check for their “fighting spirit”.

54 Smugglers: The character is approached by smugglers, who want to use their honest Trade House as a front for continued operations. Unfortunately, even if the character complies there is no upside here, because the smugglers will “burn” the character the first chance they get. If they defy the smugglers, they will be injured or their goods and equipment ruined. The character may choose or roll randomly from the below. . .

- 1-2 Violence:** The character defies the Smugglers, who injure them. Make a roll on the Injury Table. If the character wants to put up a fight, they can make a combat roll. (If they want to hide, either Chased away or Property damage is appropriate). If the roll is successful, the character rolls twice on the table and takes the lesser of the two injuries. If the roll is failed, they roll twice and take the greater of the two.
- 3-4 Property Damage:** The character loses this term's Benefit Roll and incurs d6 x 20, 000 Cr in debt for the equipment damage done to them (note this is the portion taken out of the character's personal finances, the property damage to the House was much more costly, running perhaps into the tens of MCr).
- 5 Jailbird:** The character is taken into custody on charges, but if they were smart (and this assumes they are), the character implicated *themselves* in a minor infraction that will not cost them their license *but* gets the smugglers off their backs (this is known among Traders as “Tainting the Well”). Still, some time this term is spent incarcerated, losing their Benefit Roll and incurring debt of d6 x 2000 Cr in legal fines.
- 6 Chased Away:** The character allows themselves to be run out of the area, fleeing either the local authorities (after they have given in) or the smugglers (suggesting outright refusal). Muster Out after this term.

55 Exit Deal: The character has a chance to make a killing on a shady deal.
 ✎ *Take the Deal* and get 2 Benefit Rolls but a -2 DM to next terms Survival Check (or an Enemy, see below).
 ✎ *Refuse the Deal* and gain +2 DM to next terms Survival or Advancement (player choice).

These are known among Traders as *Exit Deals* because they often are utilized when the Trader has decided to move on, and thus is what they do just before they leave the profession. If the character has taken the Exit Deal and Musters Out after this term, gain an Enemy.

56 Price Fixing: The costs surrounding your current market suddenly jumps... Roll d6:

1-2 Stranglehold: The costs drive you out of this Market. Lose 1 Benefit.

3-4 Challenge: The profit margins give you a chance to make out, but only just. Roll *Broker* (or *Social Science (Economics)* with a -1 DM). Use the Career Interaction Adjustment. If successful, gain in the skill and keep your Benefit. If unsuccessful, gain *Social Science (Economics)* 1 and lose the Benefit this term.

5 Makin' Book: The character either maximizes their own profits or help stabilize prices. Add 1 Benefit

6 Invitation: The character is invited in on the deal with the other monopolists.

⌘ If the character turns them in, gain a powerful Enemy and the *Advocate* Skill.

⌘ If the player goes along with the monopolists, make a check of the *Broker* skill. If successful, gain 2 Benefits, if unsuccessful, the character is sent to prison; change their career to *Convict* for d2 terms. If they ever subsequently return to the *Trader* profession, they take -2 Ranks

61 Stock Manipulation: The price fluctuations of the marketplace...

(OC) ...are caused by a group of behind-the-scenes manipulators (Factors and Local Administration Officials who protect them from legal problems). The character can either try to get around them, roll *Broker*, or pick a fight (economic that is) with them, *Social Science (Economics)*. There is a flat -2 DM on the check, but characters may use their Interaction Adjustment (from this career). Success with either prevents loss of Benefit by getting around the manipulators, +2 DM to next term's Survival Check.

(APR) ...are caused by the state for their own ends. The character can try to work with (or bribe) the local Trade Bureau Commissar to provide them with an alternate revenue stream in the meantime. Roll *Admin* or *Diplomat*. If successful, gain the skill. If unsuccessful, lose the Benefit this term.

62 Paperwork Problems: The character is caught up in a bureaucratic mess, it could be taxes, a tax glitch or some other records problem.

(OC) Make an *Admin* or *Advocate* check and avoid any setback. If the roll is failed, the character loses their Benefit from this term.

(APR) The Party disapproves of this from high profile Traders. Make an *Advocate* check with the Career Interaction Adjustment to avoid becoming an "object lesson". If the roll is a failure, you spend one term as a *Convict*.

63 License Problems: The character has problems with their House License.

(OC) Another House has lodged a formal complaint against them, endangering their License. Make an *Admin* or *Advocate* check, using the Career Interaction Adjustment. If unsuccessful, the character is forced to shut their House down in a "controlled collapse" (this ends the career, but unlike a Mishap, retain full Benefits and Skills for the term).

(APR) The Sector Trade Commissar wants the character to burn (falsely accuse) one of the other Traders and is threatening to pull their License if they do not comply.

⌘ If they submit to his will, no Advancement next term but you gain the Trade Commissar as a Contact.

⌘ If they refuse, the Commissar pulls their License. The other Traders know of his treachery however: The character may try to return in d3 Terms to the profession.

64 See "Stock Manipulations" Event (Event 61).

65 Uplifting Expertise: The character either becomes the Colleague of an Uplift or decides to accept the petition of an Uplift as a Tradesperson. Gain an Uplift Contact and

(OC) ...receive d6 x 10,000cr in tax abatements for this term but suffer from the stodgy traditionalism of the other Houses, -1 DM to Advancement and Survival next term as the work to undermine you.

(APR) ...gain a Contact in the unfortunately named People's Uplift Bureau of Integration and Cooperation.

66 Automatic Promotion: The character's House falls into a perfect storm of profits and gains. The character as a result is automatically promoted by one Rank.

(OC) Gain one Rival whose fortunes did not fare as well and are jealous.

(APR) The character is placed on a secret watch list. Gain *Stealth* as they spend the remainder of the term dodging the "Eyes" (APR Surveillance agency).

APPENDICES

APPENDIX I: 30TH CENTURY LONGEVITY

Overview

Human mortality is a mixed blessing, without it we are left to loiter and procrastinate our way through life; with it we have a span that seems too short. Without longevity treatments the body experiences an inevitable and frustrating decline. But 30th century technology has struck a kind of rough bargain with longevity treatments that maintain the body in a state of balance retarding the aging process for a length of time (up to ten years). The development of the longevity treatment occurred in stages, but by the 27th century, the processes still in use today were already established. Much of the subsequent developments in this technology have reduced the medical costs. Those who undergo longevity treatments are sometimes referred to as *centennials*, but the term technically applies only when the subject's age approaches a full century (and hyper technically, it is only proper when they *surpass* a century in age).

Longevity has created significant changes in human culture. The extension of life, perhaps for centuries, has created some bizarre situations that are still unresolved within society. Longevity treatments have nonetheless been greeted by most of humanity as an extremely positive development. There are a few notable holdouts among some religious traditions and some who feel that longevity is creating an unsustainable human growth rate, even given the ability to discover and settle new worlds.

Longevity is also not a "cure all" for other issues involved with aging. The science of the 30th century has long since conquered the aging process of the body, but it has not yet been able to renew the spirit. While there is a problem of escalating difficulty (and thus escalating costs) involved with longevity treatments, most people do not have much problem meeting the costs of their treatments. Many however *do* have problems adjusting psychologically to an ever increasing lifespan. (Notably ennui, discussed below).

Currently, the first Longevity Treatment costs approximately 500 Cr and takes a few hours; while the 21st Longevity Treatment (on average when the individual is well over 200 years old) costs more than 524.288 MCr, yet still takes about the same amount of time for the process to be *administered*. Behind the scenes, there is an entirely different story, as technicians have to spend far more time preparing the proper solutions and performing the right calculations on the blood and tissue samples as the number of treatments mount up. As the costs go into the millions of credits, an entire staff has to work for a year or more to prepare the treatment of a single patient.

Mental Reacquisition

There are mental effects from the longevity treatments, known technically as *mental reacquisition*: memories fade, skills atrophy, as the brain is affected during (and in the weeks after) the longevity process. In some extreme cases, the regression of memories is near total, requiring that the patient be re-trained in basic functions (eating, bathing, language), while in the most mild cases (usually those in the first few treatments) hardly any losses can be detected at all.

Among some theorists, this memory loss is not an entirely bad thing. Memory loss is necessary to some extent, as it helps to ease the problems of ennui. Those who retain more of their memories undergo fading more commonly (see below). New techniques have been developed to minimize the worst-case scenarios, and this is another area (outside of cost) where developments are occurring in the technology.

Ennui

Those who have received multiple life extension treatments often develop a psychological condition known as *ennui* (Technically *Jagerfeld's Ennui*). The condition manifests as an extreme form of malaise or psychological discomfort that eventually overwhelms the Centennial and becomes a persistent catatonia (often after many decades of struggle). For some, the condition begins relatively early — as early as their chronological 70s (in their 5th or 6th treatment on average). For others, ennui does not begin until almost twice that number of treatments. Although there is a strong connection between those who lose the least amount of memory during treatment and the early onset of ennui, debates still rage over whether any single factor contributes to the onset of this condition.

To those affected by *Jagerfeld's Ennui*, life seems not worth living anymore; some complain that the prospect of continuing forever seems more curse than blessing. Many Centennials simply cannot find the words to truly express their deep sense of loss and discomfort. Psychologists suggest this might be some physiological effect as the brain responds to the recontouring that is a necessary part of the regenerative process. Others think that the condition might be purely psychological or the result of social conditioning. Romantics and some spiritual leaders claim it is the soul as it is held past its "appointed time."

Self-medication and thrill seeking appear to be the most common responses to the condition. Both are ultimately

self-destructive. Self-medication (usually involving large amounts of alcohol or recreational drugs) has dubious benefits in the best of scenarios. Often the respite from ennui by taking drugs or drink is temporary and the 'crash' which follows leads to even more severe effects. The need for certain personality types to retreat into the arms of chemical dependence is exacerbated by the psychological effects of ennui. The use of drugs and alcohol also speed up the need for longevity treatments, which only hastens the depth of ennui further by reinforcing the apparent cause (the longevity treatments themselves). Thrill seeking is another way to relieve the boredom and lack of interest, but this too leads to self-destructive ends. The Centennial forces themselves to go from one adrenaline-charged situation to the next, propelling through life by sheer force of will at times. The effects tend to be longer lasting, although greater and greater thrills appear to be required to stir the subject. Daredevil behavior of this sort however only shortens the lifespan further by making death from accident or injury more and more probable. Ironically, this may be just what the afflicted was looking for subconsciously.

Eventually, intense sufferers of ennui will simply shut down, and become catatonic. This is known as *Fading* and has many stages. Those who have faded just a little experience an inability to manage their daily lives and shut down psychologically. Bouts of "zoning out" become more and more frequent until they lengthen to become "normal" states. Many of those who have faded to this point will waste away physically if allowed to do so, unable to care for themselves.

There are hospital beds on worlds all over the Known Galaxy with faded Centennials; loved ones often choose (in the long term) to cryogenically preserve these severe cases for lengthy periods in hopes of a "cure". Over the centuries none has been found. In fact, many of these severely faded individuals die during retrieval, which some take as proof of the mind-body connection and the faded Centennial's lack of the "spark of life."

There are a rare handful of Centennials that do not experience much ennui at all, or at least do so to a lesser extent than others. These individuals tend to be driven personalities who also place others before themselves. They also tend to be very empathetic personality types. The textbook example is 292-year old Tamaran Suzeil, also the Known Galaxy's oldest human being, who has what she calls "blue days" but nothing compared to average Centennials half her age and younger.

While the profound ennui of the Centennial is sometimes dismissed, it is actually very important on a societal level because it prevents the Known Galaxy from becoming awash with Centennials. Most Centennials either lose the will to go on or get themselves killed before they reach 200, many before they reach 150. The most common cause of death among Centennials is neither genuine accidents nor unexpected violence but ennui.

System Fragility

The longevity treatments create a false restoration of the cells, but this requires a delicate balance of the immune system. Diseases that can be easily cured in younger sufferers will sometimes kill Centennials, and tissue or organ damage (caused by say... high velocity projectiles) can cause cardiovascular system damage that strikes immediately. This "fragile state" is not something that can be "repaired" although the damage that the system fragility causes can be repaired like any other illness or damage.

System fragility can be problematic for long term care as well, although medical professionals that take the time to stabilize their patient's immune systems in advance can reduce the impact somewhat.

Longevity Treatments Table

Treatment	Cost (Cr)	Age*
1 st	500	34
2 nd	1,000	44
3 rd	2,000	54
4 th	4,000	64
5 th	8,000	74
6 th	16,000	84
7 th	32,000	94
8 th	64,000	104
9 th	128,000	114
10 th	256,000	124
11 th	512,000	134
12 th	1,024,000	144
13 th	2,048,000	154
14 th	4,096,000	164
15 th	8,192,000	174
16 th	16,384,000	184
17 th	32,768,000	194
18 th	65,536,000	204
19 th	131,072,000	214
20 th	262,144,000	224
21 st	524,288,000	234

*Age assumes the first treatment was at 34, some individuals start earlier, others later.

GAME MECHANICS OF LONGEVITY

In game terms, Longevity Treatments result in characters that are able to bypass aging check results. But there are some features of the process which do have game effects

Escalating Treatment Costs:

Every time that the character goes in for treatment, there is more technical difficulty for medical professionals who are charged with their care. This necessarily translates into higher costs per treatment. Treatments begin at 500 credits and double every time thereafter. Treatments need to be redone approximately every 10 years, although they sometimes have to be performed more often (due to damage, disease, drug use, and similar conditions that stress the system).

Any treatments made during character generation become part of the character's medical debt. Most Referees can

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refuse to allow Convicts to have their Treatments during incarceration (this is part of the penalty).

If the Treatments are halted, the character begins aging. But it bears reminding that Longevity is a *false* restoration of cells and once this has stopped there can be deeper repercussions. If the character has already had more than 10 treatments (well into their centennial years), this aging is doubled. If the character is past their 20th treatment, any aging once the treatments are stopped is tripled. This quickened aging ceases as soon as treatment is resumed, but is not reversed.

Appearance:

Due to vanity, some of the ridiculously wealthy have begun their Longevity Treatments at younger and younger ages. No physician would suggest giving them to a minor, but in some cases, the *über* wealthy can prove *insistent*. Many 18 year old Trust Funders get their first Longevity treatment as soon as they can, 'trusting' (if one pardons the choice of word) that they will fade out or burn away well before they run out of the funding to keep the treatments up. But they look *great*.

There is also a tendency among the extremely wealthy to use facesculpting and modern surgical means to turn back their aging beyond the use of Longevity Treatments. Thus it is sometimes hard to tell the truly aged from the babes of the woods.

Mental Reacquisition:

Every time the character undertakes a treatment, roll a d6 on the following table *plus* the number of treatments they have had to that point. Eventually, the roll does not need to be made (after the 9th Treatment), one can assume maximum loss.

Skill loss should come from the highest skills first, then the next highest and on down. Characters may drop their Edu score by 1 in lieu of a (single) skill level (thus saving their highest skills). Skill levels may not be dropped below 0. Functionally after the 9th treatment, but potentially prior to that point, the character enters a point of stasis, in which their skill gain and skill loss more or less evens out (sometimes less, sometimes more). This is why starting characters who are Centennials may select their skills and stats, as they become very "shaped" over time (anticipated losses are balanced by what they re-learn between treatments).

Mental Reacquisition

Roll	Skill loss
1-3	No skill loss
4-5	-1 skill levels
6-7	-3 skill levels
8-9	-5 skill levels
10+	-7 skill levels

Note: Roll made every 10 years, or 2½ terms.

Ennui:

While there is no good way to create a game mechanic to duplicate the effects of Ennui, the "thrill-seeker" aspects certainly reflect the lives of the not-quite-average adventurer, and some players will embrace this

condition as a roleplaying challenge. The subconscious can suffer from ennui (and manifest it's symptoms) as much as the conscious mind.

Note: It is not suggested to impose "serious" fading on a character; some players will want to incorporate this side effect of longevity into their roleplaying however.

System Fragility:

Once treatment begins, systems become more and more fragile to external stimulus. True Centennials (after about the 8th or 9th treatment) have full blown system fragility, as the body is now in a delicate, very artificial state. This creates two problems for the Centennial: *first* the system will fight against any effort to treat disease or injury (the Medic penalty), *second* with any significant damage (more than half END in a wound) there further damage (known as "Balance Loss") that can make the situation much worse.

The penalty for Medic-based checks can be avoided by taking time in advance to treat the victim's immune system. This will take a number of minutes equal to d6 multiplied by the number of longevity treatments that they have underwent. Even if they are aware of the situation, a physician may or may not have the right equipment at the time they need to "go in". Any hospital or infirmary would have this, as do Field Medkits (or better) and specialized Centennial first aid medkits but standard first aid kits and even emergency first aid kits do not.

System Fragility

Treatment #	Medic DM*	Balance Loss
1-2	-1	None
3-5	-1	d2
6-7	-2	d2
8-9	-2	d3
10+	-3	d6

** Penalty can be removed by preparation*

Example:

Michael (END 8), after his sixth treatment, is stabbed in the back by a co-worker (literally, not figuratively). The damage from the blade is 6 points, well over the 4-point threshold, which triggers a series of tiny heart attacks or embolisms that cause an additional d2 in damage to him – just the thing he needs as he drops to the floor of the office.

When the Paramedic reaches him, Michael is unconscious, and the Paramedic begins to stabilize him. Unfortunately, the Paramedic will have a -2 to his skill check unless he notices the Centennial medbracelet and takes d6x3 minutes to stabilize Michael first (which is unlikely for first aid).

The Paramedic has an Edu of 10 (+1 DM) and Medic 3, his roll is an 8+1 (Int DM)+3 (Skill)-2 (System Fragility modifier) for an 10, or an Effect of 2.

APPENDIX 2: 30TH CENTURY LANGUAGES

There were over six-thousand languages spoken on Earth in the 21st Century. Many of these languages were actually spoken by very few people, and yet even at that stage there were a handful which have risen to the “top” of the linguistic food chain through common usage. More than half of the world’s population at that time communicated in one of five major languages. As humanity delved into space, “central languages” became even more prevalent among widespread humanity. Indeed, it was demonstrated forcefully during the First Wave that colonies using obscure tongues underperformed those who were tied into one or more of these “central languages”.

By the 30th century, the following five languages have taken on this “Central Language” role and at least one of them (or their major offshoots) are spoken by over three-quarters of the human population. In the rough order of their popularity, these are:

- ✎ **Lingua:** Based on Esperanto, first created in the 19th century and later updated considerably in the dawn of the 22nd century to serve as a consciously created simple language for most of humanity. Lingua was taught in all UN colonies (which comprised much of the First and Second Wave) and is very widespread. Lingua remains the official language of the Terran Union, Deramus, and Orion Confederation.
- ✎ **Anglifranc:** English and French continued to battle for supremacy in the commercial sphere into the 23rd and early 24th century. Slowly these languages merged together over time to comprise a single hybrid. Spoken by many Spacers, Anglifranc, like Lingua, is found throughout the Known Galaxy, and is sometimes also called *Spacer* as a result.
- ✎ **Modern Han:** In the mid-22nd century, the New Han Dynasty came to power in China, transforming the nation like no other rulers had before or since. Modern Han was part of the legacy of that Dynasty, a unification and simplification of the Mandarin tongue. Modern Han was adopted by all Chinese and affiliated colonies in the mid-First Wave and all succeeding waves of colonization, and was nearly as common as Lingua before Independence. The Archenars speak a dialect of Modern Han known as *Archenari* which is distinctive but understandable to other Modern Han speakers.
- ✎ **Pan-hindi:** Standard Hindi in the 30th century has continued to be adjusted to meet the needs of the Hindu-speaking public. An amalgam of several different languages by the 30th century, it has a large following in the Shenzhou Hegemony and in the old Boer Confederation (now part of the Free People’s Republic, where it compares to Lingua and Modern Han as the most popular language). Other than this it is spread out over human space.
- ✎ **Quelia:** A pidgin language with origins in the late 20th century, comprised first of Russian and German but now incorporating many other Indo-European languages. As the Russians began to take on greater prominence in the 23rd century, this secondary tongue became more and more important on Earth and among Spacers of the period (eventually losing out to Anglifranc). It would have been little other than a footnote if not for the success it had in one region of the expanding sphere of humanity: namely the Oster Republic. While Quelia is little spoken outside of that Interstellar State, the presence of such a large community in the Known Galaxy still makes Quelia a handy language to know.

Local dialects can sometimes be very different from one another: *Modern Han* and *Archenari* perhaps being the most mild example, while the Pan-Hindi of Shenzhou and the former-Boer regions of the FPR are not immediately recognizable as even the same language. Basic communication is nevertheless possible and several weeks or months spent in a particular locale will allow a speaker of one of these “central languages” to communicate as well as a native of the area (although not always without a telltale accent). The least problematic and most robust of these central languages is Lingua, as it was specifically designed to withstand such drift and the Terran Union actively polices the language (which some see as just another sign of the much-too centralized control exercised by this state).

Of course other languages, literally thousands of them, still exist and several hundred are spoken across not just one but multiple worlds in the Known Galaxy. English, for example, is spoken in large sections of the UUP, as well as Anglifranc (the similarities allowing many English or French speaking citizens who do not know Anglifranc to ‘get by’ with their native tongue); German is very common in the Terran Union, as are other “legacy tongues” of older colonies. Large Spanish-speaking communities are found in each and every one of the modern Interstellar nations. Arabic is probably the main language of Earth’s 20th century that did not weather the shift well. The Arabic-speaking world was slow to get involved in Colonization, and by the time they did they lost out on the “language war”. Nonetheless, large enclaves of Arabic speakers are found all over the Known Galaxy.

Game Mechanics: All characters begin speaking **one** of these central languages and **one** non-central language (something other than one of these five). Each level of the **Language** skill allows the user to learn either **one additional** central language and several regional dialects for it **or two additional** non-central languages (‘30th Century/Modern’ English or German for example). Hypnolearning has been a major boon to language acquisition (for vocabulary training).

Aint From Around Here...

One of the Advantages of having a high-tech society is the fact that these language barriers can be circumvented by technology. Nearly-instantaneous translation can be provided cheaply, given the proper computer hardware (anything above a Computer/0) and the proper program modules. This translation can be scrolled in written form or “whispered” into earcoms easily. Neural interfaces can even be used that allow the words to be translated, but there is a slight delay and some find the use of this technology “creepy” because words are heard in their original language then a half second later become ‘understood’ in another language. Some say that it is as if they have heard someone speak just as they wake up, momentarily unable to puzzle out the words then understanding. The effect is difficult to describe and can be very disconcerting.

Written language is a bit trickier to deal with, as some means has to be utilized to identify what needs to be translated. A common approach is to use a visor of some kind, particularly one which has sensors to detect eye movements. The system then translates anything written that the individual stares at for over a full second in text suspended HUD-style. This use of technology has brought back the monocle as a fashion statement in the Oster Republic.

Speaking to someone in their own language, is also slightly more tricky than aural translations. The simplest low-tech means is to use a “squawk box.” This technology, pioneered for Uplifts, can be carried easily (this is what they were designed for after all) and requires very little effort. This kind of device can even be worked into clothing and a simple nearly invisible sensor can be used to translate mouth and throat movements into speech. This leads to what some call “Foreign Cinema Syndrome” where the lips and mouth positions do not match the output but is strictly noninvasive and practically real-time. Alternatively, an individual may use a trode-set to directly “send” the verbal responses to the squawk box, which requires somewhat more tech and still looks slightly odd (their lips don’t move, the box says what they need to say).

Despite the flaws, this kind of arrangement is commonly seen in well-travelled areas of the Known Galaxy, and only raises eyebrows well off the beaten path.

CONVICT BATTALIONS/CONVICT SHIPS

The Convict Battalions are given the worst missions, the hardest objectives or the most dangerous jobs by the High Command. They are treated as disposable because, in effect they are. Convict Battalions got their start during the Independence War, in the Oster Republic. In the time since, the basic model has been adopted by every interstellar nation except the Terran Union.

Convict Battalions are made up of Soldiers and Spacehands that have committed serious crimes. How serious these crimes must be varies from state to state. In the APR and Free People’s Republic, extraordinarily light crimes (normally dealt with by barracks punishment) are used to swell the ranks of the Convict Battalions and the bunks of Convict Ships. In some nations, such as the Confed, Convict Battalions have murderers and rapists and other serious offenders only. Likewise, the specific restrictions interstellar nations make on the Convict Battalions, rules and regulations beyond those of the other service personnel, are widely varied. Most are like prisons, with the occasional “outings” that involves heavy combat. The following characteristics are practically standard however across the various nations:

- ✎ Convict Soldiers and Spacehands are outfitted with Suicide Implants. Cybernetic devices designed to kill their implantees. These are remotely controlled by their

unit C.O. or High Command. Unfortunately, the codes are sometimes compromised by the enemy. The High Command deems this an “acceptable risk.”

- ✎ Convicts are incentivized, either by “kills” or by “Missions,” to fight. Each enemy they kill or mission objective they achieve removes part of their sentence. The more kills they get, the better off everyone is, goes the saying in Convict’s barracks. An analysis of gun camera and shoulder mounted vidfeed is often used for this purpose (and ergonomic studies).

The Game Mechanics: *If a character is sent to a Convict Battalion, it is usually for d3+1 terms (military tribunals tend to be more harsh than civvie courts). Incentives will reduce this by d2. Thus it is possible to get a 0 sentence, which means the next term is back to the Service, debt paid.*

Survival Check targets, regardless of their Rank, are as Rank 0-3 characters in their service branch. Advancement and Benefits during their “stay” are suspended as part of their punishment (unless they roll extra Benefits or an Automatic Promotion). They take no Selection Skill, but do roll twice (they still pick Tables in their service). Characters roll on the Convict Events first but may roll on the Events of the service branch if they receive “S” results on that Table. These are the x1, x2, x3 Events of the charts — 11, 12, 13, 21, 22 etc. — and all 4x results, so they occur just over half of the time. Any extra Benefits from the Events are as a Convict.

APPENDIX 3: LEGAL TROUBLES

2d6	Mishap
2-3	False & Misleading: The charges are false, but the fix was definitely in, possibly by a Rival or Enemy. At least it was quick. So quick indeed that the character will spend <i>this</i> term as a Convict (see below), <i>and</i> will be serving a Sentence of d3 <i>more</i> terms after this one. Do not make the normal skill roll for this term , go <i>immediately</i> to the Convict Career and roll normally on those tables as if this is their first term as a Convict.
4-5	Minor Professional issues: There is a contract problem, a copyright issue or some other minor professional matter that occupies the character's time. Make a roll of <i>Admin</i> or <i>Advocate</i> . If the roll is unsuccessful, these thorny legal complications force the character out of the career (a Leave of Absence is allowed). Next term they can attempt to re-qualify for the career. If the roll is successful, the character handles the situation, the Benefit and selection skill this term are still lost, but they may remain in the career.
6-8	Civil Troubles: The character gets into some civil legal troubles (paternity or harassment suits, defamation, non-felony charges et al). Make a roll of <i>Admin</i> or <i>Advocate</i> . If the roll is unsuccessful, suffer a legal debt of 25,000 Cr. If the roll is successful, the character is not out any addition funds, but still loses the Benefit and selection skill from this term (for the time and energy spent fighting this thing). Note: This is not a "career ending" Mishap, the character stays in the career (unless the check was an exceptional failure).
9	Minor Time: The character was able to sidestep the worst of the charges, but only after spending some time (this term) in local confinement. This result does not necessarily prevent the character from continuing their career. Military background characters during wartime can also spend this period in a Convict Battalion, for d2-1 terms, usually staying for a brief time before they earn back their freedom.
10	Lead-time: As 11-12 below, but the character has the option to flee. Face the Music: The character takes their punishment. Knock one term off from the number of terms they are to serve, d3-1 (treating 0 as a "Minor Time" mishap as the result above). Fugitive: The character is either able to escape the charge against them (barely, there are still a lot of unanswered questions) or have escaped from justice and are now penniless. You were able to liquidate previous assets (Portfolios are in new dummy accounts) which gives you whatever Mustering Out cash you generate (the rest is seized). See Fugitive, under Convict. Your Hunted Penalty (see page 58) is 1.
11-12	The Big House (Non-Military Careers): The character is convicted of a crime, fights it all the way, and will spend the d3 terms as a Convict. This term, the character takes an extra roll on one of the Convict skill tables as they try to steel themselves for the next role. Convict Battalion (Military characters during Wartime): The character is re-assigned to a Convict Crew or Battalion, performing near-suicidal missions that military needs in time of War. They are implanted with Tracker/Suicide cybernetic devices. The character can reduce their sentence for every kill they make, which makes the time served in the Convict Crew/Battalion approximately d3+1-d2 terms. See details on Convict Battalions at the bottom of page 172, left. This term, gain a roll on another table in the service branch selected by player. Leavenworld (Military characters during Peacetime): The character is convicted of a crime, fights it all the way, and will spend the next term as a Convict. This term, take an extra roll on one of the Convict Skill Tables as the character tries to steel themselves for this next role.

Note: If the character is sent to be incarcerated, they are immediately Mustered Out of most careers, but not all.

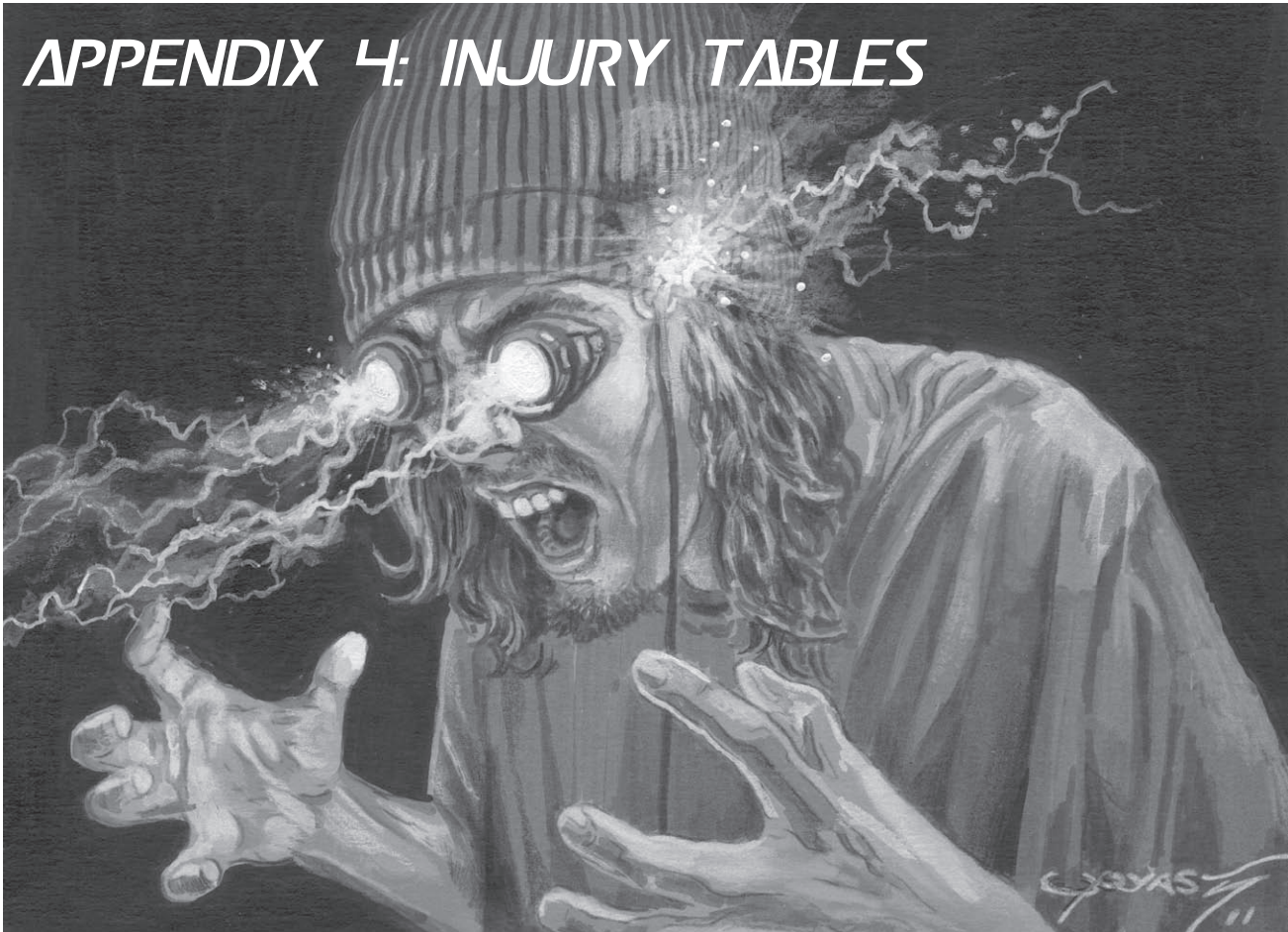
(OC) All cash which they have in legal accounts (figure 50% of their wealth thus far accumulated for most careers) are placed into a state-held fund. For every term spent as a Convict, 40,000 Cr are taken from the fund until it is exhausted (nothing happens after that). The interest accumulated by these funds help to defray the costs of prisons.

(APR) The APR claims all of the cash and property they can, this wipes the character out (75% of their accumulated cash thus far). There is however a class of quasi-legal "Asset Hounds" who ply a peculiar grey service industry in the Republic. They liquidate assets of those in legal trouble and place the cash into foreign-held banks under assumed names. They are hated by the Officials (that accept their bribes) and decried by the Government (that allows them to flourish). If the character uses one, make an *Advocate*, *Deception*, *Accounting* or straight Int check and use the Effect rolled to determine how much the Asset Hound was able to successfully hide from the authorities (75% is the most possible due to their high fees; but interestingly in the Republic, they are known for their scrupulous honesty when it comes to these transactions.).

Asset Hound Table (APR)

Eff	Amount
0-1	25%
1-2	45%
3-4	60%
5+	75%

APPENDIX 4: INJURY TABLES



THE GENERAL INJURY TABLE

The General Injury Table is the most commonly used Injury Table in the character creation process. If an event fails to specify which table to use or is unclear, default to the General Injury Table.

2d6 Injury

2-3 Requiescat Pro Tempore (Mortal Wound): The character died. But the 30th Century has medical techniques that can revive even severely damaged individuals. There is d6 loss to one physical statistic selected by the player, d2 to the other two physical statistics.

1 Frozen Dead: The character had to be subjected to cryosleep in order to be brought to medics with any chance of revival. Because these are usually done under less than ideal conditions, the cryoprocess does a lot of damage to the body and brain. Add +1 End damage and +2 Dex damage to those rolled above.

2-3 Mangled Dead: The character not only died, they were badly damaged as well. This is often the bullet-ridden body, the explosion victim or the industrial accident type of injury. Add +2 to all of the statistic loss rolls above. Additionally, there on a d6 roll of 1-2 there was a lost limb as well as the death itself to resolve. In all likelihood the body was frozen as well, but this does not add further to the damage.

4-5 Just Dead: The character died without other major complications. This could have been the result of a well-placed shot or other minimally-traumatizing (to the structure of the body) event. In terms of their system, this is still a traumatic process, and still takes a toll on the body. No loss mods.

6 A little Dead: The character was killed, but the damage that they took was not as serious as these things sometimes go. This is often a shock to the system, an illness or other event that leaves the body largely whole even though the individual died (for a while). Reduce stat losses rolled by -1 for two stats and -2 for the other. (Minimum loss is 1, and that must be in End)

Note: The Referee may select, based on the Event, a specific form of death rather than roll.

- 4 Organ Damage (Severely Wounded):** The character is subject to a Severe Wound. Statistic loss is d3 to one stat and d2 to the other two physical stats. Additionally, on a d6 roll of 1-2 the character had to be frozen unsafely. Add d2-1 Int (can be a 0), +1 End damage and +1 Dex damage to the loss.
- 5 Seriously Wounded:** The character is subject to a Serious Wound. Statistic loss is d3+1 total, spread out over the Physical stats as the player allocates. Additionally, on a d6 roll of 1 the character has to be frozen unsafely. Add d2-1 Int (can be a 0), +1 End damage and +1 Dex damage to the loss.
- 6 Lost Sense:** The character suffers a lost eye, a mangled ear or some other injury that prevents them from (d6) normal vision (1-4) or hearing (5-6). Note that the loss of other senses are possible as well, if these would fit the character's backstory better (Referee and Player discretion). Conventional medical treatment is not able to fully restore the loss (if it can restore it at all), these types of injury require replacement by Cybernetic, Bio-replacement or Bionic implants.
- 7 Battered & Bruised:** The character is subject to a broken limb, or a scar, both of which are easily fixed using 30th Century conventional medicine (and are magically erased for all practical purpose with Bio-Replacements).
- 8 Lost Limb:** The character suffers a lost limb. While it is possible that the limb loss was partial rather than full, the accompanying rules are based on full loss of the limb in question. The following DMs are broad, non-specific suggestions only; Referees can determine that a specific action either has no DM or that the action is impossible due to the lost limb.
 - 1-2 Primary Arm:** The character's primary hand (usually the right) is lost. There is a -4 DM to all physical movements requiring the use of the lost arm or both arms.
 - 3 Secondary Arm:** The character's "off" hand is lost. There is a -2 to -3 DM to all physical movements relying on the use of the lost arm or both arms.
 - 4-5 Leg:** The character suffers a lost Leg. If it matters, roll d6: even is right leg, odd is the left leg. Without a leg one cannot move more than a half-hop with out some form of assistance.
 - 6 Both Legs/both Arms:** The character suffers the loss of both legs or both arms. It is far more commonplace to lose both legs than both arms however. With out both legs, it is impossible to move at more than a crawl.

Cybernetic or Bio-Replacement will offset the penalty DM's completely. Non-cybernetic replacements (peg leg, crutch) are sometimes required for emergencies and reduce penalties to -1 or -2 DM.
- 9 Limb Damage (Serious):** The character is subject to a Serious Wound. Statistic loss is d3 to one stat and d2 to the other two physical stats. Additionally, there on a d6 roll of 1-2 there was a lost limb as well as the death itself to resolve, on a 3 there is a Lost Sense.
- 10 Limb Damage (Severe):** The character is subject to a Severe Wound. Statistic loss is d2+1 total, spread over their physical stats. Additionally, there on a d6 roll of 1-3 there was a lost limb (Injury 8) as well as the death itself to resolve.
- 11 Head Trauma (Var):** The character is subject to a Head Wound. Roll again for damage and shift 2 of the damage points into Int or Edu. If this result comes up again, i.e. the player rolls two 11's in a row, there are 4 points of damage to the Int and Edu instead. If the roll comes up with a Lost limb or lost sense, the character suffers that and 2 points for Int and Edu. In either of these "special cases" this damage is treated as (d6): a Mortal Injury (1), a Severe Injury (2-3), or a Serious Injury (4-6) for the purposes of Medical Care and Recovery.
- 12 Beneficial Wound (Var):** Make a second roll on this table and apply. In the long run however, something beneficial happens as a result of this injury. Note: if on the re-roll, a 12 is rolled again, treat as the injury 4 points of statistic loss and a Serious wound. The following are just examples, Referees are free to come up with their own further suggestions:
 - ⌘ **Heightened Senses:** For some reason the wound left the character with heightened senses. +2 DM for checks directly involving the sense (i.e. simple vision/hearing, not targeting rolls). This can however cause sensitivity, the character takes a -2 DM if that sense is overloaded (-1 DM if precautions are taken, such as dark lenses for those whose eyes have been replaced).
 - ⌘ **Post-traumatic Hyposomnia:** The character rarely sleeps and does not gain fatigue for excessive wakefulness (TMB pg. 74). They only require rest (ceasing activity, quiet) rather than actual sleep, and usually for a few hours. Often requires medication to stave off other side effects. Generally develop a fear of Cryosleep.
 - ⌘ **Romantic Scar:** Sometimes people dig scars. +1 DM for attempts to woe the appropriate target.
 - ⌘ **Good Thing I had that Removed in '68:** The character has a very specific nerve cluster deadened or removed. Once in the campaign, the character can reduce damage taken by d6+1 (or some other significant 'healing' the Referee decides is dramatically appropriate) because of this condition.

OTHER INJURY TABLES

In addition to the General Injury Table, the following tables are sometimes called for in Event descriptions. If the Referee or Player considers it appropriate, these can also substitute for the General Injury Table roll:

Battlefield Injury Table

2d6	Injury
2	As "Requiescat..." (General Injury 4): except complications (d6): Frozen Dead (1-3), Mangled Dead (4-6).
3	Crushed/Burned (Severe): Reduce all Physical Traits by 2 and apply Severe Scarring (BF Injury 9).
4	As "Organ Damage" (General Injury 4)
5	As "Lost Sense" (General Injury 6)
6	As "Limb Damage" (General Injury 10)
7	As "Battered and Bruised" (General Injury 7)
8	Impaired Limb Function (Serious): Reduce one of Strength and Dexterity by 1, the other by 2. Also -1 DM with affected limb until replaced.
9	Severe Scarring: Reduce Soc 1 or impose -2 to IMs except among Spacers and Military.
10	As "Head Trauma" (General Injury 11)
11	Burned (Severe): Reduce End 3, Str 2 and Dex 2, and suffer severe scarring as a roll of 9 on this table.
12	As "Beneficial Wound" (General Injury 12)

Decompression Injury Table

2d6	Injury
2	Total Exposure (Mortal): Massive Soft Tissue Damage resulting from the sudden loss of pressure created both scarring (as the tissue ruptured) and organ damage. Reduce physical stats by a total of d6+2, allocated Player (min 1 to all).
3	Lung Damage (Serious): Reduce Endurance by 2.
4	Crush (Severe): reduce Str, End and Dex by d3-1.
5	Nerve Damage (Severe): Reduce Dex by 2, Str by 1, End by 1.
6	As "Lost Limb" (General Injury 10)
7	As "Battered and Bruised" (General Injury 7)
8	As "Lost Sense" (General Injury 6)
9	Vaccbite Damage (Serious): Reduce Dexterity by 2 due to the loss of tissue layers in sensitive areas.
10	Cardiovascular Stress (Severe): END -3, STR -1
11	Massive Chest Damage (Severe): Significant damage to the lungs and several major circulatory areas: loss of d3+1 in all physical stats.
12	As "Requiescat..." (General Injury 4): Except complications (d6): Frozen Dead (1-3), Mangled Dead (4), Just Dead (5-6).

Radiation Injury Table

2d6	Injury
2	Caught by a Major Flare: (2d6) x10 rads.
3	Caught by a Minor Flare, Long Exposure: d6x10 rads.
4	Caught by a Minor Flare, Short Exposure: d3x10 rads.
5	Reactor Breach, Major: d6x10 rads.
6	Reactor Breach Minor: d6x5 rads.
7	Moderate Accumulated Radiation: d6x10 rads.
8	Minimal Accumulated Radiation: d6x5 rads.
9	Caught outside hull in a Minor Flare, short duration: d6x50 rads, gain <i>Vacc-Suit 1</i> or <i>Zero-G 1</i> if events provided no other skills this term.
10	Caught Outside hull in a Major Flare, Short Duration: d6x100 rads, gain <i>Vacc-Suit 1</i> or <i>Zero-G 1</i> if events provided no other skills this term.
11	Serious Accumulated Radiation: 50+d6x10 rads
12	Dangerous Accumulated Radiation: 100+d6x10 rads.

Incidents 2-6 all count whatever protection that the character has at the time of the incident. Likewise all of the amounts given assume normal methods of protecting against/healing radiation damage (such as Anti-Rad drugs) have been utilized. These counts are thus gross numbers.

Injury Table Example:

The character runs into some smuggler problems (Trader Career, Event 54, "Smugglers" and a follow up roll of 2 is "Violence"). According to that Event, the character makes a roll against one of their combat skills (he chooses Gun Combat) and if successful, takes the lesser of the two Injury Table rolls, and if unsuccessful takes the worse. The Player succeeds in the Gun Combat check and has the choice of which injury to take.

The first roll is a 5, "Seriously Wounded", the wound says that on a further 6 roll of 1, the character had to be quickly frozen (that roll comes up a 5, no problem). The damage done is d3+1, the character rolls a 1 +1 = 2 points. The player can choose which physical stat this affects.

*The second roll is an 11, "Head Trauma", which also calls for a re-roll on the table which comes up an 8, Lost Limb (the d6 roll to determine where is 2, the Primary Arm). According to Injury 11 the limb is lost **and** 2 points of damage are done to Int and Edu. For recovery prospects this damage is considered a (roll of 5) Serious wound (as indicated in the Head Trauma entry).*

Fearing any Retained Loss to Int, the character takes the first Injury instead. Allocating both points to the character's Str.

Psychological Injury Table

2d6 Injury

2	Insanity: The character is/has gone insane. If rolled during character generation, the character is considered to have been 'cured' but has some lingering effects on their behavior. PDI: d6-1.
3	Obsessive Behavior: Sufferer exhibits obsessive behavior and compulsions. PDI: d6-1 (min 1), <i>Festers</i> .
4	Desensitization: Afflicted individual becomes unmotivated by others. While this could lead to sociopathic tendencies, it can also be simple disconnection and anxiety. PDI: d3, <i>Festers</i> .
5	Driven by Revenge: Subject is driven by a need for revenge against someone or something that has wronged them. PDI: d6 (although the deleterious effects are not always noticed and/or treated).
6	1,000 yard stare: The individual zones out at times of stress (any type will do: emotional, physical, and combat). While it can be unnerving to some (a -1 DM for social interactions among NPCs the Referee considers sensitive to this whether using Soc or the IM), the individual suffers no combat effects. PDI: d6+2.
7	Yut!: The subject develops a nervous tic, or other repetitive behavior. This can become a "tell" in some gambling circumstances (with effects described by the Referee) PDI: d3.
8	Thrill Junkie: The character craves an adrenaline rush. They will place themselves in adrenaline causing situations voluntarily whenever possible. PDI: d6 (although the deleterious effects are not always noticed and/or treated) May <i>Fester</i> .
9	Aversion: The character will not go near something, discuss something in the manner of a phobia, but more subtle. This can sometimes 'fester' into some other form of psychological injury if left untreated. PDI: d6 (although the deleterious effects are not always noticed and/or treated right away and worsen over time). May <i>Fester</i> .
10	Phobic Response: The character will be fearful of a particular stimulus (selected by Referee). PDI: d6.
11	Post-Traumatic Stress: The character suffers from recurring nightmares, fatigue, hypervigilant. PDI: d6+1, -2 DM to social interactions that occur under stress. <i>Festers</i> .
12	Death Wish: Like the Thrill Junkie, this character throws themselves into danger. Rather than looking for the adrenaline, however, they are looking for the exit. PDI: d6+2 (although the deleterious effects are not always noticed and/or treated).

Concerning Psychological Injuries...

All Psychological Injuries are given a Psychological Damage Index (PDI) number. This is a general indicator of the strength or prevalence of the condition (see PDI Effects Table, right). If the Referee is in doubt as to whether an injury has surfaced, they can roll a d6 and use the PDI as their guide. If they roll under the PDI, it is manifest, if they roll over, it is not. Anything marked *Festers* on the Psychological Injury Table can get worse over time if left untreated. Referees should make this determination themselves.

The results of the table above and the PDI table to the right are left vague for a reason. A psychological injury is best role played rather than modelled from afar. The Referee and the Player should work out how they want to develop this injury, rather than to allow the cold sterile hands of the game designer to hand out inexplicable DMs.

Players who are directed to roll more than once on the Psychological injury table might instead add +d2 to an existing Psychological Injury instead. This is however not mandatory, each story has it's own course to take and the player or the Referee are the best to make this call.



PDI Effects

1-2	Minor, the occurrence of the problem is slight, sometimes not even felt with every circumstance where the stimulus is presented.
3	Moderate, the problem is noticeable and may be acute, only happening in half or less of cases where the stimulus is presented.
4	Moderate to Severe, the problem is noticeable and happens more than half of the time.
5+	Severe, the problem interferes with normal routines and is always present.

APPENDIX 5: MEDICAL CARE

There are a number of potential sources for healing in the 30th century; the only issue is the matter of price, and to a lesser extent, technological availability (as the Tech Levels of the **Twilight Sector Setting** are relatively “flat”). Characters cannot “pick and choose,” using Standard Care to bring loss down to a certain level then use Cybernetic or Bio-Replacement to remove it entirely. Medical Care is all-or-nothing to get the listed benefits.

Note: *Retained Loss* is the statistic loss that remains even after medical care is taken into account. Characters do not have to pay for these points (reducing costs). Some Event checks indicate higher losses than shown here. This is deliberate.

Standard Care (5,000 Cr/point loss)

Certain Injuries can be healed with sufficient care and surgical reconstruction that borders on but does not actually replace any missing portion. Standard recuperation can take considerable time, but is less expensive than Cybernetics or Bio-Replacement.

- /// **Mortal Injuries** cannot be brought back fully. Even with higher TLs, there are only so many things that medicine can repair. Pay for all points up to a retained loss of 4 points, allocated as the player decides although at least 1 point is lost in all affected stats.
- /// **Severe Injuries** also tend to have lingering effects. Retained Loss is 2 points. Players may choose where the loss occurs, but 1 point must be allocated to each affected stat.
- /// **Serious Injuries:** The character's Retained Loss is either (d6) 1 (1-4) or 0 (5-6).
- /// **Broken Limbs/Scars:** Luckily, these are easily healed by Standard Recuperation, although they do create a health problem at the time they were incurred and if untreated, could have easily been deadly.
- /// **Missing Limbs/Impaired Senses** are not amenable to Standard Recuperation. These will require either cybernetic or Biological Replacements in order to be restored to full functioning. If this is not possible, use the listed penalties for limb usage without repair.



MEDICAL CARE COVERAGE

Medical care is available for injuries suffered during character generation. As stated in the **Traveller Main Rulebook**, careers will sometimes pay for a percentage the medical recovery costs*, check the following basic tables and roll 2d6 with a DM of ½ Rank in the career (rounding up):

Political & Military Services and Forces Table

(Authority, Ground & Protected Forces, Space Service, Law Enforcement, Espionage, Exploration Military)

Medical Care Strategy	Roll of 4+	Roll of 8+	Roll of 12+
Standard	90%	100%	100%
Cybernetic Replacement	75%	90%	100%
Bio-Replacement	25%	50%	75%
Psychological Counselling	0%	25%	50%

Civilian Table

(Artists, Athletes, Civilians, Correspondents, Exploration Civilian Agency, Scientist, Settler, Trader)

Medical Care Strategy	Roll of 4+	Roll of 8+	Roll of 12+
Standard	50%	75%	100%
Bio-Replacement	25%	50%	75%
Cybernetic Replacement	50%	75%	100%
Psychological Counselling	0%	50%	100%

Fringer Table

(Criminals, Tinkers, Settlers, Spacers)

Medical Care Strategy	Roll of 4+	Roll of 8+	Roll of 12+
Standard	25%	50%	75%
Cybernetic Replacement	0%	50%	75%
Bio-Replacement	0%	25%	50%
Psychological Counselling	0%	50%	75%

* Coverage for Convicts is as listed in Mishap 1 of that career, pg 59

Cybernetic Replacement (10,000 Cr/point loss)

This medical coverage replaces the parts that are necessary with cybernetics. While this technology is most associated with cyberlimbs and other implants, it can provide significant help to non-limb replacement injuries as well (cybernetic heart valves, muscle fibers and nerve conduits for instance). Cybernetic replacement takes a less amount of time and money than Bio-Replacement, although there is some need to re-train the user of the new prosthetic (taken care of during character generation).

- /// **Mortal Injuries** cannot be brought back fully even with Cybernetics because of extensive nerve damage. Retained Loss is 1 in two effected stats (although the player may choose which one).
- /// **Severe Injuries:** still tend to have lingering effects. Retained Loss is either (d6) 1 (1-4) or 0 (5-6). Players may choose where the loss occurs.
- /// **Serious Injuries:** These can be completely healed (no lingering stat loss).
- /// **Broken Limbs/Scars:** Generally not treated with cybernetic replacement (no need).
- /// **Missing Limbs:** Full replacement.
- /// **Impaired Senses:** Full replacement.

Note that the Cybernetic Prosthesis used for this replacement is entirely basic, although it does match their stats if possible. This is not an advanced model with any additional abilities. Cybernetic implants can be affected by EMPs, Highly charged or highly magnetic environments and other conditions not conducive to equipment. But, in many ways they are also more hardy than natural bio replacements.

Bio-Replacement (25,000 Cr/point loss)

This level of coverage regrows the parts that are necessary with cellular generation technology (which is entirely too much like the Synth-Meat growing process for most

people's comfort). It takes more time than cybernetic replacement, much of which spent in re-training the newly grown/grafted limb.

- /// **Mortal Injuries** can possibly be brought back fully with Bio-Replacement. Retained Loss is either (d6) 1 (1-4) or 0 (5-6).
- /// **Severe Injuries:** these can be healed fully, no loss.
- /// **Broken Limbs/Scars:** These can be healed back fully with Bio-replacement, not just to functional equivalence but back to the complete original state (which even 30th century standard medical practice cannot guarantee). This is often an indulgence of the rich, or for high performance athletes, some artists.
- /// **Missing Limbs/Impaired Senses:** These are fully healed with Bio-Replacement, no lingering stat loss.

Note that the Bio-replacement for any limbs to be reconstructed is entirely basic, it matches the characters stats but is not 'bionic' which mixes augmentations with the cloned/grown parts. These Bio-Replacements are no different than the character's original limbs/eyes.

Psychological Counseling

The mind is often harder to heal than the flesh. Psychological Counseling is not always successful, and generally takes long term care rather than something which can be accomplished in short order (or as "easily" as a surgery). All Psychological Injuries are given a Psychological Damage Index (PDI) number. Counseling can reduce the PDI number over time, but this could take years.

Anything marked "Festers" on the psychological Injury Table can get worse over time if left untreated. Referees should make this determination themselves.

Psychological Counseling can reduce the effects during treatment (suppressing them as long as treatment is available in regular intervals) or in long term. Some problems are either not noticed (or in the case of the Thousand Yard Stare are very difficult to get rid of) and go untreated. Long Term Treatment costs vary widely, but assume that characters can remove PDI for 12,500 Cr/point spent during the Mustering Out process.

Medical Recovery Example:

A Character suffers from Decompression Damage, d6+2 spread by the Player (minimum 1). The damage roll comes up as a 3+2=5 points. The Character Selects 2 Points to go to Str and End, 1 to go to Dex. This is considered as a "Mortal" Injury for recovery purposes. The character is a Civilian Explorer, Rank 3 and rolls a 6 (+2, half rounded up of the Rank) for an 8, which gives them 75% medical coverage for Standard Care, 50% for Bio-Replacements and 75% for Cybernetics.

If the Character tries to use Standard Care, the Retained Loss will be 4 points, as a result the cost for care is just 5,000 Cr (5,000 x 1 points of non-retained loss). Medical Coverage handles 75% of this, only 1,250 Cr out of pocket.

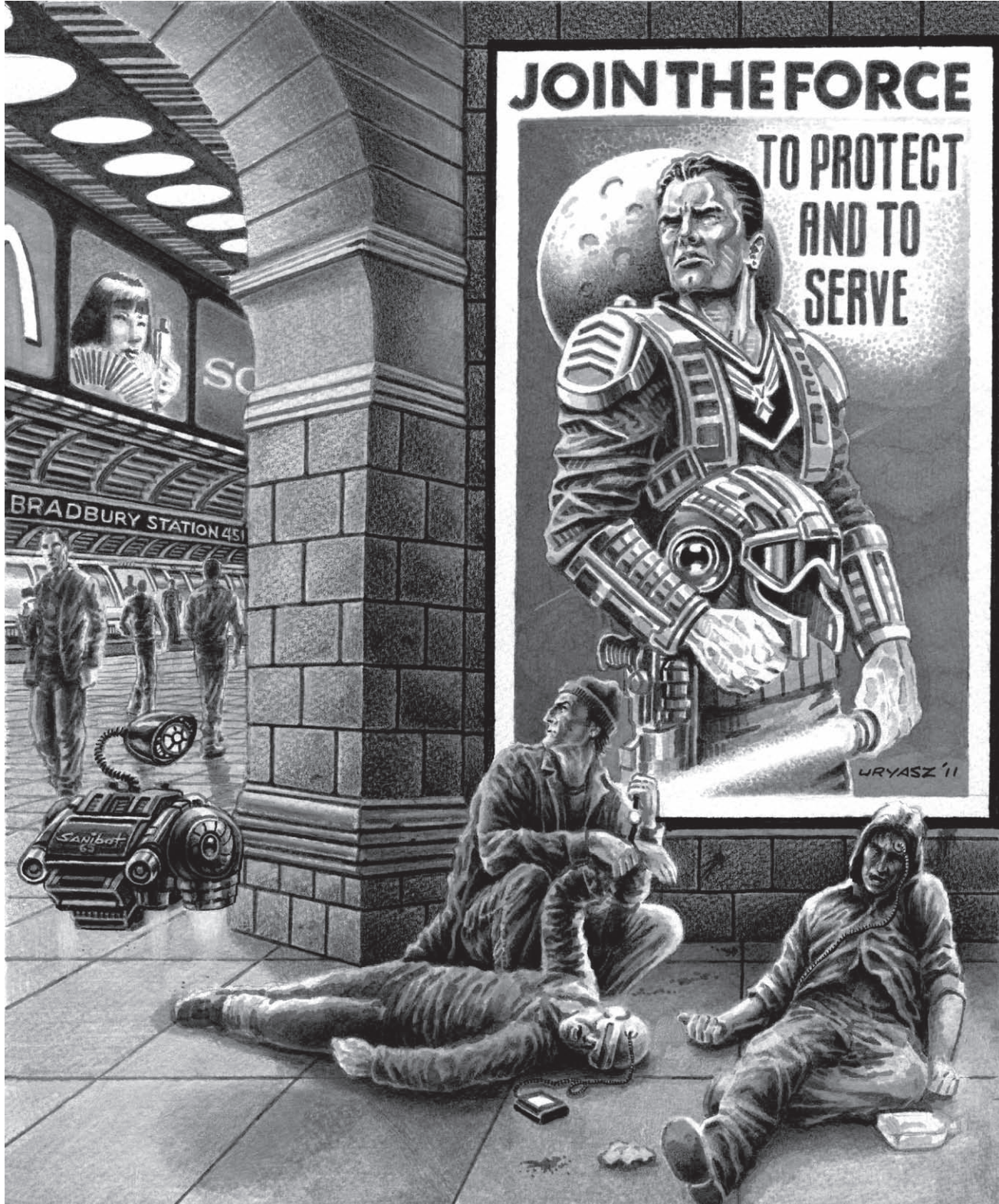
If the character opts for Cybernetic Replacement. The Retained loss is 2 (1 in two stats), meaning that the cost for care is 30,000 Cr (10,000 x the remaining/non-retained 3 points of loss). Medical Coverage is 75% again, for 7,500 Cr out of pocket costs.

If the character Opts for Bio-Replacement, the Retained loss is (d6 roll of 4) 1 Point. This means that the cost is 100,000 Cr (25,000 x the remaining 4 points of the Injury). Medical Coverage for this is only 50%, for 50,000 Cr out of pocket.

Eyeing the costs, the character takes Cybernetic replacement. If, much later he wants to get these stats back, he'll have to pay for Bio-Replacement at twice the cost (about 200,000 Cr before any Medical Coverage).

APPENDIX 6: LIFE EVENT TABLES

The following Life Events reflect the unique nature of the Twilight Sector Setting, but most if not all of these outcomes can be adapted to any Traveller game setting.



EXPANDED LIFE EVENT TABLES

Roll Event

- 11 Terrible Luck:** The character suffers from a long string of bad luck that affects their personal and professional lives. The character receives a -4 DM to their next survival roll, but if they do roll a mishap, they may select the result on the table rather than roll it out.
- 12 Witness:** the character become the eye witness to a heinous crime and the focus of considerable interest in the celebrated trial that follows.
- ✎ *The character testifies, and gain Advocate 1, Notice 1, Interrogation 1, Empathy 1, or Social Science (Law).*
 - ✎ *The character sells out (a little) and give interviews and such for a modest gain of d6x1000 Cr.*
 - ✎ *The character sells out (a lot) and accepts an offer for a convenient "lapse of memory" for d6x100,000 Cr. If the character is in a government or military position, they will be forced to Muster Out at the end of the term.*
- 13 Birth:** There is a little increase in the character's immediate family or within their close circle of friends. Player's may choose details to maximize their character's story (but the lost likely outcome is that it is their own child). If some extreme/random element is thought necessary, try one of the following very optional situations (Roll d6):
- 1-2 Unique Technology Angle:** The birth is made possible by some unique technology (genetic retrosequencing *in vitro*, cybernetics, cloning).
- 3-4 Mutation:** The child has a mutation. They could be a full natural mutant or (if the character has no established Romantic Partner) a product of the character's dalliance with a SIM.
- 5 In Transit:** The birth occurs during a Superluminal transit a "Dreadhead." Among Spacers, a birth in transit is considered good fortune for crew and child alike (See Spacer Born, Page 8).
- 6 Tragic:** The birth came at the same time as a death. Note this does not have to mean death as a result of childbirth in the mother (this still occasionally does happen), it could also mean some drama (a random act of violence perhaps) claimed the life of someone unrelated to the birth but close to the character. Another possibility is the death of the child soon after birth (due perhaps to a hidden mutation).
- Referee's should feel free to add or substitute their own outcomes.
- 14 Digital Pals:** The character is befriended by an AI...
- 1-2 Government Sponsored AI:** The character spends a considerable time with an AI working for local government (or a local Z-Corp/Metacorp) who takes a shine to them for some reason. Gain an AI Ally who is d6 years old at the time of this Event.
- ✎ *If the Player gives up their Benefit Roll this term, representing a major investment of time and resources during this phase of their career, they gain the AI as an Ally. Otherwise they are a Contact.*
- 3 Privately Sponsored AI:** While fewer in number than those sponsored by governments/Z-Corps/Metacorps, AI's can be sponsored by smaller concerns as well. The character encounters a d6 year-old AI for whom there is a connection.
- ✎ *If the player makes an effort to cultivate this friendship, select the skill Social Science (AI Culture) next term (if they do not normally have this as an option, it is available to them nonetheless), representing, they gain the AI as an Ally. Otherwise they are a Contact.*
- 4-5 Free AI:** The character encounters an AI who is no longer being sponsored (over age 18). While they often stay at the job they have done and begin to collect a salary, some AI have been known to shift their emphasis entirely into new fields or new efforts. Gain an AI Contact.
- 6 Rogue AI:** The character encounters a "rogue" AI, either one which has been accused of some wrongdoing (which they may or may not be guilty of) or who has been held by their sponsor in a digital form of slavery. Gain this AI as a Contact
- ✎ *If the character goes out on a limb to help their new friend, take a -4 to the Survival Check next term. Gain the AI as an Ally. If the Survival Check is unsuccessful next term as a result of this penalty, the character automatically spends "Minor Time" (as the Legal Troubles Table indicates, result 9, pg 173).*
- 15 Multipass I:** The character has a chance to travel. Gain d3 Contacts in a place/places within the same system. One of these Contacts can be of any type the player chooses (Government, Trade, Academic, etc), the others (if any) are random Contacts.

Twilight Sector

- 16 Psionic Opportunity:** The character meets a psion who says that they can help develop the character's abilities. If the character agrees, they gain a PSI of 3 as a result and may select a Psionic career next term if wished. If the character does not wish to develop Psionic potential, the effort fails but the Psionic can be taken as an Ally.
- 21 Betrayal in a Minor Key:** The character is betrayed by someone close to them. Take a Contact or a Romantic Partner (Player's choice) and turn them into a Rival. The exact nature of the fallout is subject to the storyline of the player, but if some randomness is called for. Roll d6
- 1-2 Personal Issues:** The betrayal arises out of some personal dispute
 - 3-4 Material Issues:** The betrayal arises out of some material issues between the character and the other party. Money of course is the most common of these issues.
 - 5 Mistake:** The betrayal comes about as a result of the other party's misreading of a situation, or their incorrect assumption about the character.
 - 6 Part of a Plot:** The betrayal is at the end of a plot that has been hatched against the character. If the player has an enemy, it is related to them. If they do not, or there is no worthy enemy, gain both an enemy and a Contact (who helps reveal the betrayal to the character)
- 22 Weird Event:** The character has something very odd happen around them, something which is unexplainable by normal science or logic but ultimately minor in effect... Roll d6
- 1-2 Transit Anomaly:** T-Space is full of weird events, Spacers tell tales of these that most people don't believe. But the character does. During a T-Space transit, the character experienced something – a sudden onrush of lights that “buzzed” the ship, a feeling of dread accompanied by a brushing against *something* in the depths of T-Space – which has convinced the character that there really *is* something out there. Gain *Physical Science (T-Space Mechanics)*.
 - 3-4 Miracle:** The character experiences a strange, almost mystical event in their everyday life. If the character wants to try for a Psionic career next term, they have a +4 to their Qualification roll. If not, they have a +2 on the next Survival roll they make.
 - 5 Loss of Balance:** If the character has begun their longevity treatments, some curious malady strikes and causes their system to lose the careful balance that longevity maintains. On the plus side, their own biological shifts means that the last few longevity treatments are “erased” d3 levels (the new treatments are cheaper/simpler for some reason, which has lower costs). If the character has not begun longevity treatments they undergo a strange shift in their stats: increase one stat by 1 point, decrease another by 1 point. This may not cause Soc to change.
 - 6 Sudden Mutation:** The character knows that there is no chance that they simply suddenly developed a mutation, but there it is on the character's most recent medical report. The mutation itself is beneficial (roll on the Positive Mutation Table, disregard any size change and tone down any gross physical changes), and on most casual scans the character should be able to “pass” for human or as a bio-augmentation.
- 23 Brush with Uplifts:** The character has a brush with an Uplift. Roll d6
- 1-2 Casual:** The character deal with an Uplift on an irregular basis. Gain an Uplift Contact.
 - 3-4 Teachable Moment:** The character's encounter with the Uplift teaches them something about the Uplift or Uplifts in general. The nature of the encounter (positive, negative, tragic, “uplifting”, is up the player). Gain *Animals (Veterinary) 1*, *Life Science (Uplift Species) 1* or *Soc Sci (Uplift Culture)*
 - 5 Hostile:** The Uplift is involved in violence against the player or the player commits violence to the Uplift. If the player is the victim, roll any combat skill or *Athletics (Coordination)* to avoid an Injury Check. If the player is the perpetrator, gain *Melee* and a -2 on next term's Survival Check (if that roll is lost, go immediately to “legal troubles” unless the character is in a Criminal or Espionage Career.
 - 6 Close Bond:** The character forms a close bond with an Uplift, the nature of which is beneficial for both parties in some way (economically for example, they might be a business partner). Gain an Uplift Ally.
- 24 Multipass II:** The character has a chance to travel. Gain *Language 1* or a *Social Science* specialty and a Contact in the same career path as the character from a planet within the same Sector.
- 25 Chance Friendship:** The character meets someone who will later be very useful. Gain 1 uncategorized Contact.

26 Educational Opportunity: The character can gain +1 Edu or a *Science* skill as they gain a unique opportunity for educational advancement (a cutting edge EdSoft, a program for internal education, the chance to attend a seminar program).

31 Bring in the Clones: The character has a bizarre encounter with clones (or AI, or Uplifts, or Psions, or some Precursor Artifact, or some other aspect of the Setting). No real game effect, but the Referee might be a good sport if they allow the character to tell the tale to someone (once) in return for an Interaction re-roll as they are delighted/shocked/horrified/amused by this strange tale. Of course, the ref would be in their rights to expect the *player* to actually tell the story too...

32 Meet & Greet: The character makes d3 (random) Contacts.

33 Death: The character suffers a loss in their circle of family/friends. Player's may choose details. If the death occurs during wartime, 4+ terms prior to play, the war is the most likely cause. The Referee or the Player should adjudicate this one to maximize their story. If some random element is thought necessary, try these (Roll d6)

1-2 Murder most Foul: Someone killed the loved one, either deliberately or through some callous disregard.

3-4 Accidental Death: The death comes as a result of some accident or event (such as a vehicle crash, natural disaster et al).

5 Natural Death: The death happens as a result of natural process. It is rare, but it still can happen. This not only includes illness/age, but also non-murder/non-accident deaths like suicide or severe fading (which means the individual is not dead actually, but they are also not accessible).

6 Heroic Death: The death occurred when this individual was undertaking some heroic feat, maybe they were onboard of a ship and gave up their lifepod seat or they were in the middle of saving someone.

Referee's should feel free to add or substitute their own outcomes.

34 Family Issues: The character has to deal with issues of the family, these could be positive or negative depending on the player's choice. The option for what happens depends on the player's choice of what to give up in dealing with this issue:

- ✎ *If the character is willing to give up a Benefit for this term, they can gain in any 0-level non-combat skill they have as they reach out to help their family member (which consumes both time and effort on their part).*
- ✎ *If the character is willing to "donate" their selection skill this term (they take a short leave of absence from their career) they gain both the esteem of their family (if they want it) and an Ally (presumably the family member they have helped, but not necessarily). additionally, the character may gain a 0-level in any skill they wish (whether it is an option for their career or not).*
- ✎ *If the character takes a voluntary -4 to Advancement next term, they try to help as much as they can while remaining on the job. The character gains a Contact (who is a friend of their relatives or someone they meet while undertaking the effort)*
- ✎ *If the character is willing to take a roll on the Injury Table, make a 0-level skill they already possess into a level 1 skill.*

Note again that the outcome of the issue does not have to be positive or negative. A character could for example make a superlative effort for their family member who dies/gets hooked on the wire anyway, despite their efforts. Also they might end up with a worse *familial* relationship after all is said and done ("I Should have never called you home Jony"). Players should look to story potentials and what seems most appropriate to their character concept.

35 Cybernetic Windfall: The character has the opportunity to gain a cybernetic enhancement as "implant" but with a budget of 250,000 Cr. The implant however is still singular, not a collection of items totaling this figure.

36 Long-term Illness: While 30th century medical science is good, it isn't perfect. The character has a bout of ill health caused either by some form of sickness or an injury during the term that creates problems for them both personally and professionally.

- ✎ *The character may elect to take a leave of absence from their current career and spend the time Career on Hold or in another career for a short time, they suffer no penalty next term.*
- ✎ *if they instead attempt to slog it through, take a DM of -4 for next term's Survival Check. If that Survival Check fails because of the -4 DM (i.e. is within 4 of a success), the character may elect to simply have been let go as a direct or indirect result of their extended illness rather than roll on the Mishap Table. If this is the case, the character picks up a Contact from their old career. They will also retain the Benefit as part of the character's severance.*

41 Multipass III: The character has a chance to travel. Gain *Language* and a (random) Contact from outside the Sector.

- 1-2 Civilian:** The character's Contact is with a civilian, either someone on holiday or a "average person" from a distant location.
- 3 Corporate:** The character's Contact is business oriented (either their line of work or what the character did when they went there, depending on the situation). On a d6 roll of 1, the character is owed a favor from the Corporate Contact; otherwise it was a pleasant deal for the corporate type.
- 4 Trader:** The Character's Contact is a Trader. On a d6 roll of 1-2 they owe the character a favor, on a 6 the character owes them one.
- 5 Government (LEO):** The player became involved with the local law enforcement of the place they went to and made a lasting impression. Gain a Government (LEO) Contact.
- 6 Government (Official):** The character knows someone in the government power structure of the place where they went. Gain a Government (Authority) Contact.

42 The Next Phase: The character suffers a death among their circle of friends/family or among their Allies/Contacts. But the death was of someone who had their consciousness recorded, either as a Dup (1-4) or as a Ghost (5-6). So in a way, this is both a death and a birth; precisely how it affects the Player's relationship with that individual can be selected by the Referee or rolled from the following... (Roll d6)

- 1-2 Don't make the cut:** The character becomes estranged from the new digital entity (it could be one-sided, some newly created digital entities cannot process old relationships with the memories which do survive, some of the friends of the new digital entity cannot wrap their head around accepting the new individual as their old friend). No game effect beyond losing Contact.
- 3-4 No change:** The transition has caused no change in the relationship. No game effect unless the character has no Contacts/Allies, at which point they gain a Ghost/Dup AI Contact (this would have been a family member of some sort, perhaps even one not overly close before the person's death).
- 5 Beneficial Change:** The Contact/Ally/loved one who has undergone the consciousness transfer becomes closer than they were in (biological) life. This could be because of any number of factors (retained more memories of the character than other loved ones, have been rejected by other loved ones, simply have more in common with them now or any other of a host of reasons). If the character had no contacts or allies, count this digital entity as a Contact. If this individual were a Contact already, they become an Ally.
- 6 A Stronger Bond:** The new digital entity clings to the player. If the deceased were already a Contact, make them into an Ally *and* gain a new (Player's Choice) Contact (some other friend of theirs, a health professional or counselor that assists in the transition), if the digital entity were friends/family (i.e. not a Contact or Ally), make them an Ally.

43 Mutational Benefits: The character has a close encounter with some(one) in the natural mutant population. Roll d6

- 1-2 Friendship:** The character befriends a member of the local mutant population. If the character is in a place (the APR) where this is dangerous, the Mutant Ally could be someone that they have saved, otherwise it is a chance friendship. Gain a Mutant Ally.
- 3-4 Acquaintances:** The character forms a casual attachment with several mutants. Gain d3 Contacts, any one of which is more than the average mutant (a cop, a criminal, a leader in the local community) on a 5+ on d6. If only one Contact is rolled, they are automatically "significant" beyond their mutant background.
- 5 Awareness:** The character's encounter with the mutant community teaches them something. The nature of the encounter is generally positive, but could be negative or tragic, which is up the player). Gain *Life Science (Mutation)* 1 or *Soc Sci (Mutant Culture)* and d3 Mutant Contacts.
- 6 Teratophile:** The character forms a close association with a mutant. This could indicate a romantic pairing or a business association or discovering a lost sibling who it turns out was a mutant. Gain either a Romantic Partner or an Ally as the player indicates.

44 Odd Event: The Known Galaxy is awash with odd events, which are chance occurrences that are possible, however improbable. Roll d6

1-2 Technology Windfall: The character receives a piece of TL 15 (or higher with Ref approval) cutting edge tech. This doesn't have to be something big, it might be relatively inconsequential, but it should not be over a MCr in cost without Referee approval.

3 Retrosequencing Offer: The character is offered the opportunity for retrosequencing (probably career-related since someone else is picking up the costs). Which essentially turns them into a SIM. The character has to sacrifice their Benefit Roll for this term (time in the vat). Pick one of the SIM Packages and apply it to the character. Some of what a SIM does naturally (gills) might be cybernetic or Bio-Replacement in nature rather than genetic, but the effect is the same. Remember to reduce Soc by 1. If the character is already a SIM, treat this as a re-roll on this Table.

4 Lottery: Not a big win, but a win nonetheless. It happens. Gain a portfolio with 2d6x50,000 Cr.

5 Wicked Shiv: While not in prison (probably), the character still has some need (they acquire a stalker, the colony is gripped by food riots) to obtain a hidden weapon later kept. See Wicked Shiv, pg. 15.

6 Famous Person: The character meets a famous person, either a leader or a celebrity of some form. The character gains a Favor.

Referees are free to come up with different alternatives if they wish, in fact it would be a good idea to replace events if this has been rolled multiple times.

45 Multipass IV: The character has a chance to travel, unfortunately this was the trip from hell. First, choose **one** of *Language* or *Admin* or *Deception* to gain skill in. Second, roll a d6 to see *how* that skill came to them...

1-2 Runaround: The entire trip was spent going from one messy situation to the next, resulting in a harrowing and frustrating experience.

- ✎ If the character chose *Language*, they were placed in a situation where they had to learn it on the fly and have a stilted accent.
- ✎ If they chose *Admin* they had to fill out mountains of paperwork and this cost them a Administrative Debit of d6x100 Cr in Fees, bribes or simply lost/extra costs associated with time.
- ✎ If they chose *Deception* they learned through the example of others. The character has lost 2d6x1000 credits in a swindle while offworld (if they have no money yet, treat as Debt).

3 Attacked: At some point, the character was physically attacked or threatened. They may drop their initial choice of skill and acquire a level of *Athletics (Coordination)* instead **or** keep their initial selection *and* gain a Contact...

- ✎ If *Language* the nature of the Contact is the player's choice.
- ✎ If *Admin* a government/consulate official, Government Contact, who helps them get justice.
- ✎ If *Deception* a Government Contact (Law Enforcement Officer) who was involved in the case **or** a criminal that took a shine to the character).

4 Frustration: This trip turned out to be a major frustration, gaining the character gains nothing and the trips costs them far too much in terms of their goal at the time.

- ✎ If the character chose *Language*, the mastery came too late and was the cause of the frustration; translation protocols or human/culture error. -1 on next term's Advancement Check.
- ✎ If they chose *Admin*, the frustration came as a result of the never-ending forms and details, which eventually stifled whatever it was the character wanted to (business transaction, personal goal, etc.).
- ✎ If they chose *Deception* the frustration led someone (maybe the character, maybe not) to try and cut corners, causing lying and finger-pointing as a direct result. -1 DM on next term's Survival Check.

5-6 Disaster, Natural or Otherwise: There was a disaster of some sort (natural event, terrorist 'statement' whatever) which struck while the character travelling.

- ✎ If the character chose *language*, they took a 1 point serious wound in the event (roll for medical coverage on page 178) and learned it while trying to communicate with their care-givers.
- ✎ If the character chose *Admin*, they had to fill out various forms and had incidental costs and lost goods amounting to a loss of d6x1000 Cr.
- ✎ If the character chose *Deception*, they were forced by circumstances to lie, cheat or simply appropriate what they needed for their survival.

- 46 Wartime Shame:** Things happen in wartime, some of them horrific, some tragic. The character was involved in something that left them emotionally scarred. It might not have been malicious in the slightest, but it still has brought them consequences. Roll d6 to determine the effect (the cause is left to the player or referee to best match their character's storyline). Note that the event may have occurred some time before, for whatever reason the character suffers the cost of it in this term (the secret is revealed, their conscience drives them to do something). Note also that this might not even be something the character did, but a close family member or even a friend.

- 1-2 Wages of Sin:** The character spends d6x10,000 Cr 'setting things right', at least for themselves.
- 3-4 Secrets and Lies:** The character loses their Romantic Partner, Ally, or d3 Contacts when the truth comes out. (in that order, if the character doesn't have any of these, they are disliked by the local community and have to move on for a time).
- 5 A Dish Best Served Cold:** The character gains an Enemy.
- 6 SNAFU:** The character has to go through all kinds of legal red tape. Make an *Admin* or *Advocate* roll, if the roll is a success it only costs d6x100 Cr, if the roll is a failure it costs d6x10,000 Cr **and** they have a Rival (Law Enforcement or Authority watching them for further mistakes).

- 5X Relationships:** The character's romantic relationship forms/grows. If they are in a relationship, the player may decide whether this indicates a new relationship or a continuation of their existing relationship. If they have no romantic attachment, a relationship is formed. Many of the following results suggest that the specific outcome be determined by the needs of the story, If randomness is required however, roll d6: odd= bad, even=good.

Existing Relationship Developments, Roll 2d6

- 2 Conscious Change:** One or both partners have changed the nature of the relationship deliberately: deciding to have children or move to a new location are traditional, but this can also be more unique like matching cybernetics, or a Psionic mind-mesh therapy which entangles their thoughts for some period of time. As to how this affects the relationship, let the character's story be the guide.
- 3 Changes Foisted on You:** Some event occurs which changes the nature of the relationship: one partner is discovered to be a (secret) mutant, or is injured and has to have extensive cybernetics in order to survive, or is sent to another part of the same system (medium-long distance relationship).
- 4 Mutual Friends:** The couple makes new friends. Gain a (random) Contact.
- 5 Mutual Foes:** The character gains a Rival, someone who either doesn't like them or want to come between them and their Romantic Partner.
- 6-9 Settling in:** The character's relationship grows. While it isn't exciting, this also helps them in other ways. Elect one of the following: +1 DM on next term's Survival Check, +1 DM on next term's Advancement Check, a 0 level skill taken up as a mutual hobby (if this result is attained again, the 0 level skill goes up by 1 each time), or *Social Science (X Topic) 2*.
- 10-11 Estrangement:** The character and their Romantic Partner are no longer together. This might be mutual or unilateral, it might be as a result of some drifting in their careers or tastes, and it might be repairable at some point in the future.
- 12 Breakdown:** The relationship becomes unsalvageable. Fights, abuse, humiliation, whatever which are either mutual or unilateral. The point is that the relationship is over, and unsalvageable (for now).

New Relationship, Roll d6

- 1-2 New Relationship Forms:** The character has the opportunity to form a new romantic relationship.
- 3-4 Old Relationship Re-Kindled:** The character meets someone they had a relationship with before (or simply knew before if they had no previous relationships) and sparks fly again.
- 5 Unrequited Love:** The character becomes enamored with someone they cannot have (already in a relationship, doesn't date mutants/psions/whatever, doesn't know about their feelings for them)
- 6 Unique Situation:** The character forms a relationship with someone who is very different from themselves (for example: a human and an AI, a mutant and a human or an Uplift). This may be more platonic (due to circumstances), or not as the player deems appropriate.

Referees are free to come up with their own unique variations or alternatives to any of these options.

- 61 Psychic Injury:** If the character has psionics, they have suffered from an injury that reduces their PSI by 1 (in this case they do not lose skills, however they can gain no new skills until their PSI goes above where it was before), if a non-Psion, the character has either suffered from psychological trauma or suffered from a psionic assault that has produced the same effect. Roll on the Psychological Injury Table.
- 62 Class Upgrade:** The character is given the chance to improve their social standing, which is more than just a better class of friends and job, but a whole different way of looking at things, new kinds of mannerisms etc. +1 Soc
- 63 Borgia's Kiss:** The character was poisoned in some fashion. Obviously they survived (if playing "Iron Man Character Generation" the Referee may call for an Endurance check) but this poisoning makes them physically weaker. Either reduce End by 1 outright **or** gain a susceptibility to poisons and toxins in the future (-2 DM on all saves for poisons/toxins).
- 64 Multipass V:** The character has a chance to travel, and gets an offer to relocate besides. Gain *Language* or *Notice*; the character also gets the opportunity to continue their career elsewhere with no losses of rank and the bonus of automatic promotion next term.
- 65 Setup:** The character was set up for a crime they did not commit. Begin the next term as a Convict and roll d6. On a 1 the character is freed after one term, exonerated of the crime; on a 2-3 the character serves d3 terms (unless they escape) and eventually gets out on a technicality but is still suspected by authorities of having committed the crime; on a 4-6 the character will (unless they escape) serve out a full sentence of d3+2 terms.
- 66 Life Changing Event:** The Character suffers from an event that introduces a major change in their life, perhaps not directly to them, but something that still affects their larger life and circumstances.
- 1-2 Emotional Betrayal:** The character was cruelly betrayed by someone close to them as part of an elaborate scheme (perhaps with the manipulation of events or possibly with the help of drugs). If the player has no good idea related to the character's ongoing story, make a roll to determine the cause as Life Event 21 (page 182). As a result of this fundamental breach of trust, the character is either made insane by their betrayer **or** simply driven to despair by the melodrama and the utter cruelty involved in their betrayal. Roll on Psychological Injury Table or take a result of Desensitization with a PDI of d3+1.
- 3-4 Tragic Loss:** A chance event ends with the death of someone close to the character, maybe years later (radiation sickness, a psychic trauma that eventually causes them to lapse into self-destructive behavior, et al.) but it is definitely as a direct result of the encounter this term. Lose a Romantic Partner, Ally or 3 Contacts. If the character has none of these, they lost a close relative, such as a child with some mutation that could not be detected/controlled in time.
- 5 Genocide Survivor:** The character was involved in a genocide effort during the war, either as a target of the violence or as an accomplice (though most would not have seen it that way at the time). Now someone wants to write about it (right after it happens if the event takes place in Wartime or after many years of searching if the Event is rolled during peacetime). **Note:** this Event is keyed to the NPC (or PC) Correspondent's efforts to write the story, not the Genocide itself.
- ✎ *If the character goes along with this*, gain either an Media Contact (they participated freely) **or** d6x2000 Cr (they had to be paid for the effort). Either way this can attract unwanted attention, gain an Enemy who wants to either stifle the truth about the event or extract revenge.
 - ✎ *If the player does not want to discuss it* (maybe out of survivor's guilt were they a participant; or out of respect for the fallen if they were on either side of the action; or due to the fact they do not want to exacerbate an old issue now being used for crass politics) roll *Stealth* or *Computers* to hide away/fend off this effort, or *Persuade* or *Empathy* to convince the reporter to look elsewhere. If this is failed, the character is portrayed in a significantly sinister light (even if a victim), -1 Soc.
- 6 Major Action:** The character, even if a civilian, was involved in a major military action during the Mutant War, in which they played a role of some kind. A Civilian is rewarded by their government with a Civilian Medal (In the Confederation, this is the Badge of Independence, in the APR, it is the Ribbon of Honor, either confer +1 Soc). Military personnel count this as the "Highest Honor" result of an MSR. The character is also awarded a Stateroom Condo that accompanies the honor (even if this is not normally available to their career). Note that if this Event takes place well after the War, the matter has been tied up until this point by paperwork.

Referee's should feel free to add or substitute their own outcomes in order to keep this outcome "fresh".

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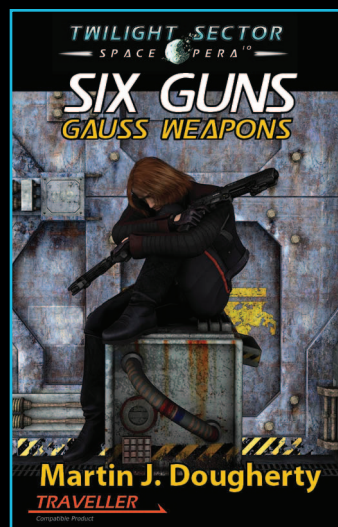
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