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CAREER BOOK 3

TRAVELLER

Compatible Product

CAREER BOOK 3

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SPICA
P U B L I S H I N G

INTRODUCTION

Career Book 3 is the third and final book in *Spica Publishing's* highly successful *Career Book* series. *Career Book 3* brings Referees and players 14 completely new career options for *Traveller* character generation.

CHARACTERS AND CAREERS

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

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

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

ABOUT THIS BOOK

This book is divided into five distinct sections:

Alternative Benefits Tables: The first section provides alternative mustering out benefit tables for all of the careers in the *Traveller Core Rulebook*, and the new careers available in *Career Book 1*, *Career Book 2* and this book, *Career Book 3*.

Physical Features & Family: The second and third sections provide rules for generating a character's physical appearance and family background, including family related events.

New Careers: The fourth section provides 14 new careers. Each career includes a brief description of the career and assignments, character generation tables, ranks (where applicable), and mustering out benefits and mishap and events tables.

Pre-Generated Characters: The fifth section of this book provides 54 pre-generated non-player characters for use in games or campaigns.

REQUIRED MATERIALS

To get the most from this book you will need at least the *Traveller Main Rulebook* by *Mongoose Publishing*, at least two six-sided dice and some pens/pencils and paper or a computer. Referees and players will also find *Career Book 1* and *Career Book 2* from *Spica Publishing* useful.

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

- Traveller Main Book: *TMB*.
- Traveller Book 6 Scoundrel: *SDL*.
- Traveller Supplement 4: *Central Supply Catalogue: CSC*.
- Career Book 1: *CB1*.
- Career Book 2: *CB2*.
- Career Book 3: *CB3*.
- Nemesis Class Pursuit Ship: *NEM*.
- Allies, Contacts, Enemies & Rivals: *ACER*.

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

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

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

ABOUT THE AUTHORS

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

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

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ALTERNATIVE BENEFITS TABLES

The following alternative benefit tables are provided for the careers in the *TMB*, *CB1*, *CB2* and *CB3*. These alternative tables are provided for Referees that do not feel that a character should have the same chance to gain a starship as a mustering out benefit as they do a blade. These tables should not be mixed with benefits generated using the standard table format, since the characters created using these tables will be at a disadvantage for high credit benefits.

Using These Tables

These tables are used in exactly the same way as normal mustering out benefit tables (*34 TMB*), except that throws are made using 2d6, not 1d6. All normal DMs for Rank, Gambler skill, and from Mishaps and Events apply, as do any benefit rolls gained or lost from Mishaps and Events.

Cash: The normal limit of three rolls on the Cash table is slightly modified. If a player rolls 13+ (Roll Twice) on one of the cash rolls, then the three roll limit can be exceeded until the player ceases to roll 13+. Rolls resulting in 13+ do not count towards the number of times a player can roll for cash; only rolls that result in the character receiving cash count.

Example: Fred's Agent character has six mustering out benefit rolls and a total DM of +3. He decides to roll three times on the Cash column first. His first roll (no DMs) gets his character Cr 4,000. The second roll (no DMs) results in Cr 10,000. Fred applies all of his character's available DMs to the last cash roll and rolls a total of 14, so Fred gets to roll twice more.

Fred's first extra roll gets his character Cr 30,000; the second extra roll nets the character Cr 7,500. Fred has now made a total of four rolls on the cash table, and his character has a total of Cr 41,500. As Fred did not roll 13+ (Roll Twice) on his last cash roll, he cannot make any further rolls on the cash table.

TRAVELLER CORE RULEBOOK CAREERS

The following alternative benefit tables are for the careers in the *Traveller Core Rulebook*.

AGENT (10 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Combat Implant
5	3,000	+1 Education
6	4,000	Law Enforcement Gear
7	5,000	Weapon
8	7,500	+1 Trust, Network
9	10,000	+1 Intelligence
10	20,000	Ship Share
11	30,000	+1 Social Standing
12	50,000	TAS
13+	Roll Twice	Roll Twice

ARMY (12 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Combat Implant
5	3,000	+1 Intelligence
6	5,000	Weapon
7	10,000	Ship Share
8	10,000	+1 Education
9	20,000	+1 Endurance
10	20,000	Combat Implant
11	20,000	Vehicle
12	30,000	+1 Social Standing
13+	Roll Twice	Roll Twice

CITIZEN (14 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Vehicle
5	3,000	Ship Share
6	5,000	+1 Intelligence
7	10,000	Ally
8	10,000	+1 Education
9	10,000	Weapon
10	20,000	Ally
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

DRIFTER (16 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Mid Passage
5	1,000	Ally
6	2,000	Weapon
7	3,000	Weapon
8	4,000	Weapon
9	5,000	+1 Education
10	6,000	Vehicle
11	7,000	TAS
12	8,000	2 Ship Shares
13+	Roll Twice	Roll Twice

ENTERTAINER (18 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Ally
4	None	Vehicle
5	1,000	+1 Social Standing
6	2,000	+1 Intelligence
7	3,000	Contact
8	4,000	+1 Social Standing
9	5,000	Ship Share
10	6,000	High Passage
11	7,000	2 Ship Shares
12	8,000	+1 Edu, +1 Soc
13+	Roll Twice	Roll Twice

TRAVELLER CORE RULEBOOK CAREERS (CONTINUED)

MARINES (20 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Armour
5	2,000	+1 Education
6	5,000	+1 Endurance
7	5,000	Weapon
8	5,000	Armour
9	10,000	+1 Intelligence
10	20,000	Weapon
11	30,000	TAS
12	40,000	+2 Social Standing
13+	Roll Twice	Roll Twice

MERCHANTS (22 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Ship Share
4	2,000	Weapon
5	5,000	Contact
6	10,000	+1 Intelligence
7	20,000	Weapon
8	20,000	Armour
9	20,000	Contact
10	40,000	Ship Share
11	40,000	Free Trader
12	40,000	Free Trader
13+	Roll Twice	Roll Twice

NAVY (24 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Vehicle
5	5,000	Ship Share
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	20,000	2 Ship Shares
10	30,000	TAS
11	50,000	+2 Social Standing
12	50,000	Ship's Boat
13+	Roll Twice	Roll Twice

NOBILITY (26 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	5,000	Ship Share
4	10,000	Contact
5	20,000	Ally
6	30,000	Ship Share
7	50,000	Weapon
8	60,000	+1 Social Standing
9	70,000	2 Ship Shares
10	100,000	TAS
11	150,000	+1 Social Standing
12	200,000	Yacht
13+	Roll Twice	Roll Twice

PSION (158 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ally
5	4,000	Ship Share
6	4,000	Contact
7	6,000	Contact
8	8,000	Weapon
9	10,000	Combat Implant
10	12,000	2 Ship Shares
11	14,000	TAS
12	16,000	10 Ship Shares
13+	Roll Twice	Roll Twice

ROGUE (28 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Contact
5	None	+1 Dexterity
6	5,000	Armour
7	10,000	Weapon
8	10,000	+1 Intelligence
9	10,000	Ship Share
10	50,000	Vehicle
11	100,000	2 Ship Shares
12	100,000	Corsair
13+	Roll Twice	Roll Twice

SCHOLAR (30 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	5,000	Contact
4	5,000	Ally
5	10,000	Ship Share
6	10,000	+1 Intelligence
7	20,000	Scientific Equipment
8	20,000	+1 Education
9	30,000	+1 Social Standing
10	40,000	2 Ship Shares
11	60,000	Lab Ship
12	100,000	Lab Ship
13+	Roll Twice	Roll Twice

SCOUTS (32 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	10,000	Vehicle
4	20,000	Ally
5	20,000	Contact
6	20,000	+1 Education
7	30,000	Weapon
8	30,000	Weapon
9	30,000	+1 Intelligence
10	50,000	Ship Shares
11	50,000	Scout Ship
12	50,000	Scout Ship
13+	Roll Twice	Roll Twice

CAREER BOOK 1 CAREERS

The following alternative benefit tables are for the careers in *Career Book 1*.

ADVENTURER (16 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	1,000	Ship Share
5	2,000	High Passage
6	5,000	Ally
7	5,000	Vehicle
8	10,000	Weapon
9	20,000	High Passage
10	30,000	2 Ship Shares
11	50,000	TAS
12	100,000	Scout Ship
13+	Roll Twice	Roll Twice

BOUNTY HUNTER (18 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ally
5	5,000	Vehicle
6	5,000	+1 Education
7	10,000	Weapon
8	10,000	Armour
9	30,000	+1 Intelligence
10	50,000	High Passage
11	100,000	TAS
12	200,000	Scout Ship
13+	Roll Twice	Roll Twice

CLERGY (20 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Contact
5	1,000	Vehicle
6	2,000	+1 Intelligence
7	2,000	Ally
8	5,000	+1 Education
9	5,000	Ally
10	10,000	Ship Share
11	20,000	TAS
12	50,000	Holy Relic
13+	Roll Twice	Roll Twice

COLONIST (22 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ship Share
5	5,000	Mid Passage
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	10,000	High Passage
10	20,000	Vehicle
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

CORPORATE CITIZEN (24 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Mid Passage
5	5,000	+1 Intelligence
6	10,000	Ally
7	10,000	Weapon
8	10,000	+1 Education
9	20,000	High Passage
10	20,000	Vehicle
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

MILITANT RELIGIOUS (26 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Vehicle
5	1,000	Contact
6	1,000	Ally
7	1,000	Weapon
8	2,000	+1 Education
9	5,000	Mid Passage
10	5,000	Ship Share
11	10,000	High Passage
12	20,000	Ship Share
13+	Roll Twice	Roll Twice

SPACE PATROL (28 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Ally
5	5,000	Ship Share
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	20,000	Vehicle
10	30,000	High Passage
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

WORKER (30 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Weapon
4	None	Contact
5	5,000	Contact
6	5,000	+1 Intelligence
7	5,000	Ally
8	5,000	+1 Education
9	5,000	High Passage
10	5,000	Vehicle
11	10,000	+Ship Share
12	20,000	+1 Social Standing
13+	Roll Twice	Roll Twice

CAREER BOOK 2 CAREERS

The following alternative benefit tables are for the careers in *Career Book 2*.

UNIVERSITY (7 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Vehicle
4	None	High Passage
5	None	Contact
6	1,000	+1 Intelligence
7	1,000	Ally
8	1,000	+1 Education
9	2,000	Vehicle
10	20,000	+1 Education
11	5,000	Ship Share
12	10,000	TAS
13+	Roll Twice	Roll Twice

GRADUATE SCHOOL (9 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	High Passage
4	1,000	Contact
5	1,000	Contact
6	1,000	+1 Intelligence
7	2,000	Ally
8	3,000	+1 Education
9	5,000	Vehicle
10	5,000	High Passage
11	10,000	Ship Share
12	20,000	TAS
13+	Roll Twice	Roll Twice

ATHLETE (12 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Vehicle
5	5,000	Ship Share
6	10,000	+1 Intelligence
7	10,000	Ally
8	10,000	+1 Social Standing
9	20,000	Contact
10	20,000	2 Ship Shares
11	50,000	TAS
12	100,000	Yacht
13+	Roll Twice	Roll Twice

CHANCER (14 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	High Passage
5	1,000	Contact
6	5,000	+1 Intelligence
7	10,000	Weapon
8	20,000	+1 Education
9	30,000	Vehicle
10	50,000	Ally
11	100,000	+1 Social Standing
12	150,000	TAS
13+	Roll Twice	Roll Twice

COMPANION (16 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Contact
5	1,000	High Passage
6	1,000	+1 Intelligence
7	2,000	Contact
8	3,000	+1 Education
9	5,000	Ally
10	5,000	High Passage
11	10,000	Ship Share
12	20,000	TAS
13+	Roll Twice	Roll Twice

COSMONAUT (18 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	1,000	+1 Intelligence
5	1,000	Ship Share
6	1,000	+1 Endurance
7	2,000	Contact
8	3,000	+1 Education
9	5,000	Weapon
10	5,000	2 Ship Shares
11	10,000	TAS
12	20,000	Ship's Boat
13+	Roll Twice	Roll Twice

ENFORCER (20 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Contact
5	5,000	Mid Passage
6	10,000	+1 Endurance
7	10,000	Weapon
8	20,000	Combat Implant
9	20,000	Armour
10	30,000	Ally
11	40,000	High Passage
12	50,000	Vehicle
13+	Roll Twice	Roll Twice

INSURGENT (22 CB2)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	1,000	Contact
5	2,000	Ship Share
6	2,000	+1 Intelligence
7	5,000	Ally
8	5,000	Weapon
9	5,000	Contact
10	10,000	Vehicle
11	10,000	Mid Passage
12	10,000	2 Ship Shares
13+	Roll Twice	Roll Twice

CAREER BOOK 2 CAREERS (CONTINUED)

MEDIA PRACTITIONER (24 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	500	Contact
4	1,000	Contact
5	2,000	+1 Endurance
6	2,000	+1 Intelligence
7	5,000	Ally
8	10,000	+1 Education
9	20,000	High Passage
10	30,000	Vehicle
11	50,000	+1 Social Standing
12	100,000	TAS
13+	Roll Twice	Roll Twice

MYSTIC WARRIOR (26 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	2,000	Contact
5	2,000	+1 Strength
6	5,000	+1 Endurance
7	5,000	Ally
8	5,000	+1 Dexterity
9	10,000	Weapon
10	10,000	Vehicle
11	20,000	High Passage
12	30,000	Combat Implant
13+	Roll Twice	Roll Twice

POLITICIAN (28 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	None	Contact
4	None	High Passage
5	10,000	Ship Share
6	10,000	+1 Intelligence
7	20,000	Ally
8	20,000	+1 Education
9	30,000	2 Ship Shares
10	40,000	+1 Social Standing
11	50,000	TAS
12	100,000	Yacht
13+	Roll Twice	Roll Twice

PORT AUTHORITY (30 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	5,000	Contact
5	5,000	Ship Share
6	5,000	+1 Intelligence
7	10,000	Ally
8	10,000	Weapon
9	10,000	High Passage
10	20,000	Vehicle
11	30,000	2 Ship Shares
12	50,000	TAS
13+	Roll Twice	Roll Twice

SECRET POLICE (36 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	500	Contact
4	1,000	Contact
5	2,000	Mid Passage
6	3,000	Armour
7	4,000	Weapon
8	5,000	+1 Education
9	10,000	Combat Implant
10	10,000	Surveillance Equipment
11	20,000	High Passage
12	50,000	Armoured Vehicle
13+	Roll Twice	Roll Twice

PRISONER (32 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	None	None
4	None	None
5	None	None
6	1,000	+1 Intelligence
7	1,000	Contact
8	1,000	+1 Education
9	2,000	Contact
10	2,000	Contact
11	2,000	Ally
12	5,000	Ally
13+	Roll Twice	Roll Twice

PUPPETEER (34 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	5,000	Contact
5	5,000	Mid Passage
6	10,000	+1 Intelligence
7	10,000	Specialist Equipment
8	20,000	+1 Education
9	20,000	High Passage
10	30,000	Ship Share
11	40,000	+1 Social Standing
12	50,000	Explorer Ship
13+	Roll Twice	Roll Twice

SLAVE (38 CB2)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	None	Weapon
4	None	Contact
5	None	Ally
6	None	+1 Intelligence
7	500	Blade
8	1,000	Contact
9	1,000	Mid Passage
10	2,000	Contact
11	2,000	Ally
12	3,000	Ship Share
13+	Roll Twice	Roll Twice

CAREER BOOK 3 CAREERS

The following alternative benefit tables are for the careers in *Career Book 3*.

ASSISTANT (20 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	2,000	Ship Share
5	5,000	Ally
6	5,000	+1 Intelligence
7	10,000	Vehicle
8	10,000	+1 Education
9	20,000	Ship Share
10	30,000	Ally (Noble)
11	40,000	2 Ship Shares
12	50,000	TAS
13+	Roll Twice	Roll Twice

BROKER (22 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	3,000	Vehicle
5	5,000	Ship Share
6	10,000	+1 Education
7	20,000	Ship Share
8	30,000	+1 Intelligence
9	40,000	Ally
10	40,000	2 Ship Shares
11	50,000	5 Ship Shares
12	50,000	Free Trader
13+	Roll Twice	Roll Twice

FIELD RESEARCHER (24 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	5,000	Ship Share
5	10,000	Ally
6	20,000	+1 Intelligence
7	30,000	Scientific Equipment
8	40,000	+1 Education
9	50,000	2 Ship Shares
10	60,000	TAS
11	80,000	Lab Ship
12	100,000	5 Ship Shares
13+	Roll Twice	Roll Twice

FREE TRADER (26 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	2,000	Ally
5	3,000	Weapon
6	5,000	+1 Education
7	10,000	Ship Share
8	10,000	+1 Intelligence
9	20,000	Vehicle
10	30,000	Ally
11	40,000	Free Trader
12	50,000	5 Ship Shares
13+	Roll Twice	Roll Twice

INHERITOR (28 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	None	Contact
4	None	Weapon
5	1,000	Ally
6	2,000	+1 Intelligence
7	5,000	Scientific Equipment
8	5,000	+1 Education
9	10,000	Weapon
10	10,000	Vehicle
11	20,000	Ally
12	50,000	+1 Social Standing
13+	Roll Twice	Roll Twice

JOURNALIST (30 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	None	Contact
4	None	+1 Social Standing
5	1,000	Ally
6	5,000	+1 Intelligence
7	10,000	Vehicle
8	10,000	+1 Education
9	20,000	+1 Social Standing
10	40,000	Ally
11	60,000	Ship Share
12	80,000	+1 Social Standing
13+	Roll Twice	Roll Twice

MARINER (32 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	3,000	Weapon
5	5,000	Ally
6	10,000	+1 Intelligence
7	20,000	Scientific Equipment
8	30,000	+1 Education
9	40,000	Weapon
10	50,000	Vehicle
11	60,000	Ship Share
12	100,000	5 Ship Shares
13+	Roll Twice	Roll Twice

MERCHANT MARINE (34 CB3)

2d6	Cash (Cr)	Other Benefits
2–	None	None
3	1,000	Contact
4	5,000	Ship Share
5	5,000	Ally
6	10,000	+1 Intelligence
7	20,000	Weapon
8	20,000	+1 Education
9	30,000	Vehicle
10	40,000	Ship Share
11	60,000	Free Trader
12	80,000	5 Ship Shares
13+	Roll Twice	Roll Twice

CAREER BOOK 3 CAREERS (CONTINUED)

PHYSICIAN (36 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	2,000	Contact
4	5,000	+1 Education
5	10,000	Ally
6	20,000	+1 Intelligence
7	30,000	Scientific Equipment
8	40,000	+1 Education
9	50,000	Ship Share
10	60,000	TAS
11	80,000	Lab Ship
12	100,000	5 Ship Shares
13+	Roll Twice	Roll Twice

PRIVATEER (38 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	+1 Psionics
5	10,000	Ally
6	10,000	+1 Intelligence
7	10,000	Psionic Equipment
8	20,000	+1 Education
9	40,000	Vehicle
10	60,000	Ship Share
11	80,000	Scout Ship
12	100,000	5 Ship Shares
13+	Roll Twice	Roll Twice

PSIONIC GUILD (40 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	+1 Psionics
5	10,000	Ally
6	10,000	+1 Intelligence
7	10,000	Psionic Equipment
8	20,000	+1 Education
9	40,000	Vehicle
10	60,000	Ship Share
11	80,000	Scout Ship
12	100,000	5 Ship Shares
13+	Roll Twice	Roll Twice

RENNAISANCER (42 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	Contact
3	None	Armour
4	1,000	Weapon
5	2,000	+1 Intelligence
6	3,000	Weapon
7	4,000	+1 Education
8	5,000	Weapon
9	6,000	Ally
10	8,000	Armour
11	10,000	Vehicle
12	None	Contact
13+	Roll Twice	Roll Twice

SCIENTIST (44 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Ally
5	10,000	+1 Social Standing
6	20,000	+1 Intelligence
7	30,000	Scientific Equipment
8	40,000	+1 Education
9	50,000	Ship Share
10	60,000	Lab Ship
11	80,000	2 Ship Shares
12	100,000	Lab Ship
13+	Roll Twice	Roll Twice

WASTELANDER (46 CB3)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Vacc Suit
5	1,000	Ally
6	3,000	+1 Intelligence
7	5,000	Vacc Suit
8	10,000	+1 Education
9	10,000	Armour
10	20,000	Ally
11	30,000	Vehicle
12	50,000	Ship Share
13+	Roll Twice	Roll Twice

PHYSICAL FEATURES

Every naturally born human is unique; even identical twins have very slight, albeit virtually unnoticeable, differences. Genetic engineering, cloning, stem cell therapy, augments and implants can change or improve human physiology and responses but ultimately a human is just that: a human.

Being able to describe a character's physical appearance greatly contributes to the realism and flavour of roleplaying and can provide hooks and ideas for encounters and adventures.

The man with one violet eye holds the key to the mystery...

These rules have been written to allow players and Referees to create realistic physical features for human characters, using the medical evidence as it stands at the time of publication of this book.

BASIC ASSUMPTIONS

These rules have been written using some basic assumptions:

Appearance at Age 18: These rules are intended to generate physical features for characters at 18 years of age. Rules and guidance for aging are provided for when characters progress through careers.

Humanity Evolves Slowly: Humanity has taken millions of years to reach its current physical configuration. There is no reason to suppose that Humanity's overall physical makeup will change significantly through evolution over the next 10, 20 or 30,000 years. However, it is possible to find unusual combinations of physical features, such as black hair with blue eyes, in the modern human population of Earth.

No External Influences: These rules do not cover genetic engineering, cloning, augments, implants, or any other changes or enhancements. The rules are designed to produce physical features for humans born naturally from human parents who were also born naturally.

No Physical Measurements: These rules do not allow for the generation of physical measurements for the various parts of the human anatomy. These are left to the imagination of the Referee or player creating the character, although the height and mass features should be a guide to the overall shape of a character.

Roll, Choose or Ignore: These rules use random dice throws to generate the various human physical features. However, Referees and players should not feel bound to using dice rolls to generate physical features for characters, so if choosing a character's physical features works best for you, go ahead and do so.

Equally, Referees and players should simply ignore any of these rules if they so choose or if using them would slow down character generation or the current game.

Before proceeding any further with the character generation process, determine your character's height and mass at age 18.

HEIGHT & MASS

Knowing your character's height and mass can help with visualising and describing your character to others. In game terms, these aspects are useful to know and help with tasks such as entering a starship hulk through a hull breach, crawling through air ducts, hiding or ducking behind objects, or dragging an injured comrade out of danger on the battlefield.

Height

Look up your character's Strength characteristic score in the Value column of the Height & Mass table and read across to the Base Height (cm) column. This is your character's base height in centimetres.

Next, if the character's homeworld size (*170 TMB*) is known, look up the world size in the Value column of the Height & Mass table, then read across to the World Size column. Apply the number shown in centimetres to the character's base height before rolling on the \pm cm column of the Height & Mass table. If the character's homeworld size is not known, skip this step.

Finally, throw 3d6-3 on the \pm cm column of the Height & Mass table and apply the number shown in centimetres to your character's base height. The result is your character's final height in centimetres at age 18.

Mass

Look up your character's Endurance characteristic score in the Value column of the Height & Mass table and read across to the Base Mass (kg) column. This is your character's base mass in kilograms.

Next, look up your character's Dexterity characteristic score in the Value column of the Height & Mass table and read across to the Dex column. Apply the number shown in kilograms to your character's base mass.

Finally, throw 3d6-3 on the \pm kg column of the Height & Mass table and apply the number shown in kilograms to your character's base mass. The result is your character's final mass in kilograms at age 18.

Height & Mass

Value	Base Height (cm)	World Size	+/- cm	Base Mass (kg)	Dex	+/- kg
0	-	+0*	-10	-	-	-12
1	140	+0*	-8	36	+12	-10
2	145	+10	-6	42	+10	-8
3	150	+10	-4	48	+8	-6
4	155	+10	-2	54	+6	-4
5	160	+5	-1	60	+4	-2
6	165	+5	+0	66	+2	-1
7	170	+0	+0	72	+0	+0
8	175	+0	+0	78	+0	+0
9	180	-5	+0	84	+0	+1
10 (A)	185	-10	+1	90	-2	+2
11	190	-	+2	96	-4	+4
12	195	-	+4	102	-6	+6
13	200	-	+6	108	-8	+8
14	205	-	+8	114	-10	+10
15	210	-	+10	120	-12	+12

+0*: It is assumed that the character grew up in an environment that has artificial gravity and that height has not been affected.

Gender Differences

These rules are designed to produce realistic height and mass results for humans. However, it is perfectly possible that in, the future, the differences in height and mass between male and female humans will disappear or will be so small between the genders as to be insignificant. As a result, no distinction is made between male and female character heights and masses in these rules.

If Referees or players wish to make such a physical distinction between male and female characters, simply follow the rules above but deduct 4 kg from the final mass and 10 cm from the final height for female characters. Use the rules as they are for generating male characters.

SKIN TONE

Skin tone originates from the genes of the character's parents. Skin, eye and hair colour are genetically linked, with certain combinations being very common in the contemporary human species, whilst others very rare.

Throw 1d6 on the Skin Tone table to determine the character's skin tone description.

Skin Tone

1d6	Skin Tone	Example Genetic Origin
1	Pale white	Northern Europe
2	White	Mid-Europe
3	Tanned	Southern Europe, Asia
4	Olive	Mediterranean, Middle East, Asia
5	Brown	Pacific, South America, Africa
6	Dark Brown	Africa

HAIR & EYE COLOUR

A character's gender does not play a significant role in determining a person's hair and eye colour, as hair and eye colour combinations are equally divided between human males and females. However there is a clear genetic link between hair and eye colour evident in Humanity.

In the contemporary human population of Earth, brown eyes and dark brown or black hair are most common, followed by light brown or blonde hair with blue eyes. Other eye colours are possible, but all are naturally associated with certain types of hair colours.

It is possible for humans to naturally have one of the more exotic eye colours, but these are rare. These rules allow for the pairing of hair and eye colours that are not commonly found in the present day, but may be much more frequent in the populations of the future.

Of course, implants and genetic modifications can allow a character to have any hair or eye colour the player or Referee chooses.

Determine Hair Colour

Throw 4d6 on the Hair Colour column of the Hair & Eye Colour table and note the character's hair colour.

Blonde*: The colour 'blonde' includes red, ginger and strawberry shades. The player or Referee should choose the actual shade of the character's hair.

Hair & Eye Colour

4d6	Hair Colour	Eye Colour				
		4-10	11-14	15-18	19-21	22-24
4-10	Black	Brown	Blue	Green	Hazel	Grey*
11-17	Brown	Brown	Green	Blue	Hazel	Grey*
18-24	Blonde*	Blue	Green	Hazel	Brown	Grey*

Determine Eye Colour

Throw 4d6 on the Eye Colour row of the Hair & Eye Colour table that corresponds with the character's previously rolled hair colour.

Grey*: Throw 3d6. If the result is between 3 and 17, the character has grey eyes. If the result is 18, the character has a unique eye colour or colours. Throw 3d6 on the Unique Eye Colour table, below.

Unique Eye Colour

3d6	Unique Eye Colour	Associated Hair Colour
3-15	Heterochromia	Any
16, 17	Red	Any or White (Albinism)
18	Violet	White only (Albinism)

Heterochromia

Heterochromia is a condition where a person's eyes are two different colours. Simply roll 3d6 once for each eye on the row corresponding to the character's hair colour. A result of Grey* is automatically Grey; do not roll 3d6 again for any further unique eye colours.

Red

Red eye colour is most common with Albinism, a condition in which the person's skin, eyes and hair have no pigment. Hair colour is white and the person's skin is very pale and subject to burning at low levels of Ultra Violet radiation. However, it is also possible for humans to have red eyes, normal skin and hair colours but not suffer from Albinism. Referees and players should feel free to choose whether or not the character is an Albino, or whether the character simply has red eyes for another reason.

Violet

Violet eyes are very uncommon in the contemporary human population and only occur in severe cases of Albinism. Referees and players should feel free to choose whether or not the character is an Albino, or whether the character simply has violet eyes for another reason.

Eye Colour Intensity

The intensity of eye colour between individuals varies as much as hair colour does. Once the character's eye colour is known, the Referee or player should choose the intensity of the character's eye colour, i.e. 'deep blue', 'pale grey', 'jade green', etc.

THE PHYSICAL EFFECTS OF AGING

All characters age and whilst these rules describe the effects of aging on characteristics, they do not describe the effects on appearance that are associated with aging.

The simple rules below are provided so that Referees and players can more accurately represent the effects of aging in characters.

Aging & Height

As humans age they tend to shrink so that, from the age of 40, 5 cm of height is lost every 8 years. To replicate this, simply reduce your character's height by 5 cm at the end of terms 6, 8 and 10 (if your character survives that long!). The Height, Mass & Aging table is a guide to when height should be reduced due to aging.

Aging & Mass

Humans tend to put on mass as they get older, unless they maintain an active lifestyle. Mass can increase until the mid-50s, then reduce again as aging continues.

To replicate this for your character, add 4 kg of mass for each complete term served onto your character's mass up to and including term 8, then deduct 4 kg for each complete term served from your character's mass, starting in term 10. There is no mass loss or gain at the end of term 9. The Height, Mass & Aging table is a guide to when mass should change due to aging.

Height, Mass & Aging

End of Term	Age	Height Loss (cm)	Mass Change (kg)
1	22	-0	+4
2	26	-0	+4
3	30	-0	+4
4	34	-0	+4
5	38	-0	+4
6	42	-5	+4
7	46	-0	+4
8	50	-5	+4
9	54	-0	+0
10	58	-5	-4
11	62	-0	-4
12	66	-5	-4
13	70	-0	-4
14	74	-5	-4

Skin

Skin naturally loses its elasticity over time and prolonged exposure to high levels of ultra violet radiation accelerates skin aging. Anagathics can slow down or reverse this effect. Cosmetic surgery and, at higher Tech Levels, skin replacement therapy or synthetic skin can provide a less wrinkled or smooth skin appearance. Skin tone does not tend to fade due to aging, although surface anomalies such as 'liver spots' (which are actually the result of exposure to UV radiation) appear from age 40 onwards.

Vision

The amount of light received by the eyes of a 20 year-old is 16 times *more* than the light received by the eyes of an 80 year-old and characters may require glasses, implants or other medical or technological intervention (depending on the available Tech Level) to maintain good eyesight. Referees and players may choose to ignore the effects of aging on vision, or adopt the view that the aging rules already take into account vision deterioration due to age.

Alternatively, implement a -1 DM for every 10 years from age 60 onwards (-2 at 70, -3 at 80, etc.), in addition to any aging affects arising from the aging table. The DM should be applied when characters attempt tasks that involve vision or hand-to-eye coordination, such as firing a weapon, throwing a knife or object, forging documents, looking for animal tracks, moving in dimly lit or dark environments, and so on. Apply the DM *only* if the character's vision is not being assisted or improved in some manner (i.e. by glasses or by medical or technological intervention).

Eye Colour Intensity

It is perfectly possible for a person to have the same intense blue eyes at 70 as at 18, but equally eye colour can fade over time. This process is very gradual and is affected by multiple factors, such as the amount, intensity and composition of light that the eyes are exposed to over time.

There are no hard and fast rules about eye colour and aging. Referees and players should decide for themselves if a character's eye colour changes due to aging.

Aging & High Tech Level Living

If you wish to replicate the effects of higher Tech Level (TL 12+) living for your character, reduce your character's height by 5 cm *only when they experience aging effects*, as shown in the aging table. Do not otherwise apply height loss for characters that are living in high technology environments (TL 12+).

Anagathics: Anagathics will prolong a character's youthful appearance and health but are expensive and possibly illegal. Using anagathics will prevent your character from experiencing any aging effects under these rules at all, including mass loss or gain, height loss and hair and eye colour changes.

Stopping Anagathics: Characters that use anagathics, and then stop taking them, will experience the full effects of aging within a number of months equal to the character's Endurance characteristic.

It is not possible to avoid or reduce the effects of aging after a character stops using anagathics; only returning to anagathics use will stop any aging effects. The character will not revert to a youthful appearance and state of health, though: their appearance and health will be 'stuck' at the point when the character recommences anagathics use.

CAREERS & FITNESS

Characters that pursue physically active careers can counteract aging mass gain by staying fit whilst in a career. Indeed, for most of the military and law enforcement careers, staying physically fit and healthy is a requirement of the job.

The following careers allow characters to ignore the 4 kg per term mass gain until the end of term 5. At that point the character will start to gain mass at 4 kg per complete term served, then cease gaining mass at the end of 9, then lose mass from term 10 onwards. Characters in the following careers may use the physical skills rules, below.

Physically Active Careers

Agent
Army
Citizen (Colonist, Worker)
Drifter
Entertainer (Performer)
Marines
Navy
Nobility (Diplomat)
Rogue
Scholar (Field Researcher)
Scout (Exploration)

Career Book 1

Adventurer
Bounty Hunter
Colonist
Space Patrol
Worker (Labourer)

Career Book 2

Athlete

Physically Active Careers (continued)

Career Book 3

Field Researcher
Inheritor
Wastelander

Changing Careers: Changing from a physically active career to a more sedentary one (say, from being a Marine to being a Scholar) restarts aging mass gain at the end of the first term in the new career, and changing from a sedentary career to an active one will stop age-related mass gain at the end of the first term in the new career.

Physical Skills

Characters can mitigate the effects of aging on their mass if they have gained physical skills that they use on a regular basis.

A reduction of 1 kg per skill of level 1 or higher may be applied to mass gain, starting from the term *after* the skill was first acquired at level 1. A character may apply all the relevant skills they have as mass loss on this basis.

Level 0 skills cannot be used in this manner and only 1 kg of mass may be lost per skill, regardless of the level of the skill being applied.

In term 9 you may still apply all relevant skills a character has as mass loss, even though the character will be losing mass, or even if the character has retired from pursuing a career or is adventuring.

Physical Skills List

Animals (Farming, Riding, Training)
Athletics (Any)
Life Sciences (Biology, Cybernetics, Genetics)
Medic
Melee (Any)
Seafarer (Ocean Ships, Personal, Sail, Submarine)
Steward
Survival

A NOTE ON PHYSICAL FEATURES

It is important for Referees and players to remember that choosing physical features is just as valid a method for fleshing out a character as using random dice rolls.

If the current game or campaign requires characters to be tall, blue, humanoids with broad, flat noses, large pale yellow eyes, pointed ears and tails, then that is how the characters should be described and these rules can be ignored.

Equally, if characters need to be 'standard' humans, then these rules will allow Referees and players to create such characters.

There is nothing in these rules that precludes the use of imagination by the person creating a character and, indeed, Referees and players are actively encouraged to do so.

If your game needs a man with one violet eye, then that is how he should appear, regardless of these rules.

FAMILY BACKGROUND

SOCIAL STANDING

Social Standing is a direct measure of a character's status in their home society, an indication of the sort of company they are comfortable in and level of society from which a character and their family comes.

Social Standing 0 indicates the character is from the lowest levels of society; a low Social Standing score generally means a poor or low-status family. Middle values represent an average status, while higher scores have specific meanings and titles.

In societies without noble titles, high levels of Social Standing may indicate membership of a powerful political or mercantile family, or celebrity status.

Note that a character that has Social Standing 10 in their home society may not be well respected by a tribe of reptilian pygmies on a world 8,000 parsecs from the character's home system: their values may well be different enough to make the character's Social Standing meaningless.

Social Standing

Soc	Description or Title
0	Fugitive wanted for exceptionally repugnant crimes; no contact with civilisation
1	Exile, outcast
2	Very poor
3	Very low status; deprived background
4	Unskilled labourer; poor
5	Working or lower class; semi-skilled
6	Skilled worker
7	Middle class
8	Upper edge of middle class
9	Educated or highly respected professional or executive; a distant relative of a noble family
10	Untitled or close member of a noble family
11	Knight, Knightess, Dame
12	Baron, Baroness, Baronet
13	Marquis, Marquesa, Marchioness
14	Count, Countess
15	Duke, Duchess

Cost of Living

Characters must spend a minimum number of credits each month to maintain their standard of living as determined by their Social Standing score (87 TMB). Most characters will spend more than the minimum figure if the credits are available.

The minimum amount covers the character's basic expenses such as food, essential clothing, and adequate shelter each month. Characters will temporarily lose 1 point of Social Standing in each month that they cannot financially maintain their Social Standing. This effect is on-going: after two months of not maintaining Social Standing, the character will have lost two points of Social Standing; after three months three points of Social Standing are lost, and so on.

If a character is able to maintain their normal Social Standing the next month their Social Standing score is returned to its normal value, regardless of how low their Social Standing score had dropped.

THE CHARACTER'S FAMILY

Whilst constructing your character's family tree can be fun and will add detail and flavour to the character's background, it can also be time-consuming. To enable a character's family background and structure to be created reasonably quickly, these rules only go as far back as the character's grandparents.

It is assumed that the character's parents and grandparents had or have normal human lifespans that were not extended by external measures such as drugs, surgery, augmentation, hibernation sleep and so on.

Of course, Referees and players can always come back to the character's family tree later on and add more detail, including career histories, events and mishaps for relatives further back in time, if they wish.

Creating a Character's Family Background

To create your character's family background, follow the steps below in order.

1. Determine the character's *current* family structure, i.e. the structure of their family at age 18;
2. Determine the number of living grandparents the character has, if any;
3. Determine the number of children in the character's current family structure and the character's position within the family children, if any;
4. Generate members of the character's extended family, if any;
5. Determine the number and type of family events that have occurred during the first 18 years of the character's life;
6. Apply the effects of the family events to the character's current family structure. Note any skills, allies, contacts, enemies or rivals gained and any changes to characteristics.

1 FAMILY STRUCTURE

To determine your character's immediate family structure, throw 2d6 and look up the result on the Family Structure table.

Family Structure

2d6	Family Structure
2–	Plural Relationship
3	Polyandrous Relationship
4, 5	Polygamous Relationship
6–8	Traditional Relationship
9	Serial Relationships
10	Non-Parental Family
11	Same-Gender Relationship
12+	Orphan

Plural Relationship: The character's family has 1d6+2 parents composed of roughly equal male ('fathers') and female ('mothers') members. All mothers and fathers are in a relationship with each other but not all may act as parents to all children.

Polyandrous Relationship: The character's mother is in a relationship with 1d3+1 fathers. Not all of the males may act as father to the children in the family.

Polygamus Relationship: The character's father is in a relationship with 1d3+1 mothers. Not all of the females may act as mother to any children in the family.

Traditional Relationship: The character's father and mother are in a relationship with each other, regardless of whether they are married to each other or not. Children in the family are from the parents or are adopted into the family. Throw 2d6+19 to determine how many years the character's parents have been together.

Serial Relationships: The character's mother or father has had or has a series of partners, one after the other, across a period of time. To determine which parent has had serial relationships, throw 1d6 on the Serial Relationships table.

Serial Relationships	
1d6	Parent
1-3	Mother
4-6	Father

The character may have had several step-mothers or step-fathers during their life. To determine how many serial relationships the parent has had roll 1d6+1. The player or Referee should determine how long each relationship lasted and whether or not the parent is currently in a relationship.

Non-Parental Family: The character was brought up by members of their extended family, such as their grandparents, their aunt and uncle or other distant relatives. They may have grown up with other children from within other branches of their extended family who were also being looked after by the extended family.

Same-Gender Relationship: The character's parents are both of the same gender. The character may have been brought up with other children in the family who they consider to be brothers and sisters.

Orphan: The character fended for themselves without any family members to look to for support, somehow finding their own food, shelter and clothing. The character's literacy may be poor or they may illiterate. Alternatively the character was fostered in a series of homes during their life.

2 GRANDPARENTS

These rules assume that the character's oldest living family member will be a grandparent, although it is perfectly possible for a great grandparent to be the oldest person in a family.

To determine how many of the character's grandparents are alive, throw 1d6 on the Grandparents table, once for each parent in the character's family structure and note the results.

Multiple Grandparents: It is possible for a character to have more than two sets of grandparents, particularly if the character comes from a plural, polyandrous, polygamous or serial relationship family structure.

Grandparents

1d6	Grandparents
1	Both grandparents are dead
2	Grandmother is alive
3	Both grandparents are alive
4	Both grandparents are alive
5	Grandfather is alive
6	Both grandparents are dead

3 SIBLINGS

Throw 1d6 on the Number of Siblings column of the Siblings table to determine the total number of children in the family, *including the character*.

Next, throw 1d6 on the Age Position row for the result of the first throw to determine the character's age position within the number of children in the family. Obviously, the first age position will be the oldest child. If your character is in the first age position, then all other siblings *must* be younger than 18 years old. There is no need to make this second throw if the character is an only child.

Siblings

1d6	Number of Siblings	Age Position (1d6)					
		1	2	3	4	5	6
1	None (single child)	-	-	-	-	-	-
2	Two	1 st	1 st	1 st	2 nd	2 nd	2 nd
3	Three	1 st	1 st	2 nd	2 nd	3 rd	3 rd
4	Four	1 st	2 nd	2 nd	3 rd	3 rd	4 th
5	Five	1 st	2 nd	3 rd	4 th	3 rd	2 nd
6	Six	1 st	2 nd	3 rd	4 th	5 th	6 th

4 EXTENDED FAMILY MEMBERS

It is possible for a character to have a huge extended family, or none at all.

Aunts & Uncles: If the Referee or player wishes, throw 2d6 to determine the total number of aunts and uncles in the character's family, and distribute these between the character's parents. These aunts and uncles may or may not be related by genetic lines to the character.

Cousins: Throw 1d6 for each aunt or uncle to determine how many children each has and designate them as cousins.

Nephews & Nieces: Characters may have nephews and nieces from sisters or brothers, if the character has or had any. Throw 1d6 for each living or dead sibling to determine how many children there are and designate them as nephews or nieces.

Orphan Characters

It is possible for a character who is an orphan to have relatives and siblings about whom they have no knowledge. The Hidden Twin (61) family event provides the perfect basis for this.

5 FAMILY EVENTS

Once you have established the character's family structure, you should determine what events, if any, have occurred in the character's life *before* reaching age 18. Throw 1d6 for the number of events in the character's life up to the age of 18, and then make that number of d66 rolls on the Family Events table. Remember to make a note of the details of all family events rolled.

Notes on Family Events

Some family events will conflict with or replicate what is already known about the character's family. Where this occurs, Referees and players can re-roll or choose a different event instead.

Skills gained from family events are not in addition to the number of background skills allowed (6 TMB, 4, 5 CB2). If the number of skills rolled on the Family Event table exceeds the maximum background skills allowed, the player should decide which skills to eliminate to get the skill total down to the character's maximum.

Parental Deaths (11, 26, 35, 46, 63, 65): These events indicate that one or both parents are dead by the time the character is 18 years old. Ignore and re-roll these events if the character's parents are already known to be dead.

Sibling Deaths (12, 64): If the character is an only child, it can be assumed that the sibling was born, only to die within hours or days of birth. It is also possible that the sibling was hidden from the character by the family for some reason, and the character only learns of their sibling's existence at the time of the sibling's death.

Hidden Twin (61): For this event, it is irrelevant how many children in the family are alive or how many have died: a hidden twin will appear, and will probably be unknown to the character and any other children in the family.

Wicked Step-Parent (63): Where a character has no parent alive, it can be assumed that one parent remarried after the death of their original spouse, and then that parent died, leaving just the step-parent to look after the character.

FAMILY EVENTS

d66	Family Event
11	Forever Alone. The character is the only survivor of a tragedy that wiped out their entire community or planet.
12	Sibling Death. The character's sister died or was killed.
13	Destitution. The character's family has fallen destitute. Gain one of Streetwise 0 or Survival 0 and reduce Social Standing by -3.
14	Vanished. A family member disappeared 2d6 years ago before the character's eighteenth birthday and the character must find them.
15	Family Secret. The character's family harbours a great secret.
16	Family Treasure. The character's family are the custodians of a treasure of immense financial, commercial, political, religious or military value.
21	Amnesia. The character has no memory of their life before the age of 18. The character is unsure if their current family is really their own, or are some form of elaborate deception.
22	Feud & Romance. The character's family is in a long-standing feud with religious, trade, political or military rivals. The character has fallen in love with a son or daughter of the rival family/organisation and they must keep their love secret. Gain an Ally and a Rival.
23	Feud. The character's family is in a long-standing feud with religious, trade, political or military rivals that has recently turned to bloodshed. Gain an Enemy.
24	Foundling. The character was abandoned by their birth parents and brought up by adoptive guardians.
25	Gender Change. The character was once a member of the opposite sex but changed to their current gender through surgery.
26	Parental Death. The character's mother died or was killed.
31	Inheritance Denied. The character has been cheated out of a huge legacy left by a parent or relative. Gain an Enemy.
32	Inheritance Due. The character will inherit a legacy of 1d6 * Cr 100,000 in 4d6 years from a parent or relative.
33	Dynasty. The character is born into a powerful family or dynasty. If the character has Social Standing 11+, gain +1 Social Standing. If the character has Social Standing 9- it is automatically increased to 10.
34	Runaway. The character ran away to space. Gain one of Vacc Suit 0, Zero-G 0 or Pilot 0.
35	Orphaned. The character lost both parents through illness, an accident or some other tragedy.
36	Ostracism. The character has been ostracised from their family. Gain an Enemy.
41	Pioneers. The character's family moved to a new planet as settlers, refugees or pioneers.
42	Political Family. One parent is a high-ranking political official. If the character has Social Standing 11+, gain +1 Social Standing. If the character has Social Standing 9- it is automatically increased to 10.
43	Cloistered. The character was brought up by a religious organisation. Gain Social Science 0.
44	Barracked. The character was brought up by a military organisation. Gain Melee 0 or Gun Combat 0.
45	Fostered. The character was brought up by distant relatives.
46	Parental Death. The character's father died or was killed.
51	Religious Family. One parent is a high-ranking religious official. If the character has Social Standing 11+, gain +1 Social Standing. If the character has Social Standing 9- it is automatically increased to 10.
52	Sect or Cult. The character discovered that their family is part of a secret sect or cult and disagrees with their views. The character is trying to escape their family and those who hunt the character. Gain 1d3 Enemies.
53	Slavery. The character spent their childhood and young adulthood as a slave before escaping or being freed. Gain one of Steward 0, Athletics 0 or Melee 0.
54	Identity Change. The character has adopted a new identity for reasons known only to them. Gain Stealth 0.
55	Free Trader. The character was brought up in space by a Free Trader. Gain one of Vacc Suit 0, Zero-G 0 or Mechanic 0.
56	Squire. The character was indentured as a squire to a famous Noble. Gain a Noble Contact.
61	Hidden Twin. The character has an unknown, previously hidden, twin brother or sister.
62	Well-travelled. The character has travelled widely, either on their own or with family or friends. Gain a Contact.
63	Wicked Step-parent. One parent died and the other remarried. The step-parent is cold, calculating and brutal towards the character. Gain an Enemy.
64	Sibling Death. The character's brother died or was killed.
65	Parental Death. Both of the character's parents died or were killed.
66	Sole Survivor. The character's entire family was wiped out in a tragedy.

NEW CAREERS

The character generation process for these 14 new careers is exactly the same as described in *Character Creation* (5 TMB) with the addition of the creation of the character's physical features and family background.

Characteristics & DMs: Generate your character's characteristic scores (5 TMB) and note any characteristic DMs (6 TMB).

Social Standing & Noble Titles: At this point you can refer to the Social Standing table (15 CB3) to get an idea of your character's social background. If your game or campaign allows the use of Noble titles, follow the rules for these (6 TMB).

Physical Features & Family Background: It is best to generate your character's physical features (11 CB3) and family background (15 CB3) when your character is aged 18. You may decide to do this once character generation is completed or skip this stage completely.

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

Family Events Skills: Reduce the number of background skills (6 TMB or 4 CB2) available to your character by the number of skills gained from the Family Events table (17 CB3) at age 18. If you create your character's family background after the character generation process, any skills gained from family events should be ignored.

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

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

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

Injuries: The rules for dealing with the application of injuries and their effects are detailed on 37 TMB. Injury tables are shown on 37 TMB or 5 CB2.

Commission: None of the careers in CB3 have Commission throws. However, Physicians may become Licensed using the rules described below.

Licensed Physicians: A licensed physician is similar to a commissioned military officer. Licensing is a long process involving a comprehensive written exam and a series of practical exams. Graduates of an accredited medical school (9 CB2) automatically become licensed upon graduation. Physicians may attempt to pass the licensing exams once per term:

To pass a Medical Licence exam: Medic, Education, 1-6 Days, Difficult (-2).

Being a Licensed physician grants the following:

- The title of 'Doctor';
- +1 Social Standing;
- Automatic Commission when transferring to a career that has commissioned officers;
- May roll on the Licensed Skill table during subsequent terms;
- +1 DM on all benefit rolls for this career;
- Automatic skills shown on the Licensed Rank and benefits table in addition to any normal rank benefits.

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

Tenure: Scientist characters may obtain Tenure using the following rules. When a professor obtains Tenure, they cannot fail their future enlistment rolls in this career specialty. Tenured professors who roll less than the number of terms they have served on their Advancement roll may continue in their career but with a -1 DM on all future Advancement rolls. This DM is cumulative if a professor continues to fail enlistment rolls.

Mishaps and failed Survival rolls can still cause a tenured professor to leave this career. Tenured Professors may not transfer to another specialty or career without giving up their tenured position.

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

Mustering Out Benefits: The process for mustering out is described on 9, 34, 35 TMB. CB3 provides alternative mustering out benefit rules and tables for the careers in the TMB (4, 5 CB3), CB1 (6 CB3), CB2 (7, 8 CB3) and CB3 (9, 10 CB3).

Life Events: The procedure for using the Life Events tables is described on 34 TMB. Alternative Life Events tables are provided on 12, 13 CB1 for the careers in the TMB.

Contacts, Allies, Rivals and Enemies, Ship Shares, & Aging: The rules governing Contacts, Allies, Rivals and Enemies, Ship Shares, and Aging are described on 35 TMB. The physical effects of aging are detailed on 13, 14 CB3.

Retirement Pay: The rules for retirement pay are shown on 36 TMB. Due to the nature of the careers, the careers listed below are not eligible for retirement pay. All other careers in this book are eligible for retirement pay.

- *Inheritor* (28 CB3)
- *Privateer* (38 CB3)
- *Renaissancer* (42 CB3)
- *Wastelander* (46 CB3)

CAREER SUMMARIES

Career	Qualification	Specialisations	Survival	Advancement
Assistant	Int 8+			
Page 20		Bodyguard	Dex 7+	Int 5+
		Secretary	Edu 5+	Soc 7+
		Steward	Int 6+	Edu 6+
Broker	Int 5+			
Page 22		Factor	Edu 5+	Soc 7+
		Fence	Int 6+	Soc 6+
		Freelancer	Int 5+	Edu 7+
Field Researcher	Edu 6+			
Page 24		Archaeologist	Dex 6+	Int 6+
		Planetologist	Int 6+	Edu 6+
		Terraformer	End 5+	Edu 7+
Free Trader	Int 4+			
Page 26		Freelance	End 6+	Int 6+
		Independent	Dex 6+	Int 6+
		Subsidised	Int 6+	Soc 6+
Inheritor	Special			
Page 28		Librarian	Int 5+	Edu 7+
		Scavenger	Dex 6+	Int 6+
		Technarch	End 5+	Soc 7+
Journalist	Int 6+			
Page 30		Correspondent	End 6+	Soc 6+
		Paparazzi	Dex 5+	Int 7+
		Writer	Edu 7+	Int 5+
Mariner	Dex 5+			
Page 32		Aquafarmer	End 5+	Int 7+
		Diver	Dex 6+	End 6+
		Marine Biologist	Int 5+	Edu 7+
Merchant Marine	Int 5+			
Page 34		Crew	Edu 5+	Int 7+
		Purser	Int 6+	Soc 6+
		Security	Dex 6+	Int 6+
Physician	Edu 8+			
Page 36		Hospital	Soc 5+	Soc 5+
		Research	Int 5+	Int 5+
		Trauma	Dex 6+	Dex 6+
Privateer	Dex 6+			
Page 38		Bridge	Int 5+	Soc 7+
		Engineering	Edu 5+	Int 7+
		Weapons	Dex 6+	Int 6+
Psionic Guild	Special			
Page 40		Advisor	Dex 6+	Edu 6+
		Attaché	Edu 5+	Soc 7+
		Investigator	Edu 5+	Int 7+
Renaissancer	End 4+			
Page 42		Farmer	End 5+	Int 7+
		Musketeer	Dex 6+	Edu 6+
		Worker	End 5+	Soc 7+
Scientist	Int 6+			
Page 44		Inventor	Int 5+	Edu 7+
		Professor	Edu 5+	Soc 7+
		Researcher	Edu 4+	Int 8+
Wastelander	End 6+			
Page 46		Gasdiver	End 7+	Dex 6+
		Hellworlder	Edu 7+	Int 5+
		Radlander	End 8+	Str 5+

ASSISTANT

CAREER PROGRESSION

	Survival	Advancement
Bodyguard	Dex 7+	Int 5+
Secretary	Edu 5+	Soc 7+
Steward	Int 6+	Edu 6+

The rich, famous and powerful, or those just wanting to appear so, need personal assistants to help them do all the mundane things that need doing. More than a servant, an Assistant is often a friend and confidant who can be entrusted with significant power.

Qualifications: Int 8+

–1 DM for every previous career

+1 DM if Social Standing 9+

Assignments: Choose one of the following:

- **Bodyguard:** You are a personal protection specialist. You are always near and protect your employer from over-enthusiastic fans as well as assassins.
- **Secretary:** You are an organiser who keeps your employer on schedule with parties and other important engagements.
- **Steward:** You represent your employer and are empowered to make decisions in her name.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Ally (Noble)
2	Cr 5,000	+1 Intelligence
3	Cr 10,000	+1 Education
4	Cr 10,000	Vehicle
5	Cr 20,000	TAS Membership
6	Cr 40,000	Ship Share
7	Cr 50,000	2 Ship Shares

SKILLS & TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Edu	Admin	Any Science (Any)
2	+1 Dex	Art (Any)	Computers
3	+1 End	Carouse	Diplomat
4	Athletics (Any)	Computers	Jack of All Trades
5	Carouse	Deception	Language (Any)
6	Streetwise	Steward	Medic

1d6	Bodyguard
1	Athletics (Any)
2	Gun Combat (Any)
3	Melee (Any)
4	Recon
5	Sensors
6	Stealth

1d6	Secretary
1	Admin
2	Advocate
3	Computers
4	Computers
5	Diplomat
6	Security

1d6	Steward
1	Admin
2	Broker
3	Diplomat
4	Steward
5	Steward
6	Streetwise



RANKS & BENEFITS

Rank	Steward	Skill or Benefit	Secretary	Skill or Benefit	Bodyguard	Skill or Benefit
0						
1	Truchess	Diplomat 1	Clerk	Admin 1	Protector	Gun Combat (Any) 1
2						
3	Drussard	Admin 1	Associate	Computers 1	Guard	Recon 1
4						
5	Seneschal	Leadership 1	Assistant	Diplomat 1	Praetorian	Melee (Any) 1
6						

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Disgraced. You cause your employer to make a serious social mistake and resign in disgrace. Gain an Enemy.
4	Fight. You get into a physical fight with another Assistant. Your employer fires both of you. Gain a Rival and an Enemy, but also gain Melee (Unarmed).
5	Thief. You are accused of stealing something valuable from your employer. If you did steal it, roll Advocate 10+. If you succeed, you may keep your benefit roll from this term. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term. If you did not steal it, gain the real thief as an Enemy.
6	Scandal. Your employer is caught up in a scandal and you take the blame to protect them. Take -1 Social Standing, but gain an Ally.
7	Injured. You are injured protecting your employer. Roll on the Injury table (37 TMB, 5 CB2).
8	Bankrupt. Your employer loses all their money and cannot pay you. You may find a new employer and stay in this career, but you must forfeit all of your benefit rolls to this point.
9	Addiction. Your employer has a powerful addiction and you pick up the same problem. Gain an Addiction to drugs or alcohol.
10	Betrayal. You are accused of betraying your employer by releasing incriminating evidence to the paparazzi. Gain an Enemy, but you may keep your benefit roll for this term.
11	Sabotaged. Another Assistant sabotages your career. Gain an Enemy.
12	Disappeared. Your employer has disappeared and no one knows what happened.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Escorting your employer from a party, you are attacked by crazed fans. Throw Melee or Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
13	You discover that your employer's accountant has been embezzling. If you keep it a secret, gain an extra benefit roll and a criminal Contact. If you turn them in, gain +4 DM on your next Advancement roll and an Enemy.
14	A stalker begins harassing your employer. You are attacked by the stalker when you attempt to prevent them from reaching your employer. Gain an Enemy and throw Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
15	Your employer attempts suicide. Throw Education or Medic 8+. If you fail, your employer dies and you must take a -2 DM on your next Advancement roll due to the stigma. If you succeed, you lose your benefit roll for this term since your employer must pay the huge medical bill.
16	Your employer suffers a major financial setback due to your error. Throw Education or Admin 8+. If you fail, take a -2 DM on your next Advancement roll and gain a Rival.
21	You are approached by a member of the media and asked to reveal some dark secret about your employer. If you accept, throw Deception or Investigate 8+. If you succeed, gain an extra benefit roll. If you fail, lose your benefit roll for this term. If you do not accept the offer, gain +1 DM on your next Advancement roll.
22	Your employer spends a lot of time with their new lover, leaving you with nothing much to do. Throw Education 8+. If you succeed, gain either Gambler 1 or Carouse 1.
23	Another employee fails to do their job and you must step in at the last minute to save your employer from embarrassment. Throw Admin or Education 8+. If you succeed, you save the day and gain +2 DM on your next Advancement roll and a Rival. If you fail, both of you are blamed and you take -1 DM on your next Advancement roll.
24	During a kidnap attempt, the kidnappers grab you instead of your employer. Roll 1d6 for the outcome: 1-2 Angry that they grabbed the wrong person, the kidnappers severely beat you. Roll on the Injury table (37 TMB, 5 CB2). 3-4 Your employer pays the ransom, but resents you for how much they had to pay. Take -2 DM on your next Advancement roll. 5 You manage to escape your captors. Your employer is so happy for your return that you gain an automatic promotion. 6 You escape after the ransom has been paid. You can take the money and run or give it back to your employer. If you keep the money, gain an extra benefit roll and an Enemy. If you return the money, gain an Ally and +2 DM on your next Advancement roll.
25	While waiting for your employer, you work to improve yourself. Gain +1 Education or gain any skill you do not already have at Level 0.
26	Your work requires you to learn a new language. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You build a network of contacts among other Assistants. Gain 1d3 Contacts.
42	Your employer asks you to do something that is against your conscience. If you agree, gain a Contact and one of the following: Recon 1, Stealth 1 or Melee (Any) 1. If you refuse, gain a Rival.
43	You are asked by your employer to hire some new employees because they are too busy. Throw Intelligence 8+. If you succeed, gain either Recruiting 1 or Interrogation 1.
44	You and your employer are caught in the middle of a savage fire fight. Throw Dexterity 8+. If you succeed, gain Gun Combat (Any), Melee (Any) or Survival.
45	You accompany your employer on a mercy mission. Throw Intelligence 8+. If you succeed, gain Stealth 1, Survival 1 or Medic 1.
46	While on a space voyage with your employer, you gain one of the following: Vacc Suit 1, Zero-G 1 or Engineer (Any) 1.
51	While your employer is 'indisposed', you must make an important decision in their name. Throw Intelligence or Steward 8+. If you succeed, you make the right decision and are rewarded with an extra benefit roll. If you fail, you made the wrong choice and take -2 DM on your next Advancement roll.
52	Your employer is addicted to drugs and you must find them a new dealer. Gain one of the following: Streetwise 1, Deception 1 or Carouse 1.
53	You must use all of your wits to save your employer from their own actions. Gain a level in any skill on your Specialist skill table.
54	Your employer pays for you to take advanced training. Gain one level of any skill you already have.
55	Your employer needs you to run their personal starship. Gain either Pilot (Any) 1 or Astrogration 1.
56	You save your employers life. Gain a level of Medic and an Ally.
61	Your employer gains an important position or wins a prestigious award. In gratitude, you are given a bonus. Gain an extra benefit roll.
62	You have an affair with your employer. Gain an extra benefit roll and +1 Social Standing.
63	A senior Assistant notices your hard work and praises you in front of your employer. Gain +2 DM on your next Advancement roll.
64	A retiring Assistant gives you some good advice. Gain +4 DM on your next Advancement roll.
65	You gain access to anagathics through your employer. You obtain enough anagathics to keep you from aging for 1d6 terms.
66	Your employer notices your hard work and you are automatically promoted.

BROKER

CAREER PROGRESSION

	Survival	Advancement
Factor	Edu 5+	Soc 7+
Fence	Int 6+	Soc 6+
Freelancer	Int 5+	Edu 7+

Trade doesn't happen unless someone coordinates the seller, shipper and buyer arrangements. Brokers work for companies large and small, or as an independent contractor arranging receipt and delivery of cargo.

Qualification: Int 5+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Factor:** You represent a corporation or the government aboard a starship or at a starport.
- **Fence:** You buy and sell goods regardless of how they were acquired.
- **Freelancer:** You work as a consultant for small traders, scraping a living by helping to buy and sell speculative trade goods.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Ship Share
2	Cr 5,000	Ally
3	Cr 10,000	+1 Intelligence
4	Cr 20,000	+1 Education
5	Cr 40,000	Ship Share
6	Cr 40,000	5 Ship Shares
7	Cr 50,000	Free Trader

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1d6			
1	+1 Soc	Admin	Advocate
2	+1 Dex	Broker	Art (Any)
3	+1 End	Carouse	Computers
4	+1 Int	Drive or Flyer (Any)	Recruiting
5	Carouse	Persuade	Sensors
6	Melee (Any)	Trade (Any)	Social Science (Any)

1d6 Factor

- Admin
- Advocate
- Broker
- Discipline
- Diplomat
- Vacc Suit

1d6 Fence

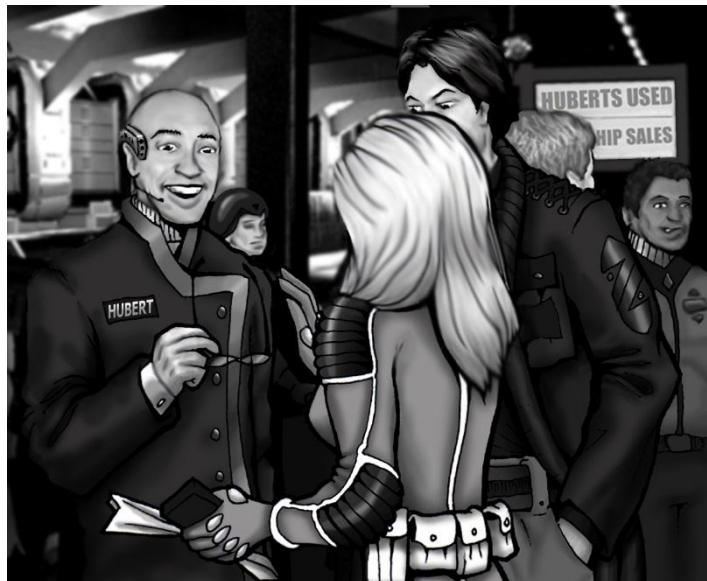
- Advocate
- Broker
- Carouse
- Deception
- Persuade
- Streetwise

1d6 Freelancer

- Admin
- Advocate
- Broker
- Deception
- Persuade
- Streetwise

RANKS & BENEFITS

Rank	Broker	Skill or Benefit
0		
1	Broker	Broker 1
2		
3	Experienced Broker	Streetwise 1
4		
5	Senior Broker	Admin 1
6		



MISHAPS

2d6 Mishap

- 2 Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
- 3 Mobsters. A criminal gang makes you an offer you can't refuse. You may stay in this career, but must give up half of all benefit rolls earned or roll twice on the Injury Table (37 TMB, 5 CB2) and take both results and leave this career. Either way, gain an Enemy.
- 4 Trade Restrictions. Changes to local or interstellar trade regulations force you out of business. If you give up an additional benefit roll, you may stay in this career.
- 5 Hard Times. You are forced to deal with shady characters to make ends meet. Throw Streetwise 8+ to keep your benefit roll for this term.
- 6 Bankrupt. Due to bad decisions, your company goes bankrupt. Lose two additional benefit rolls from this career.
- 7 Injured. Roll on the Injury table (37 TMB, 5 CB2).
- 8 Smuggling. You are rightly or wrongly convicted of smuggling. You must enter the Prisoner (Convict) career (34 CB2) next term.
- 9 Piracy. Your shipping company is targeted by pirates. Gain Investigate 1 and an Enemy.
- 10 Trade War. You are caught in the middle of a trade war between two powerful corporations. Gain Survival 1 and 1d3 Enemies.
- 11 Betrayed. One of your Contacts or Allies betrays you. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by an acquaintance and gain an Enemy.
- 12 Ruined. Your career is ruined. Lose all benefit rolls from this career and gain an Enemy.

EVENTS

d66 Event

- 11 Disaster! Roll on the Mishap table, but you are not ejected from this career.
- 12 Your cargo is stolen by pirates. Throw Streetwise or Intelligence 8+. If you fail, you lose your benefit roll for this term.
- 13 A smuggler approaches you with an offer to go into business together. If you accept, throw Deception or Advocate 8+. If you fail, you lose your benefit roll for this term. If you refuse the offer, gain a Rival.
- 14 You are presented with fake cargo. Throw Deception 8+ to avoid -1 DM on one benefit roll.
- 15 Another broker tries to move in on your business. Throw Broker or Streetwise 8+. If you succeed, gain an Enemy. If you fail, lose one benefit roll and gain a Rival.
- 16 You discover that your cargo is fake or stolen. If you try to sell it anyway, throw Deception or Streetwise 8+. If you fail, you lose your benefit roll for this term and gain an Enemy. If you do not try to sell it, take -1 DM on one benefit roll.
- 21 Criminals try to take over your business. You may either take the Rogue career next term without rolling for Qualification, or you can refuse their offer and roll on the Injury table (37 TMB, 5 CB2).
- 22 You have the opportunity to set up a trade deal with an alien race. Throw Intelligence 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, gain an alien Enemy.
- 23 You have a chance to risk your fortune on a possibly lucrative deal. You may gamble any number of benefit rolls that you are entitled to and throw Gambler or Broker 8+. If you succeed, you gain half as many benefit rolls as you risked. If you fail, you lose the benefit rolls risked. Either way, gain one level of the skill you used.
- 24 You have a chance to get in on a risky venture. If you choose to risk it, throw Broker or Deception 8+. If you succeed, gain an additional benefit roll. If you fail, lose a benefit roll.
- 25 A customer tries to sell you stolen goods. Throw Deception or Streetwise 8+. If you succeed, gain either Advocate 1 or Investigate 1. If you fail, take -1 DM on one benefit roll.
- 26 You work with aliens. Gain Language (Any).
- 31-36 Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
- 41 You develop a group of business associates. Gain 1d3 Contacts.
- 42 Law enforcement asks you to help in an investigation. Throw Deception or Intelligence 8+. If you succeed, you may join the Agent (Law Enforcement) career next term without rolling for Qualification. If you fail, gain a Rival. Either way, gain a level of Investigate.
- 43 You spend time researching the trade potential of a planet. Throw Education 8+. If you succeed, gain one from Animals (Any), Trade (Any), Art (Any) or Survival.
- 44 You invest wisely in the market. Gain one Ship Share.
- 45 You work with a local shipping company to expand your markets. Throw Intelligence 8+. If you succeed, gain Flyer (Any) 1, Pilot (Small Craft) 1 or Navigation 1.
- 46 You encounter something unusual. Go to the Life Event table and choose an Unusual Event (34 TMB, 12, 13 CB1).
- 51 You go on a tour of nearby worlds to better understand their trade potential. Gain one of the following: Art (Any) 1, Trade (Any) 1 or Broker.
- 52 Time spent dealing with suppliers and spacers pays off for you. Gain one of Trade (Any), Engineer (Any), Animals (Any) or Social Science (Any).
- 53 You get your hands dirty working on a trade deal. Gain one of the following: Mechanic, Engineer (Electronics) or Jack of All Trades.
- 54 You help broker a deal involving a noble client. Throw Broker 8+. If you succeed, gain a noble Contact and +1 Social Standing. If you fail, gain a noble Rival and take -1 Social Standing. Either way, gain a level of Diplomat.
- 55 You get the chance to invest in a start-up company with great potential. Throw Broker or Investigate 8+. If you succeed, gain either one Ship Share or +1 DM to one benefit roll.
- 56 You spend time aboard a starship. Gain one of the following: Pilot (Any) 1, Astrogation 1, Vacc Suit 1 or Zero-G 1.
- 61 You befriend someone who becomes a useful ally. Gain an Ally and either Carouse or +4 DM on your next Advancement roll thanks to their aid.
- 62 A good deal ensures you are living the high life. Gain +1 DM on one benefit roll.
- 63 Your company is bought by a larger company. Gain +2 DM on your next Advancement roll and +1 DM on one benefit roll.
- 64 You are awarded a bonus for your hard work. Gain one extra benefit roll.
- 65 Your hard work is noticed by your superiors. Gain +4 DM on your next Advancement roll.
- 66 Your business thrives. You are automatically promoted.

FIELD RESEARCHER

CAREER PROGRESSION

	Survival	Advancement
Archaeologist	Dex 6+	Int 6+
Planetologist	Int 6+	Edu 6+
Terraformer	End 5+	Edu 7+

Not satisfied with being stuck in a laboratory, Field Researchers go out and perform their research on location.

Qualification: Edu 6+

–1 DM for every previous career except University and Graduate School

Assignments: Choose one of the following:

- **Archaeologist:** You dig through the ruins of past civilisations to learn about their culture and technology.
- **Planetologist:** You study alien planets and life forms.
- **Terraformer:** You modify planetary environments to be better suited to your species.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 5,000	2 Ship Shares
2	Cr 10,000	+1 Intelligence
3	Cr 20,000	+1 Education
4	Cr 30,000	Scientific Equipment
5	Cr 40,000	TAS Membership
6	Cr 60,000	Lab Ship or 5 Ship Shares
7	Cr 100,000	Lab Ship or 5 Ship Shares

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1d6			
1	+1 Int	Any Science (Any)	Admin
2	+1 Dex	Computers	Advocate
3	+1 End	Flyer (Any)	Any Science (Any)
4	+1 Edu	Investigate	Engineer (Any)
5	Athletics (Any)	Survival	Instruction
6	Survival	Vacc Suit	Language (Any)

1d6 Archaeologist

1	Any Science (Any)
2	Art (Any)
3	Broker
4	Language (Any)
5	Sensors
6	Trade (Any)

1d6 Planetologist

1	Animals (Any)
2	Any Science (Any)
3	Computers
4	Remote Operations
5	Sensors
6	Survival

1d6 Terraformer

1	Any Science (Any)
2	Computers
3	Engineer (Any)
4	Investigate
5	Remote Operations
6	Sensors

RANKS & BENEFITS

Rank	Field Researcher	Skill or Benefit
0		
1	Researcher	Any Science (Any) 1
2		
3	Manager	Computers 1
4		
5	Director	Admin 1
6		



MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Natives. Your research interferes with a native society. Gain an Enemy.
4	Terrorists. Your research facility is attacked by terrorists. Gain an Enemy.
5	Abandoned. An expedition goes bad and you are stranded in the wilderness. By the time you return, your job is gone.
6	Landslide. There is a natural disaster in the area where you are working. Throw Dexterity 10+ to avoid a roll on the Injury table (37 TMB, 5 CB2), but you may keep your benefit roll for this term.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Sabotage. A rival steals your work and claims it as her own. Gain an Enemy.
9	Interference. A planetary government or corporation interferes with your work for their own benefit. Gain an Enemy and lose a benefit roll.
10	Alien Interference. An alien race tries to stop your research. Gain an alien Enemy and 1d3 alien Rivals.
11	Injury. A mistake on your part causes several people to be injured. Gain 1d3 Rivals.
12	Failure. Due to an error on your part, your research project completely fails. Take -1 Social Standing and gain an Enemy.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your isolation on your project has worn on you and you are uncomfortable around people. Take -1 Social Standing.
13	You are attacked by a wild animal. Throw Dexterity or Animals 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
14	An unusual feature on the planet you are working on interferes with your research. Throw Education or Any Science 8+. If you fail, lose one benefit roll as you spend all of your time trying to solve the mystery.
15	Your facility is robbed. Throw Survival or Dexterity 8+. If you fail, lose a benefit roll.
16	Working on alien worlds has exposed you to some strange disease. Throw Endurance 8+ or permanently lose 1 point of Endurance.
21	Some part of your project goes wrong and you must fix it. Throw Investigate 8+ or Intelligence 10+. If you succeed, gain +2 DM on your next Advancement roll. If you fail, take -2 DM on your next Advancement roll.
22	Pirates are using your planet as a base of operations. If you turn them in, throw Dexterity 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result. If you allow them to remain, gain a Contact.
23	Your lab or ship is attacked by pirates. Throw Dexterity or Vacc Suit 8+. If you succeed, gain Gunner (Any) 1 or Gun Combat (Any) 1. If you fail, lose a benefit roll.
24	You are attacked by zealots who think your work is an abomination. Throw Dexterity 8+. If you succeed, gain Melee (Any) 1 or Gun Combat (Any) 1. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher roll.
25	You discover something valuable about the planet you are working on. If you choose to exploit it or sell it, throw Streetwise 8+ or Intelligence 10+. If you succeed, gain an extra benefit roll. If you fail, take -2 DM on your next Advancement roll.
26	You develop a group of useful associates. Gain 1d3 Contacts.
31-36	Life Event. Roll on a Life Event table (34 TMB, 12 or 13 CB1).
41	You must give a tour to a group of aliens. Gain Language (Any) 1. Throw Social Standing 8+. If you succeed, gain Steward 1 or an Ally.
42	You are assigned to a dangerous project. Throw Dexterity 8+. If you succeed, gain one of Remote Operations or Sensors or gain Explosives 1. If you fail, roll on the Injury table (37 TMB, 5 CB2).
43	You spend time travelling all over the planet. Throw Intelligence 8+. If you succeed, gain one level of Driver (Any), Flyer (Any) or Seafarer (Any) or gain Pilot (Small Craft) 1.
44	A Noble takes a personal interest in the research you are working on. Throw Social Standing or Persuade 8+. If you succeed, gain an extra benefit roll or take +1 DM on any two benefit rolls. If you fail, gain a Rival.
45	You are offered a teaching position. Throw Intelligence 8+. If you succeed, gain Instruction or Persuade.
46	You go on a lecture tour about your work. Throw Social Standing or Deception 8+. If you succeed, gain an extra benefit roll. If you fail, take -1 Social Standing.
51	You spend significant time in the wilderness. Gain one level of one of the following skills: Survival, Recon, Navigation or Life Science (Any).
52	You spend your down time in unusual ways. Gain one of the following: Gambler 1, Carouse 1 or Streetwise 1.
53	You are assigned to a special project. Gain one of the following: Any Science (Any) 1, Engineer (Any) 1 or Computers 1.
54	You spend your time doing intense research. Throw Intelligence 8+. If you succeed, increase one of the following skills by one level: Investigate, Any Science (Any), Survival, Engineer (Any) or Computers.
55	You spend your time alone on a station studying. Throw Education 8+. If you succeed, increase any skill you already have by one level.
56	You spend significant time on a Lab Ship. Gain one of the following: Pilot (Any) 1, Astrogration 1, Engineer (Any) 1, Vacc Suit 1 or Zero-G 1.
61	Your research team completes a project ahead of schedule. Gain +1 DM on your next Advancement roll.
62	You complete a project under budget and are awarded a bonus. Gain +1 DM on one benefit roll.
63	Your superiors notice your hard work. Gain +2 DM on your next Advancement roll.
64	You are awarded a science prize. Gain an extra benefit roll or +1 Social Standing.
65	You receive a prestigious award for your work. Gain +4 DM on your next Advancement roll and +1 Social Standing
66	Your excellent performance is noticed by your superiors. You are automatically promoted.

FREE TRADER

CAREER PROGRESSION

	Survival	Advancement
Freelance	End 6+	Int 6+
Independent	Dex 6+	Int 6+
Subsidised	Int 6+	Soc 6+

While much of the trade between the stars is controlled by the giant corporations, small starships trade with smaller worlds that the big corporations find unprofitable.

Qualification: Int 4+

-1 DM for every previous career

Assignments: Choose one of the following:

- **Freelance:** You travel the galaxy taking working passage on spaceships but never settling down.
- **Independent:** You operate one of the many small tramp traders that wander the space lanes.
- **Subsidised:** You work on a ship that is subsidised by a government to improve trade to backwater worlds.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Weapon
2	Cr 3,000	Ally
3	Cr 5,000	+1 Intelligence
4	Cr 10,000	+1 Education
5	Cr 20,000	Ship Share
6	Cr 40,000	Free Trader
7	Cr 50,000	Free Trader

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Str	Broker	Admin
2	+1 Dex	Comms	Advocate
3	+1 End	Mechanic	Astrogation
4	Melee (Any)	Persuade	Broker
5	Streetwise	Steward	Computers
6	Zero-G	Vacc Suit	Jack of All Trades

1d6 Freelance

- Engineer (Any)
- Gunner (Any)
- Mechanic
- Pilot (Any)
- Sensors
- Steward

1d6 Independent

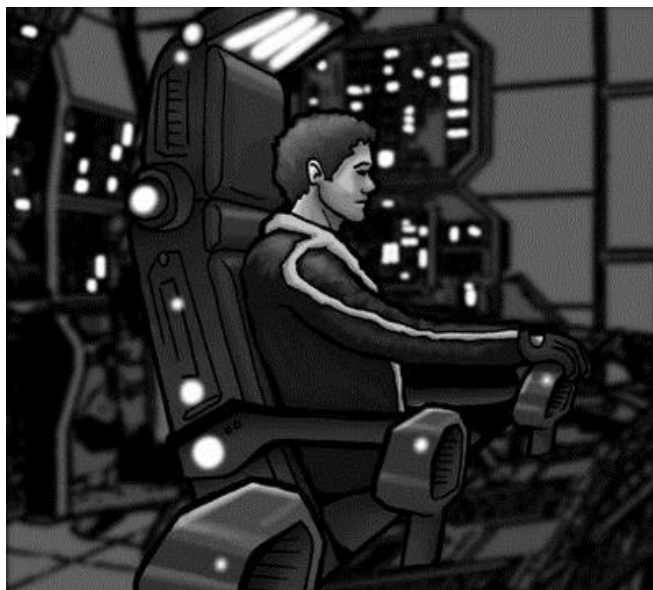
- Carouse
- Engineer (Any)
- Gun Combat (Any)
- Pilot (Any)
- Sensors
- Streetwise

1d6 Subsidised

- Admin
- Engineer (Any)
- Persuade
- Pilot (Any)
- Sensors
- Steward

RANKS & BENEFITS

Rank	Free Trader	Skill or Benefit
0		
1	Crew	Persuade 1
2		
3	Experienced Trader	Jack of All Trades 1
4		
5		
6	Legendary Trader	Broker 1



MISHAPS

2d6 Mishap

- 2 Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
- 3 Attacked. Your ship is attacked by pirates. You must either take the Rogue career next term or roll on the Injury table (37 TMB, 5 CB2).
- 4 Replaced. Another crewman takes your position on the ship. Gain an Enemy. You may stay in this career if you reduce your rank by 1.
- 5 Ruined. A rival Free Trader destroys your reputation, forcing you to leave the area. Gain an Enemy.
- 6 Fired. The owner of your ship terminates your employment. You must take the Drifter career next term.
- 7 Injured. Roll on the Injury table (37 TMB, 5 CB2).
- 8 Hard Times. Poor economic decisions force you off of your ship. Lose an additional benefit roll.
- 9 Crime. You run afoul of a criminal gang. Gain an Enemy.
- 10 Abandoned. Your ship is forced to make a hasty getaway and you are left on the planet. You must take the Drifter career next term. Gain either Streetwise 1 or Survival 1.
- 11 Betrayed. You are betrayed by a friend. One of your Contacts or Allies betrays you. That Contact or Ally becomes a Rival or Enemy. If you do not have any Contacts or Allies, you are betrayed by an acquaintance and gain an Enemy.
- 12 Bankrupt. Your ship goes bankrupt and you lose everything. Lose all benefit rolls from this career.

EVENTS

d66 Event

- 11 Disaster! Roll on the Mishap table, but you are not ejected from this career.
- 12 You are presented with an offer you can't refuse. Throw Intelligence 10+. If you succeed, you gain a Rival. If you fail, you must enter the Rogue career next term.
- 13 You work hard and play harder. Throw Endurance 8+. If you succeed, gain one level of Carouse or Gambler. If you fail, roll on the Injury table (37 TMB, 5 CB2).
- 14 You are asked to perform some very dangerous work. If you accept, throw Dexterity 10+. If you succeed, gain an extra benefit roll. If you fail, you are exposed to 1d6 * 10 Rads of radiation.
- 15 You are attacked by one of your Enemies. If you do not have an Enemy, you gain one. Throw Dexterity or Melee 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
- 16 Your ship is caught in a solar flare. You are exposed to 1d6 * 5 Rads of radiation.
- 21 Someone tries to sell you a fake cargo. Throw Broker 8+ to detect the problem. If you fail, lose a benefit roll.
- 22 A Patron offers you and your crew a side job. If you choose to take it, throw Intelligence or Melee 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
- 23 You find out that a member of your crew is smuggling. If you turn them in, gain +1 DM on your next Advancement roll and an Enemy. If you don't turn them in, gain +1 DM to one benefit roll and a Contact.
- 24 Hijackers attempt to steal your ship. Throw Gun Combat or Melee 8+. If you succeed, gain +1 DM on your next Advancement roll. If you fail, lose a benefit roll.
- 25 There is an explosion on your ship. Throw Vacc Suit 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
- 26 You spend time among aliens. Gain Language (Any). Throw Social Standing 8+. If you succeed, gain an alien Contact.
- 31-36 Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
- 41 You develop business associates on many worlds. Gain 1d3 Contacts.
- 42 You take an odd job to help pay the mortgage. Roll 1d6 to determine the outcome:
 - 1 Things go badly. Roll on the Injury table (37 TMB, 5 CB2).
 - 2 The job teaches you something. Increase any one skill you have from Level 0 to Level 1.
 - 3 You are paid well for your job. Gain +1 DM on one benefit roll.
 - 4 You do an exceptional job and are awarded a bonus. Gain an extra benefit roll.
 - 5 The patron lied to you and the job is actually illegal. Throw Advocate 8+. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term.
 - 6 While doing the job you make a new friend. Gain an Ally.
- 43 You learn to take care of yourself the hard way. Roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result. You also gain one level of Medic or Survival.
- 44 You have a chance to risk your fortune on a possibly lucrative deal. You may risk any number of benefit rolls that you are entitled to. Throw Gambler or Broker 8+. If you succeed, you gain half the number of benefit rolls that you risked, rounding up. If you fail, you lose all the benefit rolls that you risked. Either way, gain one level of the skill you used.
- 45 You are embroiled in legal troubles. Gain one of Advocate 1, Admin 1, Diplomat 1 or Investigate 1.
- 46 You encounter something unusual. Go the Life Event table and roll an Unusual Event (34 TMB, 12, 13 CB1).
- 51 During an attack, you are forced to take command. Roll Pilot or Intelligence 8+. If you succeed, gain Tactics (Any) 1. If you fail, take -1 DM on your next Advancement roll. Either way, you gain Leadership 1.
- 52 While wandering the space lanes, you have the opportunity to help a Noble out of an embarrassing situation. Gain that Noble as a Contact.
- 53 You spend your time in jump improving yourself. Gain +1 Education or increase any one Level 0 skill to Level 1.
- 54 Your ship spends most of its time outside charted space. Gain one of the following: Language (Any) 1, Social Science (Any) 1 or Survival 1.
- 55 You are able to find steady work at the starport. Gain one of the following: Mechanic 1, Remote Operations 1 or Vacc Suit.
- 56 You spend time with suppliers and spacers. Gain one of the following: Trade (Any) 1, Engineer (Any) 1, Animals (Any) 1 or Social Science (Any) 1.
- 61 Your ship does well on the speculative trade market. Gain either an extra benefit roll or a Ship Share.
- 62 You find a great deal on some trade goods. Gain +1 DM on one benefit roll.
- 63 You are offered the chance to be a crewmember on a Noble's yacht. Gain +1 Social Standing or a Noble Ally.
- 64 Your ship joins with other Free Traders to form a small trading company. Gain +2 DM on your next Advancement roll. You may transfer to the Merchant Marines next term without rolling for Qualification.
- 65 An old spacer takes you under his wing and teaches you many secrets. Gain +4 DM on your next Advancement roll thanks to his help.
- 66 Your hard work is noticed and you are automatically promoted.

INHERITOR

CAREER PROGRESSION

	Survival	Advancement
Librarian	Int 5+	Edu 7+
Scavenger	Dex 6+	Int 6+
Technarc	End 5+	Soc 7+

Civilisation has ended by war, disease or asteroid strike. Most of the people that survived degenerated into barbarism, but a very few still dream of the stars and do what they can to return their civilisation to its former glory.

Qualification: Special

Referee's permission is required to take this career

Assignments: Choose one of the following:

- **Librarian:** You preserve knowledge of the past, saving it for future generations to use.
- **Scavenger:** You sift through the ruins of civilisation, recovering whatever you can find of the past.
- **Technarc:** You use the remaining high tech relics to rule over others.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	None	Contact
2	Cr 1,000	+1 Intelligence
3	Cr 2,000	Ally
4	Cr 5,000	+1 Education
5	Cr 10,000	Weapon
6	Cr 20,000	Scientific Equipment
7	Cr 50,000	+1 Social Standing

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Str	Athletics (Any)	Admin
2	+1 Dex	Drive (Any)	Any Science (Any)
3	+1 End	Gun Combat (Any)	Computers
4	Animals (Any)	Mechanic	Engineer (Any)
5	Carouse	Melee (Any)	Leadership
6	Gambler	Survival	Medic

1d6 Librarian

1	Admin
2	Comms
3	Engineer (Electronics)
4	Instruction
5	Mechanic
6	Steward

1d6 Scavenger

1	Athletics (Any)
2	Broker
3	Deception
4	Recon
5	Stealth
6	Survival

1d6 Technarc

1	Comms
2	Drive or Flyer (Any)
3	Gun Combat (Any)
4	Heavy Weapons (Any)
5	Mechanic
6	Tactics (Military)



RANKS & BENEFITS

Rank	Librarian	Skill or Benefit	Scavenger	Skill or Benefit	Technarc	Skill or Benefit
0	Librarian		Rummager		Soldier	
1		Admin 1		Survival 1		Gun Combat (Any) 1
2	Researcher		Forager		Sergeant	
3		Computers 1		Recon 1		Tactics (Military) 1
4	Scholar		Searcher		Captain	
5		Any Science (Any) 1		Broker 1		Leadership 1
6	TechPriest		Seeker		Tech Lord	

MISHAPS

d66	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Left for Dead. You are injured and left for dead by your companions. Roll on the Injury table (37 TMB, 5 CB2) and gain 1d3 Enemies.
4	Damaged. One of the pieces of technology that you are working on explodes. Throw Dexterity 10+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
5	Lost. You become lost in the wastelands. Throw Endurance 10+. If you fail, roll on the Injury table (37 TMB, 5 CB2). Gain Survival 1.
6	Exposed. You are exposed to radiation while investigating an artefact. You are exposed to 1d6 * 10 Rads of radiation.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Plague. You are exposed to a virulent plague. Permanently reduce your Endurance by one point.
9	Betrayed. You are betrayed by a friend. Convert one of your Contacts or Allies to a Rival or Enemy. If you do not have any Contacts or Allies, you are betrayed by an acquaintance and you still gain an Enemy.
10	Corrupted. Your desire for power overcomes your desire to protect the technology you have found. Gain an Enemy.
11	Abandoned. You are abandoned by your comrades during a recovery mission. Gain 1d3 Enemies.
12	Invaded. Your store of artefacts is raided by off-worlders or a rival group. Lose 1d3 additional benefit rolls.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Disease ravages the land. Throw Endurance 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
13	You are attacked by renegade robots. Throw Melee or Gun Combat 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2). If you succeed, gain one level of whichever skill you used.
14	While digging through rubble, the building shifts and collapses. Throw Dexterity or Survival 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
15	Your camp or facility is attacked by mutants. Throw Melee or Gun Combat 8+. If you fail, lose a benefit roll.
16	A local warlord threatens to destroy your facility if you do not pay him tribute. If you pay the tribute, lose one benefit roll. If you resist him, throw Diplomacy or Gun Combat 8+. If you fail, lose two benefit rolls.
21	Desperate people attack your compound looking for food. Throw Melee or Gun Combat 8+. If you succeed, gain +1 DM on your next Advancement roll and gain a Rival. If you fail, roll on the Injury table (37 TMB, 5 CB2).
22	You are asked to steal an artefact from a group of poor survivors, knowing that if you do it, they could die. If you try to steal the artefact, throw Deception or Stealth 8+. If you succeed, gain an extra benefit roll and an Enemy. If you fail, you must enter the Prisoner (Convict) career (34 CB2) next term.
23	You discover a secret base for aliens or off-worlders. Throw Stealth or Recon 8+. If you succeed, gain one level of whichever skill you used. If you fail, take a -2 DM on your next Advancement roll.
24	You are asked to help negotiate a treaty between two warring survivor groups. Throw Diplomacy 8+ or Deception 8+. If you succeed, gain a +1 DM on one benefit roll and a Contact. If you fail, take -1 DM on your next Advancement roll and gain a Rival.
25	A facility that you are investigating has been taken over by a corrupted computer. Throw Computers 8+ or Intelligence 10+. If you succeed, gain +1 DM on one benefit roll. If you fail, roll on the Injury table (37 TMB, 5 CB2).
26	You work with outsiders. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You develop a network of friends. Gain 1d3 Contacts.
42	You spend time among the pathetic barbarian survivors. Go to the Drifter (Barbarian) career (16 TMB) or the Barbarian career (28 SDL) and roll on the Specialty skill table and on the Event table for that career. Gain a Contact among the barbarians.
43	A group of barbarians have discovered advanced technology that you want. You may either negotiate with them or try to take it by force. If you negotiate, throw Diplomacy or Persuade 8+. If you try to take it by force, throw Gun Combat or Stealth 8+. If you succeed, gain an extra benefit roll. If you fail, gain 1d3 Rivals.
44	You discover a spaceship. Throw 1d6 to determine the results: <ol style="list-style-type: none"> The ship is severely damaged and flooded with radiation. You are exposed to 1d6 * 10 Rads of radiation. The ship's security protocols are still active. Throw Dexterity or Computers 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2). Someone else has discovered the ship. Gain a Rival. You discover a survivor in a Low Berth. Revive them and gain an Ally. The computer core is still functioning. Throw Computers 8+. If you succeed, gain Astrogation 1. You are able to activate the distress beacon and are taken off-world. You may change careers next term and gain +1 DM on your next Qualification roll.
45	The effects of the holocaust have caused unusual mutations in some animals and people. You spend time studying and researching these mutations. Throw Education 8+. If you succeed, gain Life Science (Any) or Investigate.
46	You spend a lot of time in the ravaged wilderness. Throw Endurance 8+. If you succeed, gain Recon, Survival or Navigation.
51	An off-world relief mission discovers you and your cache of knowledge. You are offered the chance to leave your world or stay and help it recover. If you choose to leave, gain a +1 DM on your next Qualification roll, but a -1 DM on one benefit roll. If you choose to stay, gain one of the following: Leadership, Admin, Diplomacy or Deception and a +1 DM on your next Advancement roll.
52	You spend time doing the menial tasks required for survival. Gain Animals (Any), Athletics (Any) or Trade (Any).
53	You get a chance to work with high tech equipment and figure out how it works. Gain Flyer (Any), Engineer (Any) or Mechanic.
54	You spend time teaching barbarian survivors. Gain either Instruction or Any Science (Any).
55	You discover a cache of medical supplies. Gain +2 DM on your next Survival roll.
56	You are contacted by an off-worlder. If you choose to change careers now, gain +2 DM on your next Qualification roll.
61	You find another group of Inheritors. Gain +1 DM on your next Advancement roll.
62	You discover an advanced medical facility. Gain either Medic or a non-combat Augment.
63	You discover a cache of high tech weapons. Gain Gun Combat (Any) or Heavy Weapons (Any).
64	An Old Timer, from before the holocaust, befriends you. Gain an Ally and +4 DM on your next Advancement roll due to their guidance.
65	You make a spectacular discovery. Gain an extra benefit roll.
66	You are very successful and are automatically promoted.

JOURNALIST

CAREER PROGRESSION

	Survival	Advancement
Correspondent	End 6+	Soc 6+
Paparazzi	Dex 5+	Int 7+
Writer	Edu 7+	Int 5+

Journalists report on local or galactic events for a news feed, the Traveller's Aide Society, or as an independent reporter. If there is something interesting happening, a journalist will be there to cover it.

Qualification: Int 6+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Correspondent:** You go where the news is happening and report from the scene.
- **Paparazzi:** You chase celebrities and nobles hoping to catch them in interesting situations and sell the information to the tabloids.
- **Writer:** You gather information and create a story for the public.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	None	Contact
2	Cr 1,000	+1 Social Standing
3	Cr 10,000	Ally
4	Cr 10,000	+1 Social Standing
5	Cr 20,000	+1 Intelligence
6	Cr 40,000	Ship Share
7	Cr 80,000	+1 Soc or Edu

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Dex	Art (Any)	Advocate
2	+1 Int	Comms	Any Science (Any)
3	+1 Edu	Investigate	Art (Any)
4	+1 Soc	Persuade	Computers
5	Carouse	Recon	Diplomat
6	Stealth	Streetwise	Streetwise

1d6 Correspondent

- Advocate
- Art (Acting)
- Carouse
- Comms
- Deception
- Persuade

1d6 Paparazzi

- Art (Holography)
- Comms
- Investigate
- Recon
- Sensors
- Stealth

1d6 Writer

- Admin
- Art (Writing)
- Comms
- Investigate
- Investigate
- Persuade

RANKS & BENEFITS

Rank	Journalist	Skill or Benefit
0	Cub	
1	Freelancer	Comms 1
2	Staff	Investigate 1
3	Reporter	Persuade 1
4	Correspondent	
5	Senior Correspondent	+1 Social Standing
6	Bureau Chief	



MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Wrong. You incorrectly accuse someone and ruin them, later you find out that they were innocent. Gain an Enemy.
4	Embarrassed. You are embarrassed in public and must leave your career in shame. Reduce your Social Standing by 1.
5	Censored. You are forced out of your career due to government censorship or controversy. What truth did you get too close to? You gain +2 DM on your next Qualification roll.
6	Betrayed. You are betrayed by a peer. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain an Enemy.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Stranded. An investigation goes wrong, stranding you far from home. Gain one of Survival 1 or Streetwise 1.
9	Scandal. You expose or become involved in a scandal of some sort. Throw Deception or Social Standing 10+. If you succeed, you may keep your benefit roll for this term.
10	Lawsuit. You are sued over a story. Throw Advocate 10+. If you succeed, you may keep your benefit roll for this term.
11	Disfigured. You are injured in such a way that you cannot appear in front of a camera any more or otherwise do your job. Permanently reduce your Dexterity or Endurance by 1.
12	Scapegoat. Your story brings embarrassment to the government and they destroy your credibility. Reduce your Social Standing by 1 and gain an Enemy.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your investigation embarrasses a member of the nobility. Gain that Noble as a Rival.
13	Your work has angered a member of the local government. Throw Advocate or Social Standing 8+ or spend the next term as a Prisoner (Gulag) (34 CB2). Afterwards, you may return to this career.
14	You are caught in a social scandal with a married person. Throw Intelligence 8+ to avoid losing one point of Social Standing.
15	While covering a demonstration, things get out of hand. Throw Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
16	You have the opportunity to bring down an important public figure. If you refuse and support the figure, you gain nothing. If you attempt to bring them down, gain an Enemy and increase one skill you already have by one level. Throw Persuade or Deception 8+. If you fail, roll on the Mishap table, but you are not ejected from this career.
21	While covering a story, there is an explosion and one of your companions is injured. If you try to save them, throw Strength or Survival 8+. If you succeed, gain an Ally. If you fail, roll on the Injury table (37 TMB, 5 CB2).
22	Your career causes you a lot of stress. Throw Endurance 8+. If you fail, gain an addiction to drugs or alcohol.
23	You learn the technical side of journalism. Throw Intelligence 8+. If you succeed, gain one of Mechanic or Engineer (Electronics).
24	While at a press event, an activist tries to hold the room hostage. If you do nothing, take -1 DM on your next Advancement roll as the police deal with the event. If you try to end the hostage situation yourself, throw Melee or Dexterity 8+. If you succeed, gain +2 DM on your next Advancement roll and +1 Social Standing as you save everyone and it is all caught on camera. If you fail, roll on the Injury table (37 TMB, 5 CB2) and take -1 Social Standing as your fumbling attempt to be a hero is captured on camera.
25	You are selected to be a leader of your union. Throw Education 8+. If you succeed, gain one of Advocate, Admin or Leadership. If you fail, take -2 DM on your next Advancement roll.
26	You work on a story among aliens. Gain Language (Any) 1.
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You work to develop your sources. Gain 1d3 Contacts.
42	You write a book about your exploits or one of your investigations. Throw Social Standing 8+. If you succeed, gain an extra benefit roll. Either way you gain a level of Art (Writing).
43	As part of an investigation, you learn something new. Gain Trade (Any) 1.
44	You are romantically connected with a celebrity or other personality (correctly or incorrectly). Throw Persuade or Deception 8+. If you succeed, gain one of Advocate, Carouse or Stealth. If you fail, gain a Rival.
45	The power of journalism works in your favour, gaining you access to a place you shouldn't be. Roll 1d6: <ul style="list-style-type: none"> 1 You discover a hidden military weapons test that violates humanitarian and interstellar law. The story gets covered up, but you gain an Ally. 2 You catch a politician engaged in an unlawful act. The politician gets thrown out of office, but you gain an Enemy and +1 DM on your next Advancement roll. 3 You find nothing. 4 You discover an Ancient dig site. Throw Stealth or Deception 8+. If you succeed, you are able to take a small artefact with you. 5 Your expose gains you +2 DM on your next Advancement roll. 6 You remember nothing of what you found. You just woke up on the street, on the other side of the planet with no money and no memory of how you got there.
46	You gain a stalker who still hounds you today. Gain an Enemy.
51	Your fame as a journalist gives you an opportunity to become an entertainer. You may transfer to the Entertainer career (18 TMB) next term without rolling for Qualification.
52	You participate in a charity event. Throw Dexterity or Intelligence 8+. If you succeed, gain Athletics (Any) 1, Animals (Any) 1 or Gambler 1.
53	You spend time on a space ship. Throw Intelligence 8+. If you succeed, gain one of Vacc Suit 1, Zero-G 1, or Pilot (Any) 1.
54	You cover a story in the wilderness. Gain either Survival 1 or Navigation 1.
55	An important political figure becomes interested in your work and you are offered a job in government. You may transfer to the Noble career (26 TMB) or Politician career (30 CB2) next term with +2 DM on your Qualification roll.
56	One of your investigations brings you into contact with a criminal organisation. Gain one of Streetwise 1, Investigate 1, or Stealth 1.
61	Your work has made you famous. Gain +1 Social Standing.
62	You win a journalism prize. Gain +1 DM on one benefit roll and +1 DM on your next Advancement roll.
63	You are recognised by your peers for your work. Gain +1 DM on your next Advancement roll.
64	A senior journalist takes you under his wing. Gain +4 DM on your next Advancement roll due to his advice.
65	Your work is noticed by a member of the nobility. Gain an extra benefit roll or a TAS membership.
66	Your win a very prestigious prize and you are automatically promoted.

MARINER

CAREER PROGRESSION

	Survival	Advancement
Aquafarmer	End 5+	Int 7+
Diver	Dex 6+	End 6
Marine Biologist	Int 5+	Edu 7+

Working on, in or around large bodies of water requires special skills and training. Water worlds present unique challenges for any space faring civilisation and the Mariner thrives on these worlds.

Qualification: Dex 5+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Aquafarmer:** You work the oceans and lakes of a world to produce food.
- **Diver:** You explore the ocean depths and operate the marine vehicles.
- **Marine Biologist:** You study the ocean and the life in them.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Contact
2	Cr 5,000	Ally
3	Cr 5,000	Weapon
4	Cr 10,000	Ship Share
5	Cr 20,000	Scientific Equipment
6	Cr 50,000	Vehicle
7	Cr 100,000	5 Ship Shares

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Str	Animals (Any)	Admin
2	+1 Dex	Athletics (Any)	Advocate
3	+1 End	Navigation	Any Science (Any)
4	Athletics (Any)	Seafarer (Any)	Computers
5	Carouse	Sensors	Engineer (Any)
6	Melee (Any)	Survival	Medic

1d6 Aquafarmer

- 1 Animals (Any)
- 2 Animals (Any)
- 3 Broker
- 4 Mechanic
- 5 Seafarer (Any)
- 6 Trade (Any)

1d6 Diver

- 1 Athletics (Any)
- 2 Mechanic
- 3 Remote Operations
- 4 Seafarer (Any)
- 5 Sensors
- 6 Vacc Suit

1d6 Marine Biologist

- 1 Computers
- 2 Investigate
- 3 Life Science (Any)
- 4 Recon
- 5 Remote Operations
- 6 Sensors



RANKS & BENEFITS

Rank	Mariner	Skill or Benefit
0		
1		Seafarer (Any) 1
2		
3		Survival 1
4		
5		Admin 1
6		

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Stranded. You are left for dead and must survive on your own. Gain one level of Survival or Seafarer (Any). Gain 1d3 Enemies.
4	Drowning. You almost drown and the incident leaves you afraid of the water. You are forced to leave your home and take up another career.
5	Betrayed. You are betrayed by a friend or acquaintance. A Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by an acquaintance and gain an Enemy.
6	Pirates. Ocean-going pirates attack your facility. Throw Dexterity 8+. If you succeed, gain an Enemy. If you fail, roll on the Injury table (37 TMB, 5 CB2) and you still gain the Enemy.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Hurricane. Your facility is destroyed by severe weather. Throw Dexterity 10+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
9	Attack. Your group is attacked by native life and you are blamed. Gain 1d3 Rivals and throw Seafarer 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
10	Framed. One of your superiors commits a crime and frames you. Throw Advocate 8+ or Social Standing 10+. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term. If you succeed, you must take the Drifter career next term. Either way, gain an Enemy.
11	Collision. Your vessel is damaged when it strikes another vessel and you are blamed. Gain an Enemy. If you roll a Vehicle on the benefits table, you lose that benefit and that roll.
12	Unknown. While exploring the uncharted ocean, you discover something that you shouldn't have and you are forced to flee the planet for your life. Gain an Enemy.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Ocean pirates attack your facility. Throw Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2). If you succeed, gain Gun Combat (Any) 1 or Melee (Any) 1.
13	You are charged with a crime. If you hire a lawyer, lose a benefit roll. If you choose to defend yourself, throw Advocate 8+ or Education 10+. If you fail, you must spend the next term in the Prisoner (Convict) career (34 CB2). You may return to this career after serving your sentence.
14	Severe weather threatens your home. Throw Seafarer 8+. If you fail, lose a benefit roll.
15	You discover a strange and unusual life form. Throw Education 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
16	There is an explosion at your work. Throw Dexterity 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
21	You work around uplifted aquatic animals or an aquatic alien race. Gain Language (Any) 1 and a Contact.
22	Bad economic policy has driven you to the brink of bankruptcy. Throw Advocate 8+ or Education 10+. If you fail, lose a benefit roll.
23	You find out that one of your co-workers is stealing. Turn them in and gain +2 DM on your next Advancement roll and a Rival. Take a piece of the action and throw Deception or Intelligence 8+. If you succeed, gain a benefit roll and a Contact. If you fail, you must spend the next term in the Prisoner (Convict) career (34 CB2).
24	You are part of establishing a new colony or base in the ocean. Throw Education 8+. If you succeed, gain one of the following: Survival, Recon, Mechanic or Engineer (Any).
25	Eco-Terrorists try to recruit you to help them end the plunder of the oceans. If you refuse, gain the group as an Enemy. If you agree, throw Deception or Intelligence 8+. If you succeed, gain Explosives 1, Gun Combat (Any) 1 or Melee (Any) 1. If you fail, roll on the Injury table (37 TMB, 5 CB2).
26	You work hard at developing the resources of your world. Gain one of the following: Animals (Any), Trade (Any), Seafarer (Any) or Life Science (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You become close friends with your co-workers. Gain 1d3 Contacts.
42	You learn a lot of useful things. Gain Jack of All Trades.
43	You are part of an expedition that explores the deepest parts of the ocean. Gain Vacc Suit or Remote Operations.
44	A rival corporation takes over your business or facility. Throw Admin or Social Standing 8+. If you succeed, gain +1 DM on your next Advancement roll. If you fail, take -1 DM on your next Advancement roll.
45	You spend time at the starport or in orbit. Throw Intelligence 8+ to gain one of the following: Engineer (Any) 1, Pilot (Small Craft) 1 or Zero-G 1.
46	You go on a hunting expedition for dangerous deep sea creatures. Throw Dexterity 8+. If you succeed, gain Gun Combat (Any). If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
51	You are given specialist training. Increase any one skill you already have by one level.
52	You are part of a trade delegation to a nearby world. Throw Education 8+ to gain one of the following: Advocate 1, Persuade 1, Diplomat 1 or Deception 1.
53	You spend time around heavy machinery. Gain one of the following: Mechanic, Drive (Any) or Flyer (Any).
54	You are part of an undersea construction project. Gain Trade (Any) and Explosives 1.
55	You spend time at a boring job. Gain one of the following: Gambler, Carouse or +1 Education.
56	You are asked to be part of a criminal investigation against your employer. If you accept, throw Intelligence 8+. If you succeed, gain Investigate 1 or Deception 1. If you fail, gain a Rival. Either way, you may transfer to the Agent (Law Enforcement) career next term with +2 DM on your Qualification roll.
61	You work hard and it is noticed. Gain +2 DM on your next Advancement roll.
62	A superior takes an interest in you. Gain +4 DM on your next Advancement roll due to their influence, but you now owe them a favour.
63	You discover that one of the native life forms might be intelligent. Gain Life Science (Any) and a Rival.
64	You find something in the oceans that is very valuable. Gain an extra benefit roll.
65	You are awarded a bonus for services rendered. Gain +1 DM on one benefit roll.
66	Your exceptional service is noticed by your superiors and you are automatically promoted.

MERCHANT MARINE

CAREER PROGRESSION

	Survival	Advancement
Crew	Edu 5+	Int 7+
Purser	Int 6+	Soc 6+
Security	Dex 6+	Int 6+

The life blood of any interstellar polity is trade. Merchant Marines are those individuals that crew the large mega-freighters and cargo haulers run by interstellar governments or megacorporations.

Qualification: Int 5+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Crew:** You operate the giant starships the ply the trade routes.
- **Purser:** You cater to the rich and famous that travel between the stars.
- **Security:** You perform routine security functions and man the weapon systems when required.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 5,000	Weapon
2	Cr 10,000	Ally
3	Cr 20,000	+1 Intelligence
4	Cr 20,000	+1 Education
5	Cr 40,000	Ship Share
6	Cr 50,000	5 Ship Shares
7	Cr 75,000	Free Trader

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1d6			
1	+1 Str	Comms	Admin
2	+1 Dex	Drive or Flyer (Any)	Advocate
3	+1 End	Persuade	Astrogation
4	+1 Edu	Sensors	Broker
5	Carouse	Steward	Computers
6	Melee (Any)	Vacc Suit	Social Science (Any)

1d6	Crew
1	Comms
2	Engineer (Any)
3	Mechanic
4	Pilot (Any)
5	Sensors
6	Zero-G

1d6	Purser
1	Admin
2	Advocate
3	Broker
4	Carouse
5	Persuade
6	Steward

1d6	Security
1	Gun Combat (Any)
2	Gunner (Any)
3	Melee (Any)
4	Remote Operations
5	Steward
6	Vacc Suit

RANKS & BENEFITS

Rank	Merchant Marine	Skill or Benefit
0	Crewman	
1	Sr. Crewman	Mechanic 1
2	4 th Officer	
3	3 rd Officer	Steward 1
4	2 nd Officer	Pilot (Any) 1
5	1 st Officer	
6	Captain	+1 Social Standing



MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Bankrupt. Your company files for bankruptcy. You lose all benefit rolls from this career and gain a Rival.
4	Criminal. You are convicted of smuggling (rightly or wrongly) and sent to prison. You must take the Prisoner (Convict) career (34 CB2) next term.
5	Incompetent. You are accused of dereliction of duty by another crewmember. Gain an Enemy.
6	Glass Ceiling. You are assigned to a position with no opportunity for advancement. You may stay in this career but take -2 DM on all future Advancement rolls.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Politics. Corporate politics rob you of your rightful position in the company. Gain an Enemy.
9	Laid Off. Interstellar trade restrictions force your company to reduce its workforce. You must take the Drifter career (16 TMB) or Wanderer career (24 SDL) next term.
10	War. A corporate war destroys your trade routes and contacts. Gain Gun Combat (Any) 1 or Pilot (Any) 1 and lose one Contact or Ally.
11	Betrayed. You are betrayed by one of your Contacts or Allies. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by an acquaintance and gain an Enemy.
12	Destroyed. Your ship is destroyed by pirates or a rival corporation. Gain them as an Enemy.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your ship is attacked by pirates or another company. Throw Vacc Suit 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
13	Your immediate superior is incompetent and you suffer for it. Throw Intelligence or Admin 8+. If you fail, take -1 DM on your next Advancement roll. Gain a Rival.
14	You are asked to perform very dangerous work. If you accept, throw Dexterity 8+. If you succeed, gain an extra benefit roll. If you fail, you are exposed to 1d6 * 10 Rads of radiation.
15	You are attacked by one of your Enemies. If you do not have an Enemy, you gain one. Throw Dexterity or Melee 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
16	You are offered the opportunity to smuggle illegal goods onto a planet. If you agree, throw Deception 8+. If you succeed, gain Streetwise 1 and an extra benefit roll. If you fail, you must take the Prison (Convict) career (34 CB2) next term. If you refuse, gain a criminal Rival.
21	Your company asks you to be part of an Employee Resource Group. Roll 1d6 for the outcome: <ul style="list-style-type: none"> 1. Others become jealous of your new position. Gain a Rival. 2. Your group falls apart due to in-fighting. Take -1 DM on your next Advancement roll. 3. Your work is recognised by the Board of Directors. Gain +1 DM on your next Advancement roll. 4. Your new position allows you to make friends and influence people. Gain +1 Social Standing. 5. Company politics can be profitable. Gain an extra benefit roll and a Rival. 6. Gain either Admin or Advocate.
22	You discover that another employee is stealing from your corporation. If you turn them in, gain +2 DM on your next Advancement roll and an Enemy. If you don't turn them in, gain +1 DM on one benefit roll and a criminal Ally.
23	A trade war erupts with another company. Throw Education or Intelligence 8+. If you succeed, gain Advocate 1 or Streetwise 1. If you fail, take -2 DM on your next Advancement roll.
24	You are the victim of a con artist. Throw Deception or Intelligence 8+. If you fail, lose a benefit roll.
25	Corporate politics force you to take another job. Throw any Specialty Skill 8+. If you succeed, gain a Contact. If you fail, gain a Rival. Either way, you must change to a different Specialty next term.
26	Your ship travels outside the Empire on a trade mission. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You work to build up your business contacts. Gain 1d3 Contacts.
42	There is a corporate civil war and you must choose sides. Throw Admin or Streetwise 8+. If you succeed, you picked the winning side and gain +2 DM on your next Advancement roll. If you fail, you picked the wrong side and suffer -2 DM on your next Advancement roll. Either way, you gain a Contact and a Rival.
43	Your ship carries very dangerous passengers. Throw Steward or Carouse 8+. If you succeed, gain a Contact. If you fail, take -1 DM on your next Advancement roll. Either way, gain a level of whatever skill you used.
44	You are assigned to help out a Noble travelling on your ship. Throw Social Standing or Carouse 8+. If you succeed, gain the Noble as a Contact. If you fail, gain the Noble as a Rival.
45	You catch a superior doing something illegal. Report them and gain +2 DM on your next Advancement roll and an Enemy. Do not report them and gain +1 DM to one benefit roll and an Ally.
46	You are assigned to recruiting duty for your company. Gain one from Admin 1, Streetwise 1 or Recruiting 1.
51	Due to staffing shortages you are assigned to a different department. Roll on the Specialty skill table of either of the other specialties; you also gain Discipline 1.
52	You have a lot of free time during voyages. Gain one of Gambler 1, +1 Education or increase any one Level 0 skill you have to Level 1.
53	Some of the passengers aboard your ship get into a fight and one is injured. Roll Medic 8+. If you fail, gain a Rival. If you succeed, gain an Ally. Either way, gain Medic.
54	You have the opportunity to invest in the speculative market. Choose the number of benefit rolls that you are willing to risk and then throw Broker or Gambler 8+. If you succeed, you gain half as many benefit rolls as you risked, rounding up. If you fail, you lose all the benefits that you risked. Either way, gain a level of whatever skill you used.
55	You are given advanced specialist training. Throw Education 8+. If you succeed, increase any one skill you already have by one level.
56	You work to expand your markets. Gain one of Broker, Advocate, Recon or Trade (Any).
61	Your company is very profitable. Gain +1 DM on one benefit roll.
62	You are instrumental in opening up new trade routes for your company. Gain a Ship Share.
63	Your trading voyage is very profitable. Gain an extra benefit roll.
64	You are asked to carry a private message for someone on another planet. Gain +1 DM to one benefit roll or +1 Social Standing.
65	You befriend a useful ally. Gain an Ally and gain either Carouse or +2 DM on your next Advancement roll.
66	Your hard work is noticed by your superiors and you are automatically promoted.

PHYSICIAN

CAREER PROGRESSION

	Survival	Advancement
Hospital	Soc 5+	Edu 7
Research	Int 5+	Edu 7+
Trauma	Dex 6+	Edu 6+

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MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 2,000	+1 Education
2	Cr 5,000	+1 Intelligence
3	Cr 10,000	Ally
4	Cr 25,000	Scientific Equipment
5	Cr 50,000	+1 Education
6	Cr 75,000	TAS Membership
7	Cr 100,000	Lab Ship or 5 Ship Shares

SKILLS & TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Education 8+)	Licensed Physician Skills
1	+1 Dex	Comms	Admin	Admin
2	+1 Int	Computers	Advocate	Advocate
3	+1 Edu	Diplomat	Diplomat	Any Science (Any)
4	+1 Soc	Life Science (Any)	Investigate	Leadership
5	Athletics (Any)	Medic	Life Science (Any)	Medic
6	Computers	Medic	Sensors	Persuade

1d6 Hospital

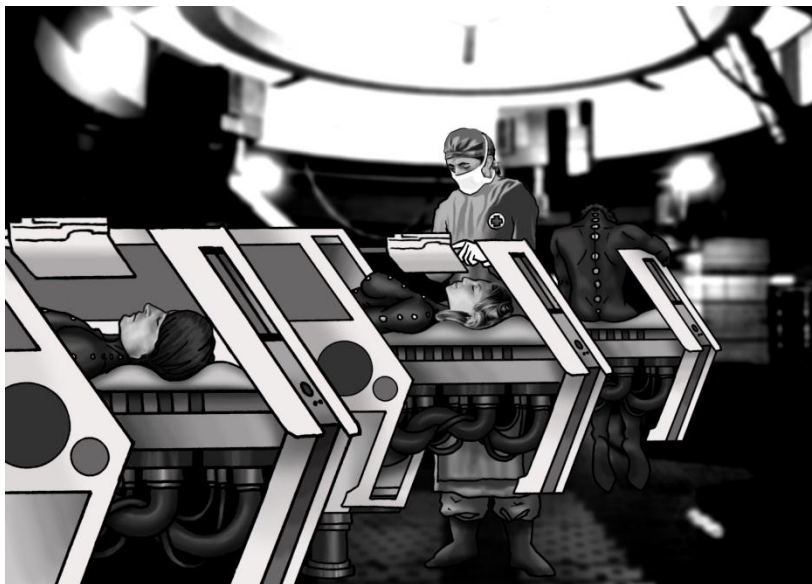
- 1 Admin
- 2 Advocate
- 3 Investigate
- 4 Medic
- 5 Persuade
- 6 Sensors

1d6 Research

- 1 Any Science (Any)
- 2 Computers
- 3 Investigate
- 4 Medic
- 5 Remote Operations
- 6 Sensors

1d6 Trauma

- 1 Athletics (Any)
- 2 Computers
- 3 Drive or Flyer (Any)
- 4 Medic
- 5 Streetwise
- 6 Survival



Individuals dedicated to saving lives and improving the health of society, Physicians are the emergency room workers, the aides in the medical clinics and the researchers in the life sciences.

Qualification: Edu 8+

–1 DM for every previous career

Automatic if a graduate of Medical School (9 CB2)

Assignments: Choose one of the following:

- **Hospital:** You work in a hospital or medical office.
- **Research:** You are expanding the boundaries of medicine, searching for cures to disease and finding better treatments.
- **Trauma:** You are on the front lines of emergency medicine at the accident scene or in the emergency room.

RANKS & BENEFITS

Rank	Trauma	Skill or Benefit	Hospital/Research	Skill or Benefit	Licensed	Skill or Benefit
0	Aide		Aide		Intern	
1		Medic 1		Medic 1		Admin 1
2	Medic		Nurse		Resident	
3		Survival 1		Investigate 1		Diplomat 1
4	Paramedic		Manager		Attending	
5		Admin 1		Admin 1		Leadership 1
6					Chief	

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Stress. You break under the mental stress of trying to help so many people. You must take the Drifter career (16 TMB) next term.
4	Jealous. A rival physician blackens your name and steals your research. Gain an Enemy.
5	Betrayed. You are betrayed by a friend or partner. One of your Contacts or Allies becomes a Rival or Enemy. If you have no Contacts or Allies, you are betrayed by an associate and still gain an Enemy.
6	Malpractice. You are accused of medical malpractice and your medical licence is revoked. Lose all the benefits of being a Licensed Physician. If you are not licensed, take -1 Social Standing.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Ethics Violation. Your work is deemed in violation of local ethical or moral laws. Throw Social Standing 10+. If you succeed, you may keep your benefit roll for this term. If you fail, you lose an additional benefit roll.
9	Fire. A fire or other catastrophe destroys your facility. Throw Dexterity 10+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
10	Failure. You fail to save a patient and are blamed by the family. Gain 1d3 Rivals and an Enemy.
11	Stranded. An expedition or voyage goes wrong and you are stranded.
12	Illegal. You are accused of performing illegal medical procedures or research. Gain 1d3 Enemies.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	You are attacked by a disgruntled patient. Throw Dexterity 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
13	You misdiagnose a patient and they die. Gain the family as an Enemy.
14	The stress of work causes you to turn to drugs or alcohol to cope. Throw Endurance 8+. If you fail, you are addicted to drugs or alcohol.
15	You are accused of violating planetary ethics with your work. If you hire a lawyer, lose a benefit roll. If you choose to defend yourself, roll Advocate 8+. If you fail, lose two benefit rolls and take -1 Social Standing.
16	You contract a serious disease from one of your patients. Throw Endurance 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
21	Your success brings ruin to another group of physicians. Gain 1d3 Rivals.
22	You develop strong feelings for a co-worker. Throw Social Standing 8+. If you succeed, they return your affections and you gain an Ally. If you fail, they publicly reject you and you gain a Rival.
23	An underground psionic organisation asks you to help with psionic treatment or research. If you agree, throw Medic or Life Science 8+. If you succeed, you are tested for psionics at no cost (152 TMB). If you fail, gain an Enemy. If you refuse to help, gain +2 DM on your next Advancement roll and a Rival.
24	The military tries to draft you into service. If you choose, you may enter the Army or Navy career next term without rolling for Qualification. If you fight the draft, roll Social Standing 8+. If you fail, you must enter the Draft (9 TMB) next term, but after one term, you may return to this career.
25	A patient dies under your care or in your test group and you are sued for malpractice. Throw Medic or Advocate 8+. If you succeed, gain a level of Advocate. If you fail, lose a benefit roll.
26	You are assigned to a Lab Ship. Throw Intelligence 8+. If you succeed, gain one of Vacc Suit 1, Survival 1 or Space Science (Any) 1. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	Your golf buddies become your closest friends. Gain 1d3 Contacts.
42	You learn about alien physiology and medical techniques. Gain Language (Any) or Space Science (Xenology).
43	You take an interest in racing. Gain one of Drive (Any), Flyer (Any), Seafarer (Any) or Pilot (Small Craft).
44	You spend your free time partying. Gain one of Gambler 1, Carouse 1 or Steward 1.
45	You work with advanced biomechanical systems. Throw Education 8+. If you succeed, gain Remote Operations, Computers or Sensors.
46	You work at a research facility or advanced medical clinic. Throw Intelligence 8+. If you succeed, gain one of the following: Medic, Life Science (Any) or Investigate.
51	You are approached by a criminal organisation to perform illegal surgery or research for them. If you decline, gain an Enemy. If you accept, throw Deception or Intelligence 8+. If you succeed, gain an extra benefit roll. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term.
52	You take an advanced training course. Throw Intelligence 8+. If you succeed, gain one level of Medic or Life Science (Any).
53	You are asked to help run an underground clinic. If you refuse, you gain nothing. If you accept, throw Deception 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, lose one benefit roll.
54	You spend time providing medical help to the poorest of the poor. Gain one level of Streetwise or Survival.
55	You learn a lot of different things. Throw Intelligence 8+. If you succeed, gain Jack of All Trades.
56	You spend a lot of time in space. Gain one of the following: Vacc Suit 1, Zero-G 1 or Survival 1.
61	You treat a Noble or find a cure for a disease that affects the nobility. Gain +1 Social Standing or a Noble Ally.
62	You discover the cure for a specific kind of cancer. Gain an extra benefit roll and +1 Social Standing.
63	A superior takes an interest in you and your career. Gain +4 DM on your next Advancement roll.
64	You are published in a medical journal. Gain +1 DM on one benefit roll and Art (Writing).
65	Your hard work and dedication to the medical profession are recognised by your superiors. Gain +2 DM on your next Advancement roll.
66	Through hard work, or just sheer luck, you pass the licensing exams and become a Licensed Physician. If you are already Licensed, you gain an automatic promotion.

Licensed Physicians

A Licensed Physician is similar to a commissioned officer in the military. Licensing is a long process involving a comprehensive written exam and a series of practical exams. Graduates of an accredited medical school (9 CB2) automatically become licensed upon graduation. Physicians may attempt to pass the licensing exams once per term:

Pass Medical Licensing Exams, Medic, Education, 1-6 Days, Difficult (-2).

Being a Licensed Physician grants the following benefits:

- The right to use the title 'Doctor';
- +1 Social Standing;
- An automatic Commission when transferring to a career that has Commissioned Officers;
- You may roll on the Licensed Physician skill table;
- +1 DM to *all* benefit rolls for this career;
- Gain the skills shown on the Licensed Rank and benefits table in addition to any normal benefits from your Specialty Rank.

PRIVATEER

CAREER PROGRESSION

	Survival	Advancement
Bridge	Int 5+	Soc 7+
Engineering	Edu 5+	Int 7+
Weapons	Dex 6+	Int 6+

The Navy cannot be everywhere at once so many private companies or planetary governments hire Privateers to protect their assets. Using a Letter of Marque, privateers are mercenaries with space ships.

Qualification: Dex 6+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Bridge:** You serve on the bridge, performing any of the functions needed to accomplish the mission.
- **Engineering:** You keep the ship running, no matter what it takes.
- **Weapons:** You work as a gunner and serve as a boarding party member.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 1,000	Contact
2	Cr 5,000	Weapon
3	Cr 10,000	Armour
4	Cr 10,000	+1 Intelligence
5	Cr 20,000	+1 Education
6	Cr 30,000	Ship Share
7	Cr 50,000	5 Ship Shares

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1d6			
1	+1 Dex	Gun Combat (Any)	Admin
2	+1 End	Gunner (Any)	Astrogation
3	+1 Edu	Mechanic	Computers
4	Carouse	Melee (Any)	Leadership
5	Gambler	Vacc Suit	Medic
6	Athletics (Any)	Zero-G	Tactics (Any)

1d6	Bridge
1	Comms
2	Computers
3	Engineer (Electronics)
4	Mechanic
5	Pilot (Any)
6	Sensors

1d6	Engineering
1	Computers
2	Engineer (Any)
3	Engineer (Any)
4	Mechanic
5	Remote Operations
6	Sensors

1d6	Weapons
1	Comms
2	Gun Combat (Any)
3	Gunner (Any)
4	Gunner (Any)
5	Melee (Any)
6	Tactics (Military)

RANKS & BENEFITS

Rank	Privateer	Skill or Benefit
0	Recruit	
1	Spacehand	Vacc Suit 1
2	Petty Officer	
3	Boatswain	Gunner (Any) 1
4	Chief	
5	Lieutenant	Leadership 1
6	Captain	Admin 1



MISHAPS

2d6 Mishap

- 2 Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
- 3 Scapegoat. A ship or facility is damaged by pirates and even though you weren't there, you are blamed. Gain an Enemy.
- 4 Rogue. You find out that your contract is illegal and are now hunted. Gain an Enemy.
- 5 Competition. Your contract is terminated in favour of one of your rivals. Turn one Rival into an Enemy. If you have no Rivals, you gain an Enemy.
- 6 Overwhelmed. Your ship is attacked by superior numbers and damaged. Roll on the Injury table (37 TMB, 5 CB2) and gain an Enemy.
- 7 Injured. Roll on the Injury table (37 TMB, 5 CB2).
- 8 Cutbacks. Budgetary cutbacks force your employer to let you go. You may keep your benefit roll for this term.
- 9 Cheated. Your employer cheats you out of your rightful pay for a contract. If you give up an additional benefit roll, you may stay in this career. Gain an Enemy.
- 10 Accident. A serious accident occurs on your watch and you are blamed. Gain a Rival.
- 11 Damaged. Your ship is severely damaged in a battle. You escape in an escape pod but, by the time you are rescued, your contract has been terminated. Roll on the Injury table (37 TMB, 5 CB2) and gain an Enemy.
- 12 Betrayed. You are betrayed by your employer. You may join the Rogue (Pirate) career (28 TMB) next term without rolling for Qualification. Gain 1d3 Enemies.

EVENTS

d66 Event

- 11 Disaster! Roll on the Mishap table, but you are not ejected from this career.
- 12 You are cheated out of your rightful pay by your employer. Lose one benefit roll and gain a Rival.
- 13 Your ship is involved in a major battle with pirates. Throw Gun Combat or Melee 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
- 14 You are attacked by a political rival. Throw Diplomat or Social Standing 8+. If you fail, you lose one Rank and take -1 DM on your next Advancement roll.
- 15 Your ship is accused of exceeding the powers of the Letter of Marque. Throw Education 8+. If you fail, the entire crew is sent to prison and you must take the Prisoner (Convict) career (34 TMB) next term.
- 16 Your ship is severely damaged during a battle. Throw Vacc Suit 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
- 21 Your ship is part of a larger mercenary company involving both starships and ground troops. Throw Education 8+. If you succeed, gain Tactics (Military) 1 or Flyer (Any) 1. If you fail, take -1 DM on your next Advancement roll.
- 22 Your employer asks you to do something illegal or immoral. If you choose to do it, gain an extra benefit roll. If you refuse, gain +4 DM on your next Advancement roll.
- 23 During a mission, you are forced to choose between chasing down the enemy or protecting civilians. If you choose to chase the enemy, gain +1 DM on your next Advancement roll and an Enemy. If you choose to protect the civilians, take -1 DM on your next Advancement roll and gain an Ally.
- 24 During a battle, your ship is boarded or you must board the enemy ship. Throw Melee or Gun Combat 8+. If you succeed, gain one level of whichever skill you used. If you fail, roll on the Injury table (37 TMB, 5 CB2).
- 25 You are asked to protect a group of people that do not have the money to pay you. If you protect them anyway, take -1 DM on one benefit roll but gain an Ally. If you refuse to help them, gain an Enemy.
- 26 You work around aliens. Gain Language (Any).
- 31-36 Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
- 41 You develop a group of contacts. Gain 1d3 Contacts.
- 42 You have a lot of down time this term. Throw Intelligence 8+. If you succeed, gain one of the following: Gambler, Carouse or Art (Any).
- 43 You receive advanced training. Throw Education 8+. If you succeed, gain one level in any one skill you already have.
- 44 You are trapped on a planet's surface or in a space station. Throw Endurance 8+. If you succeed, gain Survival 1 or Zero-G 1.
- 45 While searching an enemy vessel, you find something of great value. If you choose to keep it, throw Deception or Intelligence 8+. If you succeed, gain an extra benefit roll. If you fail, reduce your Rank by one. If you turn the item over to your employer, gain +2 DM on your next Advancement roll.
- 46 A Noble hires you to attack another Noble. Throw Social Standing or Admin 8+. If you succeed, gain +1 DM to one benefit roll and a Noble Contact. If you fail, you lose one benefit roll and gain a Noble Rival.
- 51 You are assigned to provide close air support for a company of mercenaries. Gain either Gunner (Any) or Heavy Weapons (Any).
- 52 You are seconded into the Navy. Throw on the Navy Specialist skill table and the Navy Events table (24 TMB). You may transfer to the Navy next term with +2 DM on your Qualification roll.
- 53 A quiet mission allows you to improve yourself. Increase any one Level 0 skill to Level 1.
- 54 The Intelligence Corps or Corporate Intelligence needs your assistance with an investigation. Throw Intelligence or Deception 8+. If you succeed, gain Investigate, Stealth or Deception and you may transfer to the Agent career (10 TMB) next term without rolling for Qualification. If you fail, gain a Rival.
- 55 You are hired to take part in a corporate war. Throw Intelligence 8+. If you succeed, gain one of the following: Advocate, Investigate, Stealth or Streetwise.
- 56 Your contract requires you to do a variety of odd jobs. Gain Jack of All Trades.
- 61 Your contract is successfully completed and you are awarded a bonus. Gain +1 DM on one benefit roll.
- 62 Surrounded by enemies, only your actions save your comrades. Gain an Ally and +2 DM on your next Advancement roll.
- 63 During a security mission you save a group of very important people. Gain either a TAS membership or +1 Social Standing.
- 64 You save the life of a superior and to thank you, you are offered part ownership in the ship. Gain a Ship Share towards a Mercenary Cruiser or similar ship.
- 65 Your employer is very pleased with you and writes you a glowing letter of recommendation. Gain +4 DM on your next Advancement roll.
- 66 Your hard work is noticed by your employer and you are automatically promoted.

PSIONIC GUILD

CAREER PROGRESSION

	Survival	Advancement
Advisor	Dex 6+	Edu 6
Attaché	Edu 5+	Soc 7+
Investigator	Edu 5+	Int 7+

Members of a Psionic Guild are psions that are recognised as valuable members of society. Psionic Guilds only exist in societies that have accepted psionics. Guilds are usually benevolent and helpful to society.

Qualification: Special

Any person with a measured Psionic Strength may automatically join the Guild.

Assignments: Choose one of the following:

- **Advisor:** You work with the military or other paramilitary organisation.
- **Attaché:** You are the personal aide to a powerful government official or corporate director.
- **Investigator:** You work with the police or other agency in criminal investigations.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 5,000	Ally
2	Cr 10,000	+1 Intelligence
3	Cr 10,000	+1 Education
4	Cr 20,000	Psionic Equipment
5	Cr 40,000	Ship Share
6	Cr 60,000	Vehicle
7	Cr 100,000	Scout Ship or 5 Ship Shares

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1d6			
1	+1 Dex	Advocate	Advocate
2	+1 End	Comms	Any Science (Any)
3	+1 Psi	Melee or Gun Combat (Any)	Computers
4	Athletics (Any)	Stealth	Engineer (Any)
5	Art (Any)	Steward	Language (Any)
6	Drive or Flyer (Any)	Talent	Medic

1d6 Advisor

- Persuade
- Recon
- Survival
- Tactics (Any)
- Talent
- Talent

1d6 Attaché

- Deception
- Persuade
- Stealth
- Steward
- Talent
- Talent

1d6 Investigator

- Computers
- Investigator
- Recon
- Streetwise
- Talent
- Talent



RANKS & BENEFITS

Rank	Psionic Guild	Skill or Benefit
0	Apprentice	
1	Guildsman	Talent 1
2		
3	Sr. Guildsman	Stealth 1
4		
5	Guildmaster	Admin 1
6		

In the tables above, the skill 'Talent' means increase any Psionic Talent the character has by one level.

MISHAPS

d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Fanatics. You are attacked by fanatics who fear psions. Throw Dexterity 10+ to avoid a roll on the Injury table (37 TMB, 5 CB2) and lose an extra benefit roll.
4	Lost. You are lost and presumed dead. Lose another benefit roll as you try to put your life back together.
5	Rogue. You have been accused of violating the laws of the Guild. Gain 1d3 Enemies and you must take the Rogue (28TMB) or Drifter (16 TMB) career next term.
6	Politics. Guild politics force you to resign your position. Gain 1d3 Rivals.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Mental Illness. The stress of using your talents has caused you to have a mental breakdown. Reduce your Intelligence by one point.
9	Mistake. You incorrectly read someone and the results cause you to lose the trust of your comrades. Gain 1d3 Rivals.
10	Criminals. You discover that the people you are working with are criminals. Gain an Enemy.
11	Murder. You defend yourself and are seen severely injuring or killing another. Gain an Enemy.
12	Blanked. You are psionically attacked or injured and all of your psionic abilities are lost. Is it permanent?

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	An investigation or action goes horribly wrong. Throw Dexterity 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2)
13	There is an explosion or fire where you work or live. Throw Endurance 8+. If you succeed, you have saved someone and gain an Ally. If you fail, roll on the Injury table (37 TMB, 5 CB2), but still gain a Contact.
14	You are attacked and must defend yourself. Throw Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2). Either way, gain Melee (Any) 1 or Gun Combat (Any) 1.
15	You are caught in a no-win situation. You must choose to save a friend or a child, but not both. If you choose to save your friend, gain the child's family as an Enemy. If you choose to save the child, lose an Ally or if you have no Ally, gain an Enemy.
16	You are given advanced weapon training. Throw Intelligence 8+. If you succeed, gain one of the following: Melee (Any), Gun Combat (Any), Heavy Weapons (Any) or Explosives.
21	You are recruited by a rival psionic guild or organisation. If you accept, throw Deception or Intelligence 8+. If you succeed, gain +1 DM on one benefit roll and gain a level of Deception. If you fail, lose a benefit roll and take -2 DM on your next Advancement roll. If you refuse, gain an Enemy and a +2 DM on your next Advancement roll.
22	You dedicate yourself to helping others. Throw Intelligence 8+. If you succeed, gain Medic or Any Science (Any).
23	You fall in love with a normal and are shunned by your friends in the Guild. Throw Social Standing 8+. If you succeed, you find a way to make it all work, gain an Ally and 1d3 Rivals. If you fail, the affair doesn't last and you gain your former lover as an Enemy.
24	You are asked to be one of the spokespeople for the Guild. Throw Art or Deception 8+. If you succeed, gain +1 Social Standing. If you fail, take -2 DM on your next Advancement roll.
25	A criminal gang approaches you with an offer. If you refuse their offer, gain an Enemy and +2 DM on your next Advancement roll. If you accept their offer, throw Deception or any psionic Talent 8+. If you succeed, gain an extra benefit roll. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term.
26	You work around aliens or those from a very different society. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You develop a group of friends outside of the normal psionic community. Gain 1d3 Contacts.
42	You become involved in an investigation into corruption within the Guild. Throw Investigate or Intelligence 8+. If you succeed, gain +1 DM on your next Advancement roll, +1 DM on one benefit roll and a Rival. If you fail, gain an Enemy.
43	You spend time working on your home world. Increase any Background skill you have to Level 1.
44	You are given an advanced driving course. Throw Dexterity 8+. If you succeed, gain Drive (Any), Flyer (Any) or Seafarer (Any).
45	You help a Noble or high ranking member of the government. Throw Intelligence 8+. If you succeed, gain +1 Social Standing. If you fail, gain a Rival.
46	Your abilities attract unusual things. Go to the Life Event table and roll an Unusual Event (34 TMB, 12, 13 CB1).
51	You receive advanced training. Increase any skill you already have by one level.
52	You spend time travelling or working on a starship. Gain one of the following: Vacc Suit, Zero-G or Steward.
53	You become involved in Guild politics. Throw Social Standing 8+. If you succeed, gain one of the following: Advocate, Admin, Carouse, Deception or Streetwise.
54	You work hard to develop your psionic abilities. Increase your skill in any one Talent you possess by one level.
55	You may participate in a psionic research project. If you choose to participate, roll 1d6 for the outcome: <ul style="list-style-type: none"> 1 +1d3 Psionic ability. 2 Increase your skill in any one of your psionic talents by one level. 3 +1 Intelligence. 4 You may roll for a new talent with +2 DM, or you may take a Special Power with Referee permission. 5 +1 Psionic Ability. 6 -1 Psionic Ability.
56	You spend time in remote areas. Gain one of the following: Survival, Recon, Navigation or Vacc Suit.
61	You invest wisely. Gain +1 DM on one benefit roll.
62	You are credited with a major success. Gain +1 Social Standing.
63	Your dedicated service is rewarded. Gain +1 DM on your next Advancement roll.
64	A Guildmaster takes you under their wing and helps you. Gain +2 DM on your next Advancement roll due to their help.
65	You learn something that you can use. Gain an extra benefit roll.
66	Your hard work is noticed and you are automatically promoted.

RENAISSANCER

CAREER PROGRESSION

	Survival	Advancement
Farmer	End 5+	Int 7+
Musketeer	Dex 6+	Edu 6+
Worker	End 5+	Soc 7+

'Barbarians' are stereotyped as club-wielding savages, but there are other, higher tech societies that have little or no contact with interstellar civilisation. On worlds of Tech Level 3 to 5 the 'barbarian' is a *Renaissancer*.

Qualification: End 4+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Farmer:** You produce food to feed the growing masses in the cities using tractors and other mechanical devices.
- **Musketeer:** You serve in the military fighting with sword and black-powder musket.
- **Worker:** You are a worker in one of the new factories or assembly lines that produce goods in large quantities.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	None	Contact
2	Cr 1,000	Weapon
3	Cr 2,000	Ally
4	Cr 3,000	+1 Education
5	Cr 4,000	+1 Intelligence
6	Cr 5,000	Weapon
7	Cr 10,000	Vehicle

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Str	Animals (Any)	Admin
2	+1 Dex	Athletics (Any)	Advocate
3	+1 End	Carouse	Broker
4	+1 Int	Drive (Any)	Diplomat
5	Melee (Any)	Survival	Jack of All Trades
6	Athletics (Any)	Streetwise	Medic

1d6 Musketeer

1	Gun Combat (Slug)
2	Heavy Weapons (Artillery)
3	Melee (Any)
4	Recon
5	Stealth
6	Tactics (Military)

1d6 Worker

1	Carouse
2	Engineer (Electronics)
3	Mechanic
4	Streetwise
5	Trade (Any)
6	Trade (Any)

1d6 Farmer

1	Animals (Any)
2	Animals (Farmer)
3	Athletics (Any)
4	Melee (Any)
5	Navigation
6	Survival



RANKS & BENEFITS

Rank	Musketeer	Skill or Benefit	Worker	Skill or Benefit	Farmer	Skill or Benefit
0						
1	Fusilier	Melee (Blade) 1		Trade (Any) 1		Animals (Farming) 1
2			Foreman			
	Musketeer	Gun Combat (Slug) 1				
4			Supervisor	Admin 1		Survival 1
5	Lieutenant	Tactics (Military) 1				
6	Captain		Manager			

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Mystery. You don't know what happened to you. There is a gap in your memory...
4	Debtor. You are thrown into Debtors' prison. Lose all of your benefit rolls for this career to buy your way out; or you can take the Prisoner (Convict) career (34 CB2) next term.
5	Betrayed. You are betrayed by a friend. One of your Contacts or Allies betrays you, becoming a Rival or Enemy. If you do not have a Contact or Ally, then you are betrayed by an acquaintance and still gain an Enemy.
6	Plague. You fall ill from one of the many diseases of your age. Permanently reduce your Endurance by one point.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Revolution. You are caught up in a populist revolt against your government that ultimately fails. Gain an Enemy.
9	Villains. You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
10	Attacked. You are attacked by an unknown assailant. Throw Melee 10+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
11	Framed. You are framed for a serious crime. Throw Social Standing 10+. If you fail, you must take the Prisoner (Convict) career (34 CB2) next term. Either way, gain an Enemy.
12	Invaded. Your world is invaded by high tech off-worlders. You must take the Drifter (16 TMB) career next term.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	Your city is ravaged by plague and disease. Throw Endurance or Medic 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
13	You are attacked by club-wielding barbarians. Throw Melee or Gun Combat 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
14	You are robbed by a highwayman. You may surrender or fight. If you surrender, lose one benefit roll. If you fight, throw Melee 8+ or Gun Combat 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2) and you still lose a benefit roll.
15	You are invited to attend the king at court. Lose one benefit roll to pay for your court attire, but gain +1 Social Standing and +1 DM on your next Advancement roll.
16	You are caught up in a war. Throw Survival or Intelligence 8+. If you succeed, gain either Melee (Any), Gun Combat (Slug) or Discipline 1. If you fail, roll on the Injury table (37 TMB, 5 CB2).
21	You are shanghaied onto a sea-going ship. Throw Intelligence 8+. If you succeed, gain either Seafarer (Any) or Deception. If you fail, lose one benefit roll.
22	You are drafted into the army. Throw Social Standing 8+. If you fail, you must take the Army career (12 TMB) next term.
23	You try to help a damsel in distress. Throw Melee or Dexterity 8+. If you succeed, gain an Ally. If you fail, either take a -1 Social Standing or roll on the Injury table (37 TMB, 5 CB2).
24	You are caught between science and superstition. Throw Education 8+. If you succeed, gain Any Science (Any) 1. If you fail, reduce your Education by one.
25	You find a magical (high tech) artefact. Throw Intelligence 8+. If you succeed, gain +1 DM on one benefit roll. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
26	You spend time in another country. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You make friends with a diverse group of people. Gain 1d3 Contacts.
42	You are caught up in the growing bureaucracy. Throw Education 8+. If you succeed gain Admin 1 or Advocate 1.
43	You find work in a shop or as a servant. Throw Intelligence 8+. If you succeed, gain Steward.
44	You learn a useful skill. Gain Trade (Any) 1.
45	You spend time in the wilderness. Throw Endurance 8+. If you succeed, gain one of Survival, Recon or Navigation.
46	Your life is hard, but you are harder. Gain one of Athletics (Any) or Survival.
51	You take a long sea voyage. Throw Dexterity 8+. If you succeed, gain one of Seafarer (Any), Navigation or Survival.
52	You spend time learning about the new machines that are being invented. Gain either Mechanic or Engineer (Electronics).
53	You pick up a lot of useful information. Gain Jack of All Trades.
54	You are part of a diplomatic mission to another country. Gain one of Diplomat 1, Admin 1, Carouse 1 or Deception 1.
55	You spend time working on the railroad or building roads. Gain Drive (Any).
56	You meet aliens from another world. You may take the Merchant (Free Trader) career (22 TMB) next term without rolling for Qualification.
61	A Noble notices you and becomes your Patron. Gain Carouse 1 and either +1 Social Standing or +1 Education.
62	You have good fortune. Gain +1 DM on one benefit roll.
63	You work hard and do your job. Gain +1 DM on your next Advancement roll.
64	You are mentored by a superior. Gain +4 DM on your next Advancement roll due to his guidance and influence. Gain an Ally.
65	You invent or discover something of great importance. Gain +1 DM on one benefit roll and +1 Social Standing.
66	Your hard work is noticed and you are automatically promoted.

SCIENTIST

CAREER PROGRESSION

	Survival	Advancement
Inventor	Int 5+	Edu 7+
Professor	Edu 5+	Soc 7
Researcher	Edu 4+	Int 8+

Tenure: See next page.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	Cr 5,000	+1 Social Standing
2	Cr 10,000	+1 Intelligence
3	Cr 20,000	Scientific Equipment
4	Cr 30,000	+1 Education
5	Cr 40,000	Two Ship Shares
6	Cr 60,000	Lab Ship
7	Cr 100,000	Lab Ship

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Dex	Any Science (Any)	Advocate
2	+1 End	Computers	Any Science (Any)
3	+1 Int	Engineer (Any)	Art (Any)
4	+1 Edu	Investigate	Computers
5	+1 Soc	Remote Operations	Engineer (Any)
6	Computers	Sensors	Language (Any)

1d6 Inventor

1	Any Science (Any)
2	Any Science (Any)
3	Computers
4	Engineer (Any)
5	Mechanic
6	Sensors

1d6 Professor

1	Admin
2	Advocate
3	Any Science (Any)
4	Computers
5	Instruction
6	Persuade

1d6 Researcher

1	Admin
2	Any Science (Any)
3	Any Science (Any)
4	Computers
5	Investigate
6	Sensors

Scientists are individuals who push back the edges of what is known and what is possible.

Qualification: Int 6+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Inventor:** You work on your own in a makeshift lab with equipment you made yourself. You are an eccentric genius or a mad scientist.
- **Professor:** You are a teacher at a university, educating the next generation of scholars and doing some research on the side.
- **Researcher:** You explore the boundaries of knowledge for a company or the government.



RANKS & BENEFITS

Rank	Inventor	Skill or Benefit	Professor	Skill or Benefit	Researcher	Skill or Benefit
0			Assistant		Aide	
1		Mechanic 1		Advocate 1	Assistant	Any Science (Any) 1
2			Associate			
3		Engineer 1		Tenure*	Fellow	Investigate 1
4			Professor	Any Science (Any) 1		
5		Any Science (Any) 1	Distinguished	Computers 1	Head Researcher	Admin 1
6			Department Chair	Admin 1	Research Chair	

MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Celebrity. You gain such celebrity status that you can no longer perform your duties as a scientist. Gain +1 Social Standing.
4	Attacked. Your ship or research facility is attacked. Lose an additional benefit roll and gain an Enemy.
5	Sabotage. Your work is sabotaged by unknown parties. You may salvage what you can and give up (leaving this career, but keeping you benefit roll for this term) or start again from scratch (lose all benefit rolls for this career, but you may stay in this career).
6	Interference. The government interferes with your research. If you openly continue your work, increase Any Science (Any) by one level and gain an Enemy. If you secretly continue your work, increase Any Science (Any) by one level and reduce your Social Standing by 2. Either way, you may stay in this career if you desire.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Blacklisted. A rival scientist blackens your name or steals your research. Gain a Rival, but you do not have to leave this career.
9	Accusation. You are accused of stealing the research of a student or underling. Gain an Enemy.
10	Danger. An experiment goes badly wrong. Throw Dexterity 10+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
11	Injury. A mistake causes several people to be injured. Gain 1d3 Rivals.
12	Discovery. You discover something that is so profound and amazing that your life and view of the universe changes forever. Gain 1d3 Enemies.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	There is an explosion in your lab. Throw Dexterity 8+ to avoid a roll on the Injury table (37 TMB, 5 CB2).
13	A rival group of researchers beats you to publication, ruining your reputation. Take -1 DM on your next Advancement roll.
14	You lose your research funding. Throw Education 8+ to avoid losing your benefit roll for this term.
15	Your research stalls. Throw Education 8+. If you fail, take -1 DM on your next Advancement roll and -1 DM on one benefit roll.
16	Your success brings ruin to another group of scientists or another professor. Gain 1d3 Rivals or an Enemy.
21	You are asked to perform research that goes against your conscience. Accept and gain an extra benefit roll, Any Science (Any) and 1d3 Enemies.
22	You are asked to go on a Tri-V show as an expert to debunk a charlatan. Throw Education or Deception 8+. If you succeed, gain +1 Social Standing. If you fail, take a -1 Social Standing.
23	A student or underling accuses you of inappropriate behaviour. Throw Advocate 8+ or Social Standing 8+. If you fail, take a -2 DM on your next Advancement roll. Either way, gain a Rival.
24	Your university or research lab is attacked by radicals or terrorists. Throw Dexterity 8+. If you succeed, gain either Gun Combat (Any) 1 or Melee (Any) 1. If you fail, roll on the Injury table (37 TMB, 5 CB2).
25	A criminal organisation approaches you with "an offer you can't refuse". Throw Deception or Intelligence 8+. If you succeed, gain +1 DM on one benefit roll and a criminal Contact. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result and gain a criminal Enemy.
26	You spend time working with alien researchers. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You are part of a close group of researchers or become very close to some of your graduate students. Gain 1d3 Contacts.
42	You work on a dangerous project. Throw Dexterity or Investigate 8+. If you succeed, gain one of Remote Operations 1, Survival 1 or Explosives 1. If you fail, roll on the Injury table (37 TMB, 5 CB2).
43	You have the opportunity to advance your career by cheating. If you refuse, you gain nothing. If you try to cheat, throw Deception 8+ or Admin 8+. If you succeed, gain +1 DM on one benefit roll or +2 DM on your next Advancement roll but you gain an Enemy. If you fail, you gain an Enemy and lose a benefit roll.
44	A group of students or underlings are involved in something illegal. Turn them in and gain +1 DM on your next Advancement roll and a Rival. Join them and gain +1 DM on one benefit roll and 1d3 Rivals.
45	Your work leads you into the grey area of legality and morality. Throw Social Standing 8+. If you succeed, gain +1 DM on your next Advancement roll. If you fail, take -1 DM on your next Advancement roll.
46	You are asked to assist Law Enforcement in an investigation. Throw Investigate or Any Science 8+. If you succeed, gain one level of the skill you used and a Contact in Law Enforcement. If you fail, gain a Rival.
51	You spend time doing intensive research. Gain one level of any skill you already have.
52	You become entangled in bureaucratic or legal morass that distracts you from your work. Gain one of Admin 1, Advocate 1 or Diplomat 1, but take -1 DM on your next Advancement roll.
53	Your work takes you off world. Gain one of the following: Vacc Suit 1, Zero-G 1, Pilot (Any) 1 or Astrogation 1.
54	Your work forces you to learn the practical side of science. Gain one of Mechanic or Engineer (Any).
55	You are asked to work at an Empire research station. Gain +1 Social Standing and a level of one of the following: Survival, Investigate, Remote Operations or Any Science (Any).
56	You go on a lecture tour to several worlds. Gain a level in one of the following: Language (Any), Advocate or Deception.
61	You win a prize for your research or teaching ability, gaining praise and envy. Gain +1 DM on one benefit roll and a Rival.
62	You work with a brilliant mentor. Gain +4 DM on your next Advancement roll due to her influence.
63	A student or underling rises to a high level and publicly acknowledges you. Gain +1 Social Standing and an Ally.
64	You receive a research grant. Gain +1 DM on one benefit roll.
65	You win a prestigious award. Gain an extra benefit roll and +2 DM on your next Advancement roll.
66	Your hard work is noticed by your superiors and you are automatically promoted.

Tenure: When a Professor obtains Tenure, they cannot fail their enlistment rolls in this career specialty. Tenured professors that roll under the number of terms they have served on their Advancement roll may continue in their career, but with a -1 DM on all future Advancement rolls; this DM is cumulative if a professor continues to fail enlistment rolls. Mishaps and failed Survival rolls can still cause a Tenured professor to leave this career. Tenured professors may not transfer to another Specialty or Career without giving up their Tenured position.

WASTELANDER

CAREER PROGRESSION

	Survival	Advancement
Gasdiver	End 7+	Dex 6+
Hellworlder	Edu 7+	Int 5+
Radlander	End 8+	Int 5+

The universe is full of places where people don't belong, but that doesn't stop people from going there to exploit valuable resources. The Wastelander lives and works in those dangerous places where civilised people fear to go.

Qualification: End 6+

–1 DM for every previous career

Assignments: Choose one of the following:

- **Gasdiver:** You work in the atmosphere of a gas giant, skimming hydrogen and other valuable chemicals.
- **Hellworlder:** You live on a world with an insidious atmosphere or other extreme hazard. Death is on the other side of that leaking seal.
- **Radlander:** Radiation effects dominate the land and mutant creatures abound. The radiation is either naturally occurring or fallout from a nuclear war.

MUSTERING OUT BENEFITS

1d6	Cash	Other Benefits
1	None	Contact
2	Cr 1,000	Vacc Suit
3	Cr 5,000	+1 Intelligence
4	Cr 10,000	+1 Education
5	Cr 10,000	Ally
6	Cr 20,000	Vehicle
7	Cr 50,000	Ship Share

SKILLS & TRAINING

	Personal Development	Service Skills	Advanced Education (Education 8+)
1	+1 Str	Drive or Flyer (Any)	Admin
2	+1 Dex	Engineer (Life Support)	Computers
3	+1 End	Mechanic	Engineer (Any)
4	Athletics (Any)	Remote Operations	Jack of All Trades
5	Carouse	Survival	Leadership
6	Melee Combat (Any)	Vacc Suit	Medic

1d6 Gasdiver

1	Flyer (Any)
2	Physical Science (Any)
3	Pilot (Small Craft)
4	Sensors
5	Trade (Any)
6	Vacc Suit

1d6 Hellworlder

1	Discipline
2	Flyer (Any)
3	Medic
4	Sensors
5	Trade (Any)
6	Vacc Suit

1d6 Radlander

1	Gun Combat (Any)
2	Mechanic
3	Recon
4	Sensors
5	Trade (Any)
6	Vacc Suit

RANKS & BENEFITS

Rank Wastelander	Skill or Benefit
0	
1	Roustabout Vacc Suit 1
2	
3	Roughneck Remote Operations 1
4	
5	Toolpusher Admin 1
6	



MISHAPS

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (37 TMB, 5 CB2) and take the lower result.
3	Trapped. You are trapped due to some natural disaster and your life support is failing. Throw Mechanic 10+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
4	Life Support Failure. The life support system fails and you are blamed. Roll on the Injury table (37 TMB, 5 CB2) and gain an Enemy.
5	Betrayed. You are betrayed by one of your Contacts or Allies. Change one of your Contacts or Allies into a Rival or Enemy. If you do not have a Contact or Ally, you gain an Enemy of the acquaintance that betrayed you.
6	Explosion. An explosion occurs and you are blamed. Gain 1d3 Enemies.
7	Injured. Roll on the Injury table (37 TMB, 5 CB2).
8	Exposure. You are unprotected and exposed to the dangerous environment that you work in. Permanently reduce your Endurance by 1.
9	Fried. You are exposed to 2d6 *10 Rads of radiation.
10	Lost. You are lost in the waste and given up for dead. Gain Survival 1 or Vacc Suit 1. You may stay in this career if you give up a benefit roll.
11	Scavengers. Your base or facility is raided by scavengers. Roll on the Injury table (37 TMB, 5 CB2) and gain the Scavs as an Enemy.
12	Amnesia. You don't know what happened; you woke up on another planet with no memory of the last few months.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table, but you are not ejected from this career.
12	During a trip to the surface, your life support system fails. You are exposed to 1d6 *10 Rads of radiation or you may roll on the Injury table (37 TMB, 5 CB2).
13	Your vehicle loses power and you have to make your way back to base on your own. Throw Endurance or Vacc Suit 8+. If you succeed, gain Navigation or Survival. If you fail, roll on the Injury table (37 TMB, 5 CB2).
14	You are attacked by mutants or alien life. Throw Melee Combat 8+ or Dexterity 8+. If you fail, roll on the Injury table (37 TMB, 5 CB2).
15	Some low-life stole your stuff. Lose one benefit roll.
16	A criminal gang takes an interest in you. If you choose to join them, you may try to transfer to the Rogue career (28 TMB) next term with +2 DM on your Qualification roll. If you do not accept their offer, throw Melee Combat or Gun Combat 8+. If you succeed, gain one level of the skill you rolled. If you fail, roll on the Injury table (37 TMB, 5 CB2).
21	A seal breach in your habitat requires you to take immediate action. Throw Discipline or Dexterity 8+. If you succeed, gain one level of Discipline. If you fail, roll twice on the Injury table (37 TMB, 5 CB2) and take the higher result.
22	While making a run to an outlying habitat, you encounter something close to intelligent life, either native or from another world. Throw Social Standing 8+. If you succeed, gain one level of Diplomat and an alien Contact.
23	Two groups out in the wastes are fighting and you have the chance to negotiate a peace treaty. If you choose to help, throw Social Standing or Diplomat 8+. If you succeed, gain one level of Diplomat and an Ally. If you fail, gain a Rival.
24	You capture a lowlife that was trying to sneak into your camp. Throw Education 8+. If you succeed, gain one of Interrogation, Deception or Investigate.
25	A valuable mineral resource is buried deep underground. Throw Intelligence 8+. If you succeed, gain either Explosives or Drive (Any).
26	You work with aliens or off-worlders. Gain Language (Any).
31-36	Life Event. Roll on a Life Event table (34 TMB, 12, 13 CB1).
41	You develop friends amongst other Wastelanders. Gain 1d3 Contacts.
42	You spend some time learning to defend yourself. Throw Education 8+. If you succeed gain Gun Combat (Any) or Melee (Any).
43	Your adventures in the wastes are part of a Tri-Vee documentary. Gain +1 Social Standing due to the notoriety you gain.
44	You find something valuable in the wastes. Throw Education 8+. If you succeed gain one of Broker, Deception or Advocate.
45	You come across a group of squatters and have to remove them. Throw Dexterity or Gun Combat 8+. If you succeed, gain a level of Gun Combat. If you fail, take -1 DM on your next Advancement roll.
46	You are offered the chance to take an experimental radiation treatment. If you agree to take it, roll 1d6 for the effect: <ul style="list-style-type: none"> 1 Great success. Reduce your radiation exposure by 2d6 *10 Rads. 2 Success. Reduce your radiation exposure by 1d6 *10 Rads. 3 No effect, but you did get a good night's sleep. 4 Reverse effect. Gain 1d6 *10 Rads of radiation exposure. 5 The side effects are brutal. Roll on the Injury table (37 TMB, 5 CB2). 6 Special. You become Psionic or gain a special ability as an unexpected side effect.
51	Work hard and play harder, that is your motto. Gain one level of Carouse, Gambler or Deception.
52	You spend time in space rather than trapped on some dirty planet. Throw Intelligence 8+. If you succeed gain one of the following: Pilot (Any) 1, Engineer (Any) 1, Zero-G 1 or Astrogation 1.
53	While working outside, your transportation becomes damaged and you must act quickly to fix it. Throw Engineer or Mechanic 8+. If you succeed gain one level in whatever skill you used.
54	During a fight with a rival group of Wastelanders, your leader is killed and you must take over. Throw Intelligence 8+. If you succeed, gain one level of Leadership and +1 DM on your next Advancement roll. If you fail, gain a Rival.
55	You rescue some stranded travellers. Gain an Ally.
56	You escort a group of scientists on a field trip. Gain one level of Any Science (Any).
61	You find a way to improve a work process or the living conditions and are awarded a bonus. Gain +1 DM to one benefit roll.
62	Some noble gets into trouble and you save their life. Gain a noble Ally and +1 DM on one benefit roll.
63	You work hard and are a team player. Gain +2 DM on your next Advancement roll.
64	You find something valuable out in the wastes. Gain an extra benefit roll.
65	An old timer takes you under her wing and gives you good advice. Gain +4 DM on your next Advancement roll due to her help.
66	Your attention to detail and dedication are noticed and you are automatically promoted.

PRE-GENERATED CHARACTERS

The following 54 pre-generated characters have been generated using the careers in this book and can be used as player or as non-player characters.

THE CHARACTER PROFILE

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

Number, Career(s)

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

Characteristic Block

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

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

Basic Information

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

Money

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

Retirement Pay

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

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

- *Inheritor* (28 *CB3*)
- *Privateer* (38 *CB3*)
- *Renaissancer* (42 *CB3*)
- *Wastelander* (46 *CB3*)

Skills

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

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

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

Events & Mishaps

All events and mishaps that the character has experienced are listed in the order the event or mishap was generated.

Family Events: The events and mishaps section of the Character Profile does not include family events as these have not been generated for these pre-generated characters (but see **Family Background & Family Events**, below).

Equipment

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

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

Allies, Contacts, Enemies and Rivals

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

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

Allies, Contacts, Enemies and Rivals arising from family events have not been generated for these pre-generated characters.

Physical Features

Descriptions of each character's physical features are not provided. If a physical description of a pre-generated character is required, Referees and players should generate the character's physical features using the rules starting on 11 *CB3*.

Family Background & Family Events

Details of each character's family background and family events are not provided. If a family background and events are required for a pre-generated character Referees and players should generate these using the rules starting on 15 *CB3*.

01 Assistant (Steward)

Str 6 (+0) **Dex** 6 (+0) **End** 7 (+0)
Int 11 (+1) **Edu** 9 (+1) **Soc** 8 (+0)

Male, Age 34, 4 Terms

4 Terms Assistant (Steward, Rank 4)

Cr 11,000

Skills: Admin 2, Animals 0, Art (Any) 0, Carouse 1, Computers 0, Deception 0, Diplomat 2, Flyer 0, Jack-of-All-Trades 1, Mechanic 0, Steward 3, Streetwise 1, Survival 0.

Events & Mishaps: Advanced Training, Praised by Senior, Employer Attempts Suicide, Make Important Decision.

Equipment: 2 Vehicles.

02 Assistant (Secretary)

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

Male, Age 26, 2 Terms

2 Terms Assistant (Secretary, Rank 2)

Cr 10,000

Skills: Admin 1, Advocate 1, Art (Any) 0, Carouse 1, Computers 0, Deception 0, Engineer 0, Medic 1, Steward 1, Trade (Any) 0, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Advanced Training, Caused Financial Setback.

Equipment: None.

03 Assistant (Bodyguard)

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

Female, Age 32, 3.5 Terms

3.5 Terms Assistant (Bodyguard, Rank 3)

Cr 80,000

Skills: Admin 0, Animals 0, Art (Any) 0, Athletics 0, Carouse 0, Computers 1, Deception 0, Melee (Any) 3, Sensors 1, Steward 0.

Events & Mishaps: Praised by Senior, Life Event: Contact, Life Event: Relationship Deepens, Mishap: Injured.

Equipment: 2 Allies (Romantic, Noble), Ship Share.

04 Broker (Factor) - Baronet

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

Female, Age 34, 4 Terms

4 Terms Broker (Factor, Rank 4)

Cr 80,000

Skills: Admin 1, Advocate 0, Animals 0, Broker 3, Carouse 1, Computers 1, Diplomat 1, Flyer 0, Gambler 0, Persuade 0, Recruiting 1, Streetwise 1, Trade (Any) 1.

Events & Mishaps: Useful Ally, Fake Cargo, Risky Venture, Life Event: Contact.

Equipment: Ally, Contact, 12 Ship Shares.

05 Broker (Freelancer)

Str 9 (+1) **Dex** 9 (+1) **End** 7 (+0)
Int 12 (+2) **Edu** 9 (+1) **Soc** 3 (-1)

Male, Age 32, 3.5 Terms

3.5 Terms Broker (Freelancer, Rank 2)

Cr 20,000

Skills: Admin 0, Advocate 2, Animals 0, Art (Any) 0, Broker 1, Carouse 0, Computers 0, Drive 0, Persuade 2, Streetwise 0, Trade (Any) 1, Zero-G 0.

Events & Mishaps: Cargo Stolen, Dealt with Aliens, Contact with Imperial Intelligence, Mishap: Mobsters.

Equipment: Ally (Alien), Enemy (Mobster), Ship Share.

06 Broker (Fence)

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

Female, Age 34, 4 Terms

4 Terms Broker (Fence, Rank 1)

Cr 15,000

Skills: Admin 0, Advocate 1, Athletics 0, Broker 2, Carouse 0, Deception 1, Flyer 0, Investigate 1, Navigation 0, Persuade 1, Seafarer 0, Streetwise 0, Survival 0, Trade (Any) 1.

Events & Mishaps: Time with Suppliers, Helped Law Enforcement, Life Event: Worked out Problem with Rival, Trade War.

Equipment: Contact (Former Rival), Enemy (Broker).

07 Field Researcher (Terraformer)

Str 4 (-1) **Dex** 6 (+0) **End** 9 (+1)
Int 8 (+0) **Edu** 10 (+1) **Soc** 4 (-1)

Female, Age 38, 5 Terms

1 Term University (Sciences, Graduate)

4 Terms Field Researcher (Terraformer, Rank 3)

Cr 40,000

Skills: Admin 0, Art (Any) 0, Carouse 0, Computers 1, Deception 0, Engineer (Any) 2, Investigate 0, Language (Any) 2, Life Science (Any) 2, Mechanic 0, Navigation 0, Physical Science (Any) 1, Survival 1, Trade (Any) 1.

Events & Mishaps: Failed to Join Sorority; New Language, Tour to Aliens, Studied Alone, Landslide.

Equipment: Ally (Alien), Ship Share, TAS.

08 Field Researcher (Archaeologist)

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

Female, Age 34, 4 Terms

4 Terms Field Researcher (Archaeologist, Rank 5)

Cr 160,000

Skills: Admin 1, Athletics 0, Broker 1, Computers 2, Flyer (Any) 1, Investigate 1, Navigation 0, Sensors 1, Streetwise 0, Survival 1, Vacc Suit 1, Trade (Any) 0.

Events & Mishaps: Unusual Planet Interference, Excellent Performance, Life Event: Romantic Relationship Ends Badly, Life Event: Romantic Relationship Deepens.

Equipment: Ally (Lover), Enemy (Former Lover), Lab Ship, 2 Scientific Instruments.

09 Field Researcher (Planetologist)

Str 5 (-1) **Dex** 7 (+0) **End** 9 (+1)
Int 11 (+1) **Edu** 9 (+1) **Soc** 5 (-1)

Male, Age 36, 4.5 Terms

0.5 Term University (Science, Drop Out)

4 Terms Field Researcher (Planetologist, Rank 1)

Cr 5,000

Skills: Admin 0, Animals (Any) 1, Art (Any) 0,

Athletics 0, Carouse 0, Computers 1,

Deception 0, Drive 0, Gambler 1,

Investigate 0, Language 0, Melee (Any) 1,

Navigation 1, Physical Science (Any) 1, Survival 1,

Vacc Suit 1.

Events & Mishaps: Broke; Project Goes Wrong, Robbed, Betrayed by Friend, Unusual Planet Interference.

Equipment: Rival (Former Contact), 2 Ship Shares, TAS.

10 Free Trader (Freelance)

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

Female, Age 28, 2.5 Terms

2.5 Terms Free Trader (Freelance, Rank 2)

Cr 3,000

Skills: Art (Any) 0, Broker 0, Comms 0,

Engineer 0, Language (Any) 1, Mechanic 2,

Persuade 1, Pilot (Small Craft) 1, Sensors 1,

Steward 0, Survival 0, Trade (Any) 0,

Vacc Suit 0.

Events & Mishaps: Hard Times, Time Among Aliens, Mishap: Replaced.

Equipment: Contact (Alien), Enemy (Free Trader), 1 Ship Share.

11 Free Trader (Subsidised)

Str 5 (-1) **Dex** 6 (+0) **End** 7 (+0)
Int 10 (+1) **Edu** 8 (+0) **Soc** 8 (+0)

Male, Age 34, 4 Terms

4 Terms Free Trader (Subsidised, Rank 4)

Cr 11,000

Skills: Broker 0, Comms 0, Engineer (Any) 1,

Gun Combat (Any) 1, Jack of All-Trades 1, Mechanic 0,

Persuade 2, Pilot (Any) 4, Sensors 1,

Social Science (Any) 0, Steward 0, Streetwise 0,

Trade (Any) 0, Vacc Suit 1.

Events & Mishaps: Helped a Noble, Betrayed, Discovered Alien Artefact, Spent Time Outside Imperium.

Equipment: Enemy (Noble), 3 Ship Shares.

12 Trader (Independent)

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

Female, Age 26, 2 Terms

2 Terms Free Trader (Independent, Rank 0)

Cr 20,000

Skills: Animals 0, Athletics 0, Broker 0,

Comms 1, Mechanic 0, Medic 1,

Persuade 0, Pilot (Any) 1, Space Science (Any) 0,

Steward 0, Vacc Suit 0.

Events & Mishaps: Took Care of Own Injuries, Developed Business Associates.

Equipment: 3 Contacts, Ship Share.

13 Inheritor (Librarian)

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

Male, Age 30, 3 Terms

3 Terms Inheritor (Librarian, Rank 2)

Cr 3,000

Skills: Admin 1, Athletics 0, Comms 2,

Drive 0, Engineer (Electronics) 1, Flyer (Any) 1,

Gun Combat 0, Instruction 1, Language (Any) 1,

Mechanic 0, Medic 0, Melee 0,

Survival 0, Vacc Suit 0.

Events & Mishaps: High-Tech Equipment, Worked with Outsiders, Attacked by Mutants.

Equipment: Ally, Weapon.

14 Inheritor (Scavenger)

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

Female, Age 24, 1.5 Terms

1.5 Terms Inheritor (Scavenger, Rank 1)

Cr 20,000

Skills: Athletics 0, Drive 0, Gun Combat 0,

Mechanic 0, Melee 0, Stealth 1,

Streetwise 0, Survival 1, Trade (Any) 0.

Events & Mishaps: Building Collapses, Mishap: Plague.

Equipment: Contact.

15 Inheritor (Technarch)

Str 5 (-1) **Dex** 7 (+0) **End** 9 (+1)
Int 8 (+0) **Edu** 11(+1) **Soc** 9 (+1)

Female, Age 34, 4 Terms

4 Terms Inheritor (Technarch, Rank 2)

Cr 12,000

Skills: Athletics 0, Drive 0, Flyer (Any) 1,

Gun Combat (Any) 3, Heavy Weapons (Any) 4,

Mechanic 0, Melee 0, Survival 1,

Vacc Suit 0, Zero-G 0.

Events & Mishaps: Disease Still Ravages, Researched Mutations, Renegade Robots, Travelled Far Away

Equipment: Ally, 2 Weapons

16 Journalist (Writer)

Str 8 (+0) **Dex** 6 (+0) **End** 7 (+0)
Int 11 (+1) **Edu** 10 (+1) **Soc** 8 (+0)

Female, Age 34, 4Terms

1 Term University (Arts, Honours)

3 Terms Journalist (Writer, Reporter)

Cr 40,000

Skills: Admin 0, Advocate 1, Art (Writing) 2,

Carouse 0, Comms 1, Computers 0,

Deception 0, Flyer 0, Investigate 2,

Language 0, Persuade 1, Social Science (History) 1.

Events & Mishaps: Scholarship; Angered Government, Journalism Prize, Activist Hostage: Killed Activist.

Equipment: Ally (Source), Contact (University), Ship Share.

17 Journalist (Correspondent)

Str 5 (-1) **Dex** 8 (+0) **End** 6 (+0)
Int 12 (+2) **Edu** 9 (+1) **Soc** 8 (+0)

Male, Age 38, 5 Terms

1 Term University (Science, Graduate)

4 Terms Journalist (Correspondent, Reporter R3)

Cr 30,000

Skills: Admin 1, Advocate 2, Animals 0,

Art 0, Carouse 1, Comms 1,

Computers 1, Deception 1, Drive 0,

Flyer 0, Investigate 1, Language (Alien) 1,

Physical Science 0, Persuade 2, Streetwise 1,

Trade (Construction) 1.

Events & Mishaps: Meet Aliens; Bring Down Important Figure, Recognised by Peers, Power of Journalism: Hidden Military Test.

Equipment: 3 Allies (University, Military, Journalist), Enemy (Important).

18 Journalist (Paparazzi)

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

Female, Age 30, 3 Terms

3 Terms Journalist (Paparazzi, Staff R2)

Cr 50,000

Skills: Art (Holography) 1, Comms 1, Computers 0,

Flyer 0, Investigate 1, Persuade 0,

Recon 2, Stealth 1, Streetwise 2,

Vacc Suit 0.

Events & Mishaps: Demonstration Out of Hand, Senior Journalist, Contact with Criminals.

Equipment: Ship Share.

19 Mariner (Aquafarmer)

Str 5 (-1) **Dex** 8 (+0) **End** 12 (+2)
Int 10 (+1) **Edu** 6 (+0) **Soc** 4 (-1)

Male, Age 34, 4 Terms

4 Terms Mariner (Aquafarmer, Rank 3)

Cr 35,000

Skills: Animals (Farming) 2, Athletics 0, Deception 1,

Flyer 0, Gun Combat 0, Navigation 1,

Seafarer (Any) 1, Sensors 1, Streetwise 0,

Survival 1, Trade (Any) 1, Vacc Suit 1.

Events & Mishaps: Friends with Co-workers, Life Event: Time in Space, Criminal Investigation.

Equipment: Ally, 2 Contacts (Mariners), Ship Share, Vehicle.

20 Mariner (Diver)

Str 7 (+0) **Dex** 10(+1) **End** 8 (+0)
Int 7 (+0) **Edu** 5 (-1) **Soc** 6 (+0)

Female, Age 26, 2 Terms

2 Terms Mariner (Diver, Rank 2)

Cr 10,000

Skills: Animals 0, Athletics 0, Mechanic 1,

Medic 0, Navigation 1, Remote Operations 1,

Seafarer (Submarine) 1, Sensors 0, Streetwise 0,

Survival 1, Vacc Suit 1.

Events & Mishaps: Brink of Bankruptcy, Work Around Heavy Machinery.

Equipment: Ally, Dive Suit.

21 Mariner (Marine Biologist)

Str 7 (+0) **Dex** 12 (+2) **End** 6 (+0)
Int 9 (+1) **Edu** 10 (+1) **Soc** 9 (+1)

Male, Age 34, 4 Terms

1 Term University (Science, Honours)

3 Terms Mariner (Marine Biologist, Rank 3)

Cr 75,000

Skills: Admin 0, Advocate 1, Art 0,

Carouse 0, Computers 2, Deception 0,

Drive 0, Explosives 1, Gambler 1,

Gun Combat (Slug Pistol) 1, Language 0, Life Science (Biology) 2,

Life Science (Genetics) 1, Melee 0, Navigation 0,

Remote Operations 1, Seafarer (Watercraft) 1, Sensors 1, Survival 1, Zero-G 0.

Events & Mishaps: Awarded Scholarship; Recruited by Eco-Terrorists, Boring Job, Undersea Construction.

Equipment: Ship Share, Weapon.

22 Merchant Marine (Crew)

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

Female, Age 34, 4 Terms

4 Terms Merchant Marine (Crew, 3rd Officer)

Cr 65,000

Skills: Animals 0, Carouse 0, Comms 1,

Computer 0, Drive 0, Flyer 0,

Gunner (Turret) 2, Mechanic 2, Persuade 1,

Sensors 0, Streetwise 1, Steward 1,

Vacc Suit 0, Zero-G 1.

Events & Mishaps: Trade War, Corporate Civil War,

Profitable Voyage, Life Event: Marriage.

Equipment: 2 Allies (Spouse, Merchant), Contact (Merchant), Rival (Merchant), 5 Ship Shares.

23 Merchant Marine (Purser)

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

Male, Age 30, 3 Terms

3 Terms Merchant Marine (Purser, 4th Officer)

Cr 30,000

Skills: Admin 0, Athletics 0, Broker 1,

Carouse 1, Comms 0, Discipline 1,

Flyer (Grav) 1, Mechanic 1, Melee (Unarmed) 1,

Persuade 0, Sensors 1, Steward 1,

Trade 0, Vacc Suit 0.

Events & Mishaps: Staffing Shortage, Discover Employee Stealing, Corporate Politics.

Equipment: Contact (Criminal, Purser), Ship Share, Weapon.

24 Merchant Marine (Security)

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

Female, Age 36, 4.5 Terms

0.5 Terms University (Art, Dropout)

4 Terms Merchant Marine (Security, 4th Officer)

Cr 20,000

Skills: Admin 0, Advocate 0, Art (Singing) 1,

Carouse 0, Comms 1, Deception 0,

Gambler 0, Gun Combat (Slug Pistol) 1, Gunner (Turret) 1,

Language 0, Mechanic 1, Persuade 0,

Remote Operations 1, Sensors 2,

Space Science 0, Zero-G 0.

Events & Mishaps: Accused of Cheating; Disaster: Injured, Business Contacts, Carry Message.

Equipment: 2 Contacts (Merchant), 5 Ship Shares, Weapon.

25 Physician (Trauma)

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

Male, Age 30, 3 Terms

3 Terms Physician (Trauma, Medic Rank 2)

Cr 75,000

Skills: Art 0, Comms 1, Computers 0,

Diplomat 0, Flyer 0, Language 0,

Life Science 0, Medic 3, Streetwise 1,

Survival 1.

Events & Mishaps: Hard Work Recognised, Accused of Violating Ethics, Run Underground Clinic.

Equipment: Advanced Medical Kit.

26 Physician (Hospital)

Str 5 (-1) **Dex** 9 (+1) **End** 8 (+0)
Int 10 (+1) **Edu** 12 (+2) **Soc** 9 (+1)

Female, Age 38, 5 Terms

1 Term University (Sciences, Honours)

1 Term Graduate School (Medicine, Graduate)

3 Terms Physician (Hospital, Resident Rank 3)

Cr 105,000

Skills: Admin 1, Advocate 3, Art 0,

Carouse 0, Computers 2, Deception 0,

Diplomat 0, Flyer 0, Investigate 1,

Language 0, Leadership 1, Life Science (Biology) 1,

Life Science (Cybernetics) 1, Medic 3, Melee 0,

Streetwise 0, Vacc Suit 1.

Events & Mishaps: Join Study Group; Studied in Space; Contract Serious Disease, Golf Buddy Friends, Advanced Medical Clinic.

Equipment: Ally, 2 Contacts (Golf Buddies), Lab Ship, Scientific Equipment, Ship Share, TAS.

27 Physician (Research)

Str 8 (+0) **Dex** 5 (-1) **End** 7 (+0)
Int 11 (+1) **Edu** 10 (+1) **Soc** 5 (-1)

Male, Age 30, 3 Terms

3 Terms Physician (Research, Technician Rank 3)

Cr 37,000

Skills: Advocate 1, Animals 0, Athletics 0,

Comms 0, Computers 2, Diplomat 1,

Flyer 0, Investigate 2, Life Science (Biology) 2,

Medic 2, Remote Operations 1, Vacc Suit 0.

Events & Mishaps: Advanced Research Facility, Advanced Training Course, Sued for Malpractice.

Equipment: Ally, Scientific Equipment.

28 Privateer (Bridge)

Str 7 (+0) **Dex** 11 (+1) **End** 6 (+0)
Int 10 (+1) **Edu** 8 (+0) **Soc** 9 (+1)

Female, Age 38, 5 Terms

5 Terms Privateer (Bridge, Lieutenant)

Cr 50,000

Skills: Animals 0, Art 0, Astrogation 1,

Computers 1, Flyer 0, Gun Combat (Energy Pistol) 1,

Gunner (Turret) 1, Heavy Weapons (Rocket) 1,

Language (Alien) 1, Leadership 1, Mechanic 1,

Medic 1, Melee (Sword) 1, Pilot (Spacecraft) 2,

Sensors 1, Survival 1, Tactics (Naval) 1,

Vacc Suit 2, Zero-G 0.

Events & Mishaps: Trapped on Space Station, Close Air Support, Work Around Aliens, Disaster: Rogue, Seconded Into Navy.

Equipment: Enemy, Laser Pistol, 6 Ship Shares, Tailored Vacc Suit (TL14).

29 Privateer (Engineering)

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

Male, Age 30, 3 Terms

3 Terms Privateer (Engineering, Petty Officer)

Cr 15,000

Skills: Athletics 0, Drive 0, Engineer (Jump Drive) 1,

Engineer (Life Support) 2, Flyer 0, Gun Combat 0,

Gunner 0, Mechanic 2, Melee (Unarmed) 1,

Sensors 1, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Advanced Training, Quiet Mission, Asked to do Something Illegal.

Equipment: Contact, Reflec.

30 Privateer (Weapons)

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

Male, Age 34, 4 Terms

4 Terms Privateer (Weapons, Spacehand)

Cr 45,000

Skills: Comms 0, Drive 0, Gun Combat (Slug Pistol) 1, Gunner (Turret) 2, Gunner (Shields) 1, Mechanic 0, Melee (Bludgeon) 1, Streetwise 0, Tactics (Military) 1, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Life Event: Betrayed by Stranger, Find Something of Great Value, Surrounded by Enemies, Large Mercenary Company.

Equipment: Ally, Autopistol, Combat Armour, Enemy.

31 Psionic Guild (Investigator)

Str 7 (+0) **Dex** 8 (+0) **End** 12 (+2)
Int 9 (+1) **Edu** 7 (+0) **Soc** 6 (+0) **Psi** 10 (+1)

Male, Age 26, 2 Terms

2 Terms Psionic Guild (Investigator, Rank 2)

Cr 60,000

Skills: Admin 0, Advocate 0, Comms 0, Engineer (Electronics) 1, Flyer (Grav) 1, Investigate 1, Melee 0, Navigation 0, Stealth 0, Streetwise 1, Steward 0, Survival 0.

Talents: Awareness 0, Clairvoyance 1, Telepathy 2.

Events & Mishaps: Advanced Driving Course, Travelling on a Starship.

Equipment: Psionic Equipment.

32 Psionic Guild (Advisor)

Str 4 (-1) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 11 (+1) **Soc** 9 (+1) **Psi** 9 (+1)

Female, Age 34, 4 Terms

4 Terms Psionic Guild (Advisor, Rank 4)

Cr 20,000

Skills: Admin 1, Advocate 1, Comms 1, Flyer 0, Gun Combat (Slug Pistol) 1, Language (Any) 1, Melee 0, Persuade 1, Recon 1, Seafarer 0, Stealth 0, Steward 1.

Talents: Clairvoyance 2, Telekinesis 1, Telepathy 1.

Events & Mishaps: No-Win Situation, Psionic Research Project, Life Event: Bad Luck, Help Noble.

Equipment: Air/Raft, Enemy (former Ally), Psionic Equipment.

33 Psionic Guild (Attaché)

Str 9 (+1) **Dex** 8 (+0) **End** 7 (+0)
Int 8 (+0) **Edu** 12 (+2) **Soc** 11 (+1) **Psi** 10 (+1)

Female, Age 38, 5 Terms

1 Term Psion (Psi Warrior, Rank 1)

4 Terms Psionic Guild (Attaché, Senior Guildsman)

Cr 80,000

Skills: Advocate 1, Athletics (Co-ordination) 1, Battle Dress 1, Comms 0, Computers 1, Deception 1, Engineer (Electronics) 1, Flyer 0, Gun Combat (Energy Pistol) 2, Life Science 0, Recon 0, Stealth 2, Steward 1, Zero-G 0.

Talents: Telekinesis 2, Telepathy 1, Teleportation 2.

Events & Mishaps: New Level of Psionic Strength; Guild Politics, Working on Starship, Life Event: Contact, Major Success.

Equipment: Ally, Air/Raft, 2 Contacts, Psionic Equipment, 2 Ship Shares.

34 Renaissancer (Musketeer)

Str 8 (+0) **Dex** 11 (+1) **End** 7 (+0)
Int 8 (+0) **Edu** 10 (+1) **Soc** 6 (+0)

Male, Age 34, 4 Terms

4 Terms Renaissancer (Musketeer, Musketeer Rank 3)

Cr 3,000

Skills: Animals 0, Athletics 0, Carouse 0, Drive (Wheeled) 1, Gun Combat (Slug Pistol) 1, Gun Combat (Slug Rifle) 1, Heavy Weapons (Artillery) 1, Jack of All-Trades 1, Medic 1, Melee (Blade) 1, Navigation 0, Recon 1, Seafarer (Sail) 1, Streetwise 0, Steward 1, Survival 1.

Events & Mishaps: Voyage at Sea, Life Event: Crime, Magical Artefact, Work in Shop.

Equipment: Air/Raft, Contact, Sword.

35 Renaissancer (Worker)

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

Female, Age 30, 3 Terms

3 Terms Renaissancer (Worker, Rank 2)

Cr 5,000

Skills: Animals (Farming) 1, Athletics 0, Art 0, Carouse 1, Drive 0, Engineer (Electronics) 1, Mechanic 1, Navigation 0, Physical Science (Electronics) 1, Streetwise 1, Survival 0, Trade (Metalworking) 2.

Events & Mishaps: Learn about Machines, Mentored by Superior, Caught between Science and Superstition.

Equipment: 2 Allies, Contact.

36 Renaissance (Farmer)

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

Female, Age 30, 3 Terms

3 Terms Renaissance (Farmer, Rank 3)

Cr 9,000

Skills: Animals (Farming) 2, Animals (Riding) 1, Athletics (Endurance) 1, Athletics (Swimming) 1, Carouse 0, Drive 0, Navigation 1, Streetwise 0, Survival 2.

Events & Mishaps: Life Event: Good Fortune, Life is Hard, Help Damsel in Distress.

Equipment: 2 Allies, Contact, Vehicle: Ground Car.

37 Scientist (Researcher), PhD

Str 4 (-1) **Dex** 8 (+0) **End** 7 (+0)
Int 9 (+1) **Edu** 12 (+2) **Soc** 7 (+0)

Male, Age 38, 5 Terms

1 Term University (Sciences, Honours)

1 Term Graduate School (Doctorate, Honours)

3 Terms Scientist (Researcher, Fellow)

Cr 45,000

Skills: Admin 1, Athletics (Swimming) 1, Carouse 0, Computers 2, Deception 0, Engineer (Electronics) 1, Investigate 2, Language (Dolphin) 1, Melee 0, Navigation 0, Remote Operations 1, Life Science (Biology) 2, Life Science (Cybernetics) 1, Life Science (Genetics) 1, Sensors 1, Survival 0.

Events & Mishaps: Joined Fraternity; Awarded Scholarship; Work with Aliens, Work against Conscience, Lab Attacked by Terrorists.

Equipment: 3 Contacts, Scientific Equipment, 3 Ship Shares, TAS.

38 Scientist (Professor)

Str 7 (+0) **Dex** 11 (+1) **End** 8 (+0)
Int 10 (+1) **Edu** 12 (+2) **Soc** 9 (+1)

Male, Age 34, 4 Terms

1 Term University (Engineering, Graduate)

1 Term Graduate School (Doctorate, Honours)

2 Terms Scientist (Professor, Associate)

Cr 60,000

Skills: Admin 0, Advocate 1, Art 0, Athletics (Co-ordination) 1, Carouse 0, Computers 1, Deception 0, Engineer (Power Plant) 2, Flyer 0, Instruction 1, Language 0, Mechanic 1, Melee 0, Physical Science (Physics) 2, Space Science (Robotics) 1, Zero-G 1.

Events & Mishaps: Sports Program; Study in Space; Tri-V Expert, Grey Legality, Practical Side of Science.

Equipment: Ally, Contact, Lab Ship.

39 Scientist (Inventor)

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

Male, Age 28, 2.5 Terms

0.5 Term University (Sciences, Drop Out)

2 Terms Scientist (Inventor, Rank 2)

Cr 5,000

Skills: Admin 0, Animals 0, Art 0, Carouse 0, Computers 1, Deception 0, Engineer (Electronics) 1, Flyer 0, Investigate 1, Language 0, Mechanic 1, Life Science (Genetics) 1, Life Science (Psionics) 2, Sensors 1.

Events & Mishaps: Drop Out: Cheating; Intensive Research, Work at Imperial Research Station.

Equipment: Scientific Equipment.

40 Wastelander (Radlander)

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

Male, Age 30, 3 Terms

3 Terms Wastelander (Radlander, Rank 2)

Cr 30,000

Skills: Drive 0, Engineer (Life Support) 1, Flyer (Grav) 1, Gun Combat (Energy Pistol) 1, Gun Combat (Slug Rifle) 1, Mechanic 0, Melee 0, Remote Operations 0, Survival 0, Trade (Mining) 1, Vacc Suit 2, Zero-G 0.

Events & Mishaps: Rescue Stranded Travellers, Life Support Fails, Learn to Defend Yourself.

Equipment: Ally, Radiation Exposure: 40 Rads, Vacc Suit, Vehicle: Air/Raft.

41 Wastelander (Hellworlder)

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

Female, Age 26, 2 Terms

2 Terms Wastelander (Hellworlder, Roustabout)

Cr 20,000

Skills: Animals (Farming) 0, Athletics 0, Explosives 1, Gun Combat (Slug Pistol) 1, Jack-of-All-Trades 1, Recon 1, Seafarer 0, Survival 2, Vacc Suit 1.

Events & Mishaps: Encounter Volcano, Valuable Mineral Underground.

Equipment: Vacc Suit.

42 Wastelander (Gasdiver)

Str 5 (-1) **Dex** 11 (+1) **End** 9 (+1)
Int 6 (+0) **Edu** 7 (+0) **Soc** 7 (+0)

Female, Age 30, 3 Terms

3 Terms Wastelander (Gasdiver, Roughneck)

Cr 11,000

Skills: Advocate 0, Admin 0, Astrogation 1, Discipline 1, Engineer (Life Support) 1, Flyer (Grav) 1, Mechanic 0, Pilot (Small Craft) 2, Remote Operations 1, Sensors 1, Streetwise 0, Survival 1, Vacc Suit 1.

Events & Mishaps: Time in Space, Find Something Valuable, Seal Breach.

Equipment: Ally, Ship Share, Vacc Suit.

43 Merchant Marine/Free Trader

Str 7 (+0) **Dex** 5 (-1) **End** 11 (+1)
Int 7 (+0) **Edu** 8 (+0) **Soc** 9 (+1)

Male, Age 34, 4 Terms

2 Terms Merchant Marine (Purser, 4th Officer)

2 Terms Free Trader (Freelance, Crew)

Cr 55,000

Skills: Admin 1, Advocate 0, Broker 0, Comms 0, Flyer 0, Gunner (Turret) 1, Jack-of-All-Trades 2, Mechanic 1, Melee 0, Persuade 1, Sensors 1, Steward 2, Trade 0, Vacc Suit 1.

Events & Mishaps: Discover Another Stealing, Catch Superior Doing Illegal; Time Improving Yourself, Patron Job.

Equipment: Ally (Free Trader), 2 Enemies (Merchant Marine, Merchant Marine Officer), 2 Ship Shares.

44 Renaissancer/Army

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

Female, Age 26, 2 Terms

1 Term Renaissancer (Farmer, Rank 1)

1 Term Army (Support, Private)

Cr 3,000

Skills: Animals (Farming) 1, Athletics 0, Carouse 0, Computer 0, Drive (Wheeled) 1, Gun Combat 0, Heavy Weapons 0, Language (Any) 1, Medic 1, Melee (Blade) 1, Recon 1, Streetwise 0, Survival 0.

Events & Mishaps: Robbed by Highwayman (Injured); Life Event: Language.

Equipment: None.

45 Free Trader/Assistant

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

Male, Age 30, 3 Terms

1 Term Free Trader (Subsidized, Crew)

2 Terms Assistant (Steward, Rank 2)

Cr 50,000

Skills: Admin 0, Broker 0, Comms 0, Computers 1, Deception 1, Diplomat 2, Jack-of-All-Trades 1, Mechanic 0, Persuade 1, Sensors 1, Steward 1, Streetwise 1, Vacc Suit 0, Zero-G 0.

Events & Mishaps: Help Noble out of Embarrassing Situation; Media Revelation, Employer Addicted to Drugs.

Equipment: Contact (Noble), TAS.

46 Inheritor/Scientist

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

Female, Age 32, 3.5 Terms

1 Term University (Arts, Drop Out)

2 Terms Inheritor (Librarian, Researcher)

1 Term Scholar (Professor, Assistant)

Cr 15,000

Skills: Admin 1, Advocate 1, Art (Any) 1, Carouse 0, Comms 0, Computers 1, Deception 0, Engineer (Electronics) 1, Instruction 1, Investigate 0, Language 0, Mechanic 1, Melee (Blade) 1, Navigation 0, Social Science (History) 1, Streetwise 0, Survival 1.

Events & Mishaps: Drop Out: Injured; Attacked by Renegade Robots, Discover Spaceship: Survivor; Dangerous Project.

Equipment: Ally (Spacer), Contact (University), Scientific Equipment.

47 Mariner/Wastelander

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

Female, Age 38, 5 Terms

1 Term Mariner (Aquafarmer, Rank 1)

1 Term Mariner (Diver, Rank 2)

3 Terms Wastelander (Radlander, Roughtneck)

Cr 70,000

Skills: Admin 1, Animals (Farming) 1, Athletics 0, Computers 0, Engineer (Any) 1, Engineer (Life Support) 1, Flyer (Grav) 1, Gun Combat (Any) 1, Jack-of-All-Trades 1, Leadership 1, Navigation 0, Recon 1, Remote Operations 1, Seafarer (Any) 1, Sensors 0, Survival 0, Trade (Any) 1, Vacc Suit 1.

Events & Mishaps: Awarded a Bonus; Close Friends with Co-workers; Fight Wastelanders, Work Hard, Unusual Encounter: Radiation Storm.

Equipment: Ally (Radlander), 2 Contacts (Diver, Diver), Radiation Exposure: 40 Rads, Vacc Suit, Vehicle (Air/Raft), Weapon.

48 Marine/Inheritor

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

Male, Age 34, 4 Terms

1 Term Marine (Ground Assault, Lance Corporal)

3 Terms Inheritor (Technarch, Sergeant)

Cr 35,000

Skills: Animals (Riding) 1, Athletics (Any) 1, Battle Dress 0, Carouse 0, Comms 2, Gambler 0, Gun Combat (Any) 1, Gun Combat (Any) 1, Flyer (Any) 1, Heavy Weapons (Any) 1, Mechanic 1, Melee (Blade) 1, Recon 1, Stealth 1, Streetwise 0, Survival 0, Tactics (Military) 1.

Events & Mishaps: Front Lines of Planetary Assault; Cache of Medical Supplies, Life Event: Romance Ends Badly, Desperate People Attack.

Equipment: Ally (Technarch), Enemy (Ex-Lover), 2 Weapons.

49 Journalist/Media Practitioner/Broker

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

Female, Age 34, 4 Terms

- 1 Term Journalist (Correspondent, Staff)
- 2 Terms Media Practitioner (Talent, Bit Player)
- 1 Term Broker (Factor, Rank 1)

Cr 43,000

Skills: Advocate 1, Art (Acting) 2, Athletics (Any) 1, Broker 1, Carouse 1, Comms 1, Deception 1, Drive (Any) 1, Investigate 0, Melee 0, Persuade 1, Recon 1, Streetwise 0, Trade (Any) 1.

Events & Mishaps: Power of Journalism: Military Weapons Test; Historical Production, Perform Difficult Stunt; Fake Cargo.

Equipment: 2 Allies (Journalist, Military), 2 Ship Shares, Vehicle.

50 Psionic Guild/Space Patrol

Str 9 (+1) **Dex** 7 (+0) **End** 5 (-1)
Int 10 (+1) **Edu** 10 (+1) **Soc** 7 (+0) **Psi** 12 (+2)

Female, Age 34, 4 Terms

- 2 Terms Psionic Guild (Investigator, Rank 2)
- 2 Terms Space Patrol (Technical, Captain)

Cr 35,000

Skills: Advocate 0, Animals 0, Comms 0, Computers 1, Engineer (Any) 1, Gun Combat (Any) 1, Gunnery (Turret) 1, Investigate 1, Leadership 1, Melee 0, Physical Science 0, Pilot (Any) 1, Recon 1, Sensors 1, Stealth 1, Steward 0, Streetwise 0, Vacc Suit 0.

Talents: Awareness 1, Clairvoyance 1, Telekinesis 0, Telepathy 1.

Events & Mishaps: Investigate Guild Corruption, Psionic Research; Special Assignment, Cross-Trained: Trooper.

Equipment: Psionic Equipment, Rival (Guild), 2 Ship Shares, Vehicle (Air/Raft).

51 Mariner/Adventurer

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

Male, Age 32, 3.5 Terms

- 0.5 Term University (Science-OTC, Drop Out)
- 2 Term Mariner (Diver, Rank 2)
- 1 Term Adventurer (Explorer, Rank 1)

Cr 20,000

Skills: Admin 0, Art (Any) 0, Astrogation 1, Athletics (Any) 1, Carouse 0, Computers 1, Deception 0, Explosives 1, Gun Combat (Any) 2, Language 0, Life Science (Biology) 1, Navigation 0, Seafarer (Any) 1, Sensors 1, Streetwise 0, Survival 1, Trade (Any) 1, Vacc Suit 1.

Events & Mishaps: Drop Out: Cheating; Hunting Expedition, Undersea Construction; Inadvertently Desecrate a Sacred Place.

Equipment: Enemy (Religious), Ship Share, Vehicle, Weapon.

52 Clergy/Physician – Licensed Physician

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

Female, Age 38, 5 Terms

- 2 Terms Clergy (Missionary, Vicar)
- 3 Terms Physician (Hospital, Nurse)

Cr 35,000, Retirement: Cr. 10,000 per year

Skills: Admin 1, Advocate 1, Art (Write) 0, Athletics 0, Computers 1, Diplomat 0, Drive 0, Engineer 0, Flyer 0, Investigate 2, Jack-of-All-Trades 1, Language (Any) 1, Life Science (Any) 1, Mechanic 0, Medic 2, Persuade 1, Sensors 1, Social Science (Any) 2, Steward 0, Trade (Any) 0, Vacc Suit 1.

Events & Mishaps: Search and Purge Heretics, Unexpected Financial Success; Advanced Medical Clinic, Accused of Violating Planetary Ethics, Time in Space.

Equipment: Holy Relic, Scientific Equipment, Ship Share.

53 Nobility/Broker

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

Female, Age 38, 5 Terms

- 1 Term University (Arts, Honours)
- 3 Terms Nobility (Diplomat, 1st Secretary)
- 1 Term Broker (Factor, Rank 1)

Cr 90,000

Skills: Admin 1, Advocate 1, Art (Any) 1, Athletics 0, Broker 2, Carouse 1, Computers 1, Deception 0, Diplomat 2, Flyer 0, Language (Any) 1, Leadership 1, Persuade 1, Social Science (Any) 0, Steward 1, Streetwise 1, Trade (Any) 0, Vacc Suit 1.

Events & Mishaps: Join Sorority; High Level Trade Negotiations, Kidnapped for Ransom, Involved in Politics.

Equipment: Ally (University), 3 Contacts (3 Sorority), Rival (Noble), Ship Share, Yacht.

54 Navy/Privateer

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

Male, Age 34, 4 Terms

- 1 Term Navy (Line, Ensign)
- 3 Terms Privateer (Bridge, Chief)

Cr 50,000

Skills: Astrogation 1, Athletics 0, Carouse 0, Comms 1, Engineer (Electronics) 1, Flyer 0, Gun Combat 0, Gunner (Any) 1, Leadership 1, Mechanic 0, Melee (Blade) 1, Pilot (Any) 2, Survival 1, Tactics (Naval) 1, Vacc Suit 1, Zero-G 1.

Events & Mishaps: Inherit Gift; Severely Damaged, Asked to do Illegal, Trapped on Space Station.

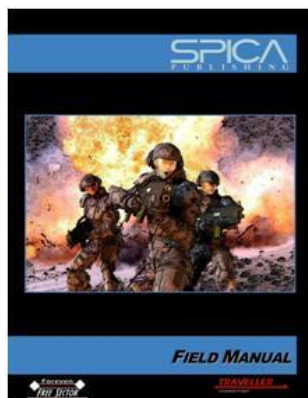
Equipment: Contact (Privateer), Ship's Boat, Ship Share.

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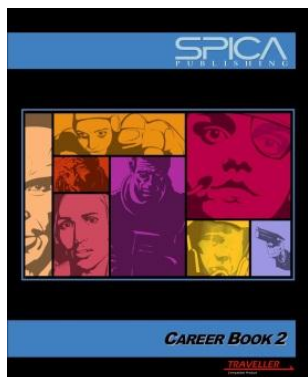
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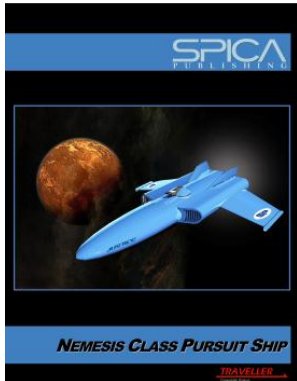
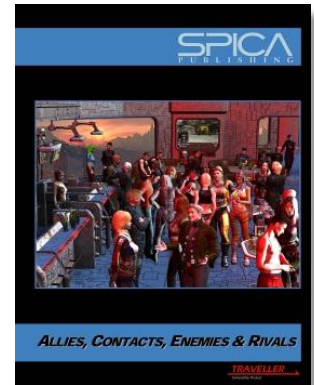
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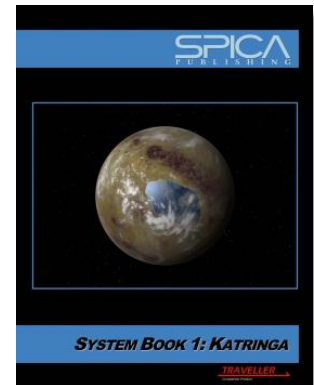
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Tired of having your characters muster out with an equal number of starships and blades? These alternative benefit tables weight the benefit away from high-credit options, providing a more realistic benefit distribution. Tables are included for all careers in the *Traveller* core rulebook as well as all three *Career Books* from *Spica Publishing*.

PHYSICAL FEATURES

Need to know if your character is too tall to make it through that hull breach? *Career Book 3* gives you rules for determining a character's height, mass, skin tone, hair and eye colour, allowing anyone to quickly determine what their character looks like.

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