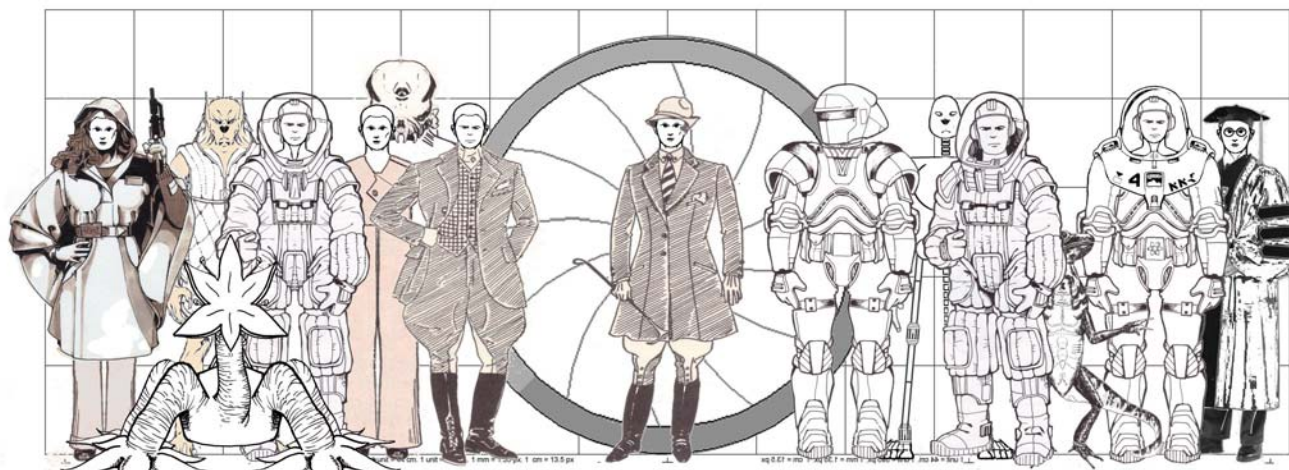




By Faces Left to right: Agent. Non-human Merchant (Aslan). Non-human Craftsman (Hiver). Spacer (in Vacc Suit-9). Citizen. Non-human Scout (Trigellian). Noble (The Marquis). Noble (The Baroness: the Marquis's Daughter). Star Marine (in BattleDress-13). Sophontiform Robot (Aslan). Scout (in Vacc Suit-9). Non-Human Newt Entertainer Chef. Functionary (in Environ Armor-10). Scholar. **Not shown:** Rogue (obviously).



The Careers

The foundation for role-playing is the **character**: the person or personality that the player uses in the game.

Traveller uses thirteen different character classes (we call them **careers**).

A career is a universally applicable vocation. To avoid an infinite proliferation of careers to encompass every possible area of interest, the **Traveller** game system defines thirteen common, typical, or prototype careers for which characters can be created.

Independent of Milieux and Tech Levels. Careers are independent of their historical time periods (the milieux) in which they play, and of the technological levels of their homeworlds. A soldier is still a soldier regardless of the historical period in which he is played. A craftsman is still a craftsman no matter what the tech level he works in.

Citizen. Someone who, by birth or other process, owes loyalty to a state, nation, or world. A resident. A civilian. An average person.

Scholar. Someone who, through long study, has gained a mastery of one or more areas of academic study. A learned person.

Entertainer. Someone who uses his talents or abilities in performance. A person who participates in the arts.

Craftsman. Someone skilled in a trade or manual occupation; an artificer; a mechanic. An artisan. A professional whose work is consistently of high quality. A creator with great skill in the manual arts.

Scout. Someone who travels to unknown territory. An explorer.

Merchant. Someone who engages in the wholesale purchase and retail sale of goods for profit. One who runs a retail business; a shopkeeper. Especially, the operator of a (star) ship engaged in trade and commerce.

Soldier (or Army). Someone who serves in an army or fighting force. A fighter. A warrior.

Spacer (or Navy). Someone who serves in a navy or works on an armed (star) ship or (space) ship.

Marines. A member of a specially trained or specially selected fighting force.

Rogue. A deceitful, unreliable person; a scoundrel or rascal. A playfully mischievous scamp. A trickster. A traitor, dissenter, or rebel.

Agent. Someone with the power to act for another. A representative or official of a government or administrative department of a government: a government agent. A spy. A representative of the ruler, king, or emperor.

Noble. Someone possessing a higher level rank in a political or social class system.

Functionary. One who holds an office or a trust or performs a particular function; an official.

TRAVELLER CAREERS

Description

- 1 Citizen
- 2 Scholar
- 3 Entertainer or Performer
- 4 Craftsman
- 5 Scout
- 6 Merchant
- 7 Spacer (or Navy)
- 8 Soldier (or Army)
- 9 Agent
- 10 Rogue
- 11 Noble
- 12 Marines
- 13 Functionary

Careers are detailed in the process of character generation.

Creating Characters

Determine the Homeworld.

This world data details where the character originally came from.

Pick a Career for your character.

An advanced player may also decide to play a non-human sophont or even an artificial.

Roll characteristics for the character.

This set of physical, mental, and social characteristics is the UPP- the Universal Personality Profile.

Try pre-career enhancements.

Usually College or Training Schools, but perhaps this may be semi-Universal Service.

Resolve a career.

Earn experience and skills over the course of several years.

Leave the career (Muster Out).

Take any final benefits and note the final details of the character.

Start Adventuring!



CharGen Checklist

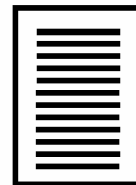
Use this Checklist to guide you through Character Generation.

CharGen

CHARACTER GENERATION CHECKLIST

- 1 Determine character's **Homeworld** and default skills.
- 2 Determine **Sophont Race** and appropriate personal characteristics.
- 3 **Education** options (pre-Career)
 - A ED5 (no time required)
 - B Trade School (1 year/1 skill, select Major, Honors)
 - C College/University (4 years, select Major and Minor; Honors).
 - D Service Academy (4 years, select Major and Minor; Honors).
 - E Apprenticeship (life stage 4; Skill-4).
 - F Mentoring (2 years, Training +2)
- 4 Select **Career**, throw to Begin.
 - A If Failure (1 year), Retry if possible.
 - B If Retry fails (2 years), select different career and return to 4.
 - C Career Term Resolution (4 years).
 - 1 **Citizen/Functionary**. C/F Life= if successful, select job or hobby.
 - 2 **Entertainer**. Calculate term Fame; option" Big Break (Flux) once in career.
 - 3 **Craftsman**. Attempt Masterpiece
 - 4 **Agent**. Determine undercover career.
 - 5 **Rogue**. Determine Scheme career; can abandon before Risk and Reward.
 - 6 **Noble**. Determine Return from Exile if in Exile at start of term.
 - 7 Determine Risk and Reward/Intrigue if appropriate.
 - 9 Determine Rank, Commission/Tenure, Promotion/Elevation if appropriate.
 - 10 **Military (Army Navy Marines)**.
 - a Attend Command College if promoted to Officer4.
 - b Determine term Branch and annual Operations assignments.
 - c Resolve ANM School assignments (1 year, Knowledge-2)
 - d Determine term Branch and annual Operations assignments.
 - e Determine Medals.
 - 11 **Agent**. Determine Commendation.
 - 12 Determine skill eligibility (including automatic skills).
 - 13 Make aging checks if life stage 5+ (age 34 for Humans).
 - 14 Continue.
 - a Select career change (if appropriate) or
 - b Throw to Continue; return to 4C if successful.
- 5 **Muster Out**.
 - A Non-entertainers determine Fame.
 - B Determine automatics and entitlements.
 - C Throw for money or benefits.
- 6 Note date of birth and record character details for later use.





Characters

Characters are the central focus of **Traveller**: they are the alter-egos of the players, and all activity is centered on them.

Characters are people: they may be humans, or they may be non-human sophonts, or even artificials (such as robots or androids). They have quantified abilities which define the range of their possible activities. The character is the **Traveller** personality; the player is the person engaged in playing the game. **Traveller** presents a vast diverse, but human dominated interstellar universe. This chapter addresses character generation with a focus on human character generation. Character generation also applies more-or-less equally to non-humans, including intelligent alien races (sophonts), artificial beings (androids and sophontoids), and robots.

THE PROCESS

Characters are generated through die rolls that create

Characteristics. Personal physical, mental, and social values that define the individual's basic ability to function.

Skills (and Knowledges and Talents). Descriptions of specialized abilities to deal with the universe. Skill often includes Knowledges and Talents (if appropriate).

Experience. A history of the character's life before beginning the game.

The information about a character is recorded in detail on the Character Card, and in brief summary in the UPP.

The Character Card. The standardized Character Card is a blank form designed as a ready-reference about the character. Throughout the game, the information on the CC is available to the player and the referee;

The UPP. The Universal Personality Profile is a shorthand description of the character's characteristics.

Terms. A Term is a standard period of four years. The character generation process is divided into 4-year Terms.

The Character May Be A Non-Human. This text applies equally to humans and non-humans.

Generating A Character

Create a character in the following sequence.

1. Homeworld. Determine the homeworld for the character. For some this is their birthworld; for others this is the world in which they spent their childhood.

2. Characteristics. Generate the six personal characteristics.

3. Education and Training. Consider acquiring an advanced education or additional training.

4. Career. Select a career and attempt to begin it. If successful, resolve the career; if unsuccessful, attempt a different career.

Careers are resolved in terms of four years. Within each term, the character confronts (through die rolls) survival, advancement, and retention; the character receives skills along the way.

5. Muster Out. Ultimately, the career ends, and the character receives benefits in the form of mementos and savings. It is at this point that the character begins actually adventuring in **Traveller**.

1. BIRTHWORLDS AND HOMEWORLDS

The world on which a character is born is his birthworld. The world on which the character was raised is his homeworld. The two worlds may be the same, or they may be different.

Homeworld Skills. World descriptions include Trade Classifications and Remarks (TC&R). A character receives one specified skill for each Trade Classification or Remark from the homeworld.

For example, a character from an Ag Agricultural world automatically receives Animals-1.

The player inspects the character's birthworld and determines the available birthworld skills. If the player is dissatisfied with the available skills, he may decide the character changed worlds as a child. A new world is determined to be the homeworld, and the available skills from the homeworld are taken.

Selecting Birthworlds and Homeworlds. Birthworlds (and homeworlds) may be assigned by the referee. They may be deliberately or randomly selected from available worlds on a map or on a list. They may be generated using the world generation charts.

Other Details. Homeworld and birthworld information includes other details (the system's star; details of local native life; local climate; preferred atmosphere).

Hidden Pasts. Some characters, for various reasons, want to hide their pasts. In casual situations, it is common for such a person to claim to be from Erehwemos or Lacipynt and reasonable people understand not to inquire farther.

Erehwemos	D876543-2	Ag Ni	G0 V
Lacipynt	C345678-9	Ag Ni	G0 V

Born In Deep Space. Some characters are born offworld (roll 2 on 2D). The Born In Deep Space entry on Homeworld Skills shows the available skills.

Homeworlds For A Campaign

Homeworlds are determined by the nature of the campaign. The Spinward Marches Homeworld page uses the Marches as focus. Referees may produce a similar table suited for their individual campaigns.

DATE OF BIRTH

The Referee provides the current date of the beginning of adventuring. The default date (if this information is not otherwise provided) is 001-1105 -- the first day of the 1105th year since the establishment of the Third Imperium. The general time period is "The Golden Age," the height of the empire's power and influence.

At the end of character generation, subtract the character's age from 1105 to determine his birth year, and randomly determine the specific birth day from the Imperial Calendar.

2. PERSONAL CHARACTERISTICS

A character has six personal characteristics reflecting physical, mental, and social abilities.

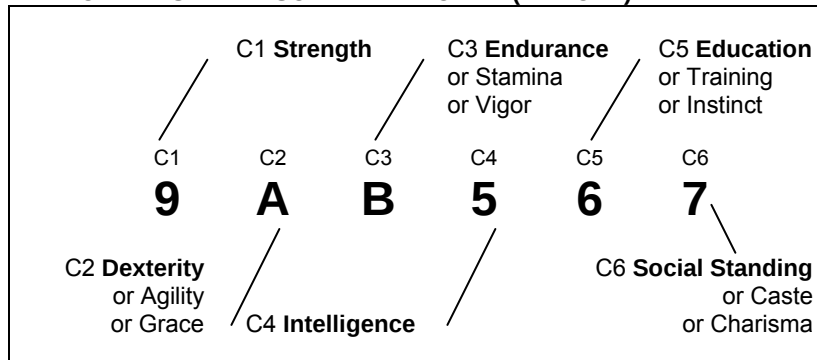
The Human Characteristics. The human Characteristics are named Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Abbreviate the names with the first three letters of the name (Str, Dex, End, Int, Edu, Soc).

Non-Human Characteristics. Sophonts may have different characteristics.

Characteristic Numbers. The characteristics are also numbered by their position in the UPP. The number is preceded by C for Characteristic. So, C1 = Strength, C2= Dexterity, C3= Endurance, etc.

The Universal Personality Profile. The six characteristics are recorded in the six-digit string called the Universal Personality Profile.

THE UNIVERSAL PERSONALITY PROFILE (THE UPP)



The UPP shows characteristics as single Ehex digits in a six-digit string. This string is a ready reference for the abilities of the character.

Bold = Human.

Creating The UPP. For each of the six characteristics, roll 2D (some non-humans use other rolls) and record the result. Convert the values to hex and create the UPP.

For example, player John is creating a new character Eneri Dinsha.

He rolls 2D for Strength. He rolls 2 and 5.

He rolls 2D for Dexterity. He rolls 5 and 2.

He rolls 2D for Endurance. He rolls 4 and 3.

He rolls 2D for Intelligence. He rolls 5 and 6.

He rolls 2D for Education. He rolls 1 and 6.

He rolls 2D for Social Standing. He rolls 6 and 1.

The final values for the characters are 7-7-7-11-7-7. He translates these values to Ehex and creates the UPP = 777B77. This character is average in all characteristics with the exception of Intelligence, which is high.

Genetics. The first die roll for a characteristic is genetic. It has meaning when considering the genetic heritage for the individual. Retention of this information is optional but can become of importance later. If this information is not recorded during character generation, it can be recovered through genetic testing.

The Character. With the UPP generated, the Character is a Young Adult (age= 18 if Human) and ready to begin Career Resolution. A character who completes 3 Terms (of 4 years each) is 18 + 12 = 30 years old.



Eneri Dinsha 777B77.
Genetic 2545XX
Age 30. Born 069-1075.
Current Date: 180-1105



Homeworld

This table creates a homeworld for a character (human or other).
For humans, references to sophonts refer to the non-human natives of the world.

Homeworld-01

Homeworld / Homestar
Habitable Zone
Native Status

REQUIRED SYSTEM INFORMATION FOR HOMEWORLDS

The star system and homeworld data required for a character include:

Homestar Spectral, Decimal, Size.
World or Satellite (and Satellite Orbit), and Habitable Zone Variation.
Habitable Zone for the System.
Homeworld Name, the SAHPG component of the UWP, and Climate.
Native Status.

PRE-EXISTING INFORMATION

Additional information may already be available. These tables control world creation when necessary.

HOMEWORLD

Create the SAHPG (Size, Atmosphere, Hydrographics, Population, Government) components of the Universal World Profile.

S. Size. Planetary Size: 2D-2.

A. Atmosphere: Flux + Size.

If Size = 0, Atmosphere = 0.

H. Hydrographics. Flux+ Size.

Maximum A.

If Size = 0-1, Hyd = 0;

If Atm = 0-1 or A+, Hyd DM - 4.

P. Population. 2D-2.

G. Government. Flux + Pop.

Convert negative values to 0.

NATIVES

Sophonts who evolved on the Homeworld are Natives.

Native sophonts are identified as "of" a homeworld.

All other sophonts are identified as "from" a different (native) homeworld.

WORLDS

World. A planet or satellite.

Planet. A world orbiting a star.

Satellite. A world orbiting a planet.

Mainworld. The most important world in a system.

Belt. An asteroid belt (which may be a mainworld) or a planetoid belt.

HOMESTAR

Flux	Sp	O	B	A	F	G	K	M
-6	OB	Ia	Ia	Ia	II	II	II	II
-5	A	Ia	Ia	Ia	II	II	II	II
-4	A	Ib	Ib	Ib	III	III	III	III
-3	F	II	II	II	IV	IV	IV	IV
-2	F	III	III	III	V	V	V	V
-1	G	III	III	IV	V	V	V	V
0	G	III	III	V	V	V	V	V
+1	K	V	III	V	V	V	V	V
+2	K	V	V	V	V	V	V	V
+3	M	V	V	V	V	V	V	V
+4	M	IV	IV	V	VI	VI	VI	VI
+5	M	D	D	D	D	D	D	D
+6	M	D	D	D	D	D	D	D

Size IV is not possible for K5-K9 and M0-M9 stars. Size VI is not possible for A0-A9 and F0-F4 stars.

HABITABLE ZONE ORBIT

Spectral	A0- Size	A3	A4- A8	A9- F1	F2- F6	F7- G1	G2- G8	G9- K3	K4- K8	K9- M3	M4- M8	M9
Ia	12	12	12	12	11	12	12	12	12	12	12	12
Ib	11	11	10	10	10	10	10	10	10	10	11	11
II	9	9	8	8	8	8	8	8	9	9	10	11
III	8	8	7	6	6	6	6	7	7	8	8	9
IV	7	7	6	6	5	5	5	5	-	-	-	-
V	7	7	6	5	4	3	2	2	0	0	0	0
VI	-	-	-	3	3	2	1	0	0	0	0	0
D	0	0	0	0	0	0	0	0	0	0	0	0

The Habitable Zone (HZ) orbit number shown here indicates a world surface environment which is hospitable to humans and similar sophonts.

For example, Sol is a G2 V star. Its habitable zone is Orbit=3.

NATIVE STATUS

Note the status of the sophonts.

Transients. Pop = 1-2-3. Locals are present as merchant, corporate, military, or research personnel.

Settlers. Pop = 4-5-6. Locals have settled here but do not (as yet) meet the criteria for colonists or transplants.

Colonists. Gov = 6.

Corporate. If Gov = 1 (employees).

Transplants. Atm = 0-1. Sophonts evolved elsewhere and settled this world many years ago. Not used if Settlers or Transients.

Extinct / Vanished. Pop = 0. The sophonts are Extinct. If Transplants, call them Vanished instead. If TL>0, Catastrophic Extinct (or Vanished).

Exotic. Environment (Atm >9) makes these sophonts incompatible with traditional human environments.

Natives. If not Settlers, Colonists, Corporate, or Transplants, they are Natives. Pop 0 or 7+ and Atm 2+.

WORLDS AND ORBITS

Flux	World	HZ Var	Close	Satellite Far
-6	Satellite	-2	Ay	En
-5	Satellite	-1	Bee	Oh
-4	Satellite	-1	Cee	Pee
-3	Satellite	-1	Dee	Que
-2	World	0	Ee	Arr
-1	World	0	Eff	Ess
0	World	0	Gee	Tee
+1	World	0	Aitch	Yu
+2	World	0	Eye	Vee
+3	World	+1	Jay	Dub
+4	World	+1	Kay	Ex
+5	World	+1	Ell	Wye
+6	World	+2	Em	Zee

CLIMATE

A Mainworld in the orbit shown is marked with this climate.

HZ	Temperate
HZ - 1	Hot
HZ +1	Cold
HZ = 0 or 1	Twilight Zone = Tz
Close Satellite	Locked = Lk

Hot. At the upper limits of human temperature endurance.

Cold. At the lower limits of human temperature endurance.

Twilight Zone. Tidally locked with a Temperate band at the Twilight Zone, plus a Hot region (hemisphere) facing the Primary and a Cold region (hemisphere) away from the Primary.

Locked. Satellite (Ay through Em) Locked to the planet it orbits. A Locked satellite does not have a Twilight Zone; its day length equals the time it takes to orbit its planet.





Homeworld Skills

Using the Universal World Profile UWP for the character's homeworld, determine all possible Trade Classifications that apply. A character receives the homeworld skill associated with each Trade Classification.

Homeworld-02

Trade Classifications

Group	Code	S _{iz}	A _{tm}	H _{yd}	P _{op}	G _{ov}	L _{aw}	Definition	--	Skill
Planetary	As	0	0	0	--	--	--	Asteroid	--	Zero-G
	De	--	23456789	0	--	--	--	Desert	--	Survival
	Fl	--	ABC	123456789A	--	--	--	Fluid	--	Hostile Environ
	Ga	678	568	567	--	--	--	Garden World	--	Trader
	He	3456789A	2479ABC	012	--	--	--	Hellworld	--	Hostile Environ
	Ic	--	01	123456789A	--	--	--	Ice-Capped	--	Vacc Suit
	Oc	ABC	--	A	--	--	--	Ocean World	--	Hi-G
	Va	--	0	--	--	--	--	Vacuum	--	Vacc Suit
	Wa	56789	--	A	--	--	--	Water World	--	Seafarer
Population	Di	--	--	--	0	0	0	Dieback (000-T)	TL>0	---
	Ba	--	--	--	0	0	0	Barren	TL=0	---
	Lo	--	--	--	123	--	--	Low Population	--	Flyer
	Ni	--	--	--	456	--	--	Non-industrial	--	Driver
	Ph	--	--	--	8	--	--	Pre-High	--	---
	Hi	--	--	--	9ABC	--	--	High Population	--	Streetwise
Economic	Pa	--	456789	45678	48	--	--	Pre-Agricultural	--	Trader
	Ag	--	456789	45678	567	--	--	Agricultural	--	Animals
	Na	--	0123	0123	6789ABC	--	--	Non-agricultural	--	Survey
	Pi	--	012479	--	78	--	--	Pre-Industrial	--	JOT
	In	--	012479	--	9ABC	--	--	Industrial	--	One Trade
	Po	--	2345	0123	--	--	--	Poor	--	Steward
	Pr	--	68	--	59	--	--	Pre-Rich	--	Craftsman
	Ri	--	68	--	678	--	--	Rich	--	One Art
Climate	Fr	23456789	--	123456789A	--	--	--	Frozen	HZ +2 or outer	Hostile Env
	Tr	6789	456789	34567	--	--	--	Tropic	HZ -1	Survival
	Tu	6789	456789	34567	--	--	--	Tundra	HZ +1	Survival
	Tz	--	--	--	--	--	--	Twilight Zone	Orbit 0-1	Driver
Secondary	Fa	--	456789	45678	23456	--	--	Farming	Not MW. HZ	Animals
	Mi	--	--	--	23456	--	--	Mining	Not MW. MW=In	Survey
	Cy	--	--	--	56789A	6	0123	Colony	--	Driver
	Pe	--	--	--	34567	6	6789	Penal Colony	Imperial	Fighting
	Re	--	--	--	1234	6	45	Reserve	Imperial	Flyer
Political	Cp	--	--	--	--	--	--	Subsector Capital	Imperial	Admin
	Cs	--	--	--	--	--	--	Sector Capital	Imperial	Bureaucracy
	Cx	--	--	--	--	--	--	Capital	Imperial	Language
	An	--	--	--	--	--	--	Ancient Site	--	Xenology
	Ab	--	--	--	--	--	--	Data Repository	--	One Knowledge
Special	Sa	--	--	--	--	--	--	Satellite	--	---
	Fo	--	--	--	--	--	--	Forbidden (Red Zone)	--	---
	Pz	--	--	--	789ABC	--	--	Puzzle (Amber Zone)	--	---
	Da	--	--	--	0123456	--	--	Danger (Amber Zone)	--	---

Ba requires Starport E, X. Cp, Cs, Cx require Starport A. Politicals and Specials assigned by Referee (not generated).

Ab One Knowledge
Ag Animals
An Xenology
As Zero-G
Ba no skill
Co Driver
Cp Admin
Cs Bureaucracy
Cx Language
De Survival

Di no skill
Fa Animals
Fl Hostile Env
Fr Hostile Env
He Hostile Env
Hi Streetwise
Ic Vacc Suit
In One Trade
Lo Flyer
Mi Survey

Na Survey
Ni Driver
Oc Hi-G
Pa Trader
Pe Fighting
Pi JOT
Po Steward
Pr Craftsman
Pw Trader
Re Flyer

Ri One Art
Tr Survival
Tu Survival
Tz Driver
Ux Xenology
Va Vacc Suit
Wa Seafarer

Born In Deep Space

Zero-G
Vacc Suit
One Ship Skill

Homeworld Skills

For each TC shown for a homeworld, the character receives one level of the indicated skill.





Spinward Marches Homeworlds

Homeworlds for characters are determined by the nature of the campaign. As an example to referees, the method demonstrated below uses the Spinward Marches as a focus. Referees can produce a similar table suited for their individual campaigns.

Homeworlds

CREATE A HOMEWORLD

For characters adventuring in the Spinward Marches, create their homeworlds from the available worlds here.

HOMEWORLD

1D						
1D	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	H	J	K	L	M
3	N	P	Q	R	R	S
4	T	U	V	W	X	Y
5	Z	1	2	3	4	5
6	5	6	7	8	9	0

Roll 1D and 1D for one result.

Code	WorldName	Hex and Sector	Description
A	Alell	1706 Spinward Marches	Oppressive, rich bureaucratic world (Ph Pa Ri)
B	Boughene	1904 Spinward Marches	Non-industrial, domed world, corrosive atmosphere (Fi Ni)
C	Capital	2118 Core	Capital of the Third Imperium (Hi Cx)
D	Dorannia	0530 Spinward Marches	Poor, non-industrial hellworld (He Ni Po)
E	Efate	1705 Spinward Marches	High-tech industrial world (Hi In)
F	Feri	2005 Spinward Marches	Rich, low gravity world (Ph Pa Ri)
G	Magash	0316 Deneb	High-tech, busy, industrial, capital world (Va Hi Na In Cp)
H	Hefry	1909 Spinward Marches	IISS regional administration (Va Ni)
J	Jenghe	1810 Spinward Marches	"Truck Stop" colony world (Ni)
K	Earth	1827 Solomani Rim	Homeworld of humaniti (Ga Hi)
L	Lakou	0638 Spinward Marches	Tiny, backwater colony (Ni)
M	Macene	2612 Spinward Marches	Asteroid belt mining colony (As Ni)
N	Knorbes	1807 Spinward Marches	Rich, low-tech agricultural/archaeological world (Ag Ri)
P	Preslin	0633 Deneb	Poor dry rockball (De Ni Na Po)
Q	Yori	2110 Spinward Marches	Rich desert world (De Ri)
R	Regina	1910 Spinward Marches	Rich, Earthlike capital world (Ph Pa Ri Cs)
S	Ruie	1809 Spinward Marches	"Independent", balkanized, TL7 "war world" (Hi In)
T	Tremous Dex	1311 Spinward Marches	Ice world (Ic Ni)
U	Uakye	1805 Spinward Marches	Non-industrial backwater world (Ni)
V	Vland	1717 Vland	Capital world of the First Imperium (Hi Cs)
W	Wroclaw	0226 Deneb	Agricultural, oppressively collectivist world (Ag Ri)
X	Menorb	1803 Spinward Marches	Poor, crowded world (Hi Po)
Y	Yorbund	2303 Spinward Marches	Domed world, insidious atmosphere (Fi Ni)
Z	Traltha	2834 Spinward Marches	Desert "archaeological mysteries" world (De He Ni)
1	Dentus	2201 Spinward Marches	Desolate border world (Ni)
2	Vanzeti	0218 Deneb	Non-industrial water world (Wa Ni)
3	Syr Darya	1810 Deneb	Nondescript agricultural world (Ni Ag)
4	Aramis	3110 Spinward Marches	Underground colony (He Ni Cp)
5	Rhylanor	2716 Spinward Marches	High tech, crowded capital world (Hi Cp)
6	Raschev	3230 Foreven	Atomic-era backwater world (Ri)
7	Ara Pacis	0419 Deneb	Balkanized, non-industrial world (Ni)
8	Roup	2007 Spinward Marches	Popular dictatorship, water world (Wa Hi In)
9	Pax Rulin	2204 Trojan Reaches	Cold, small, poor capital world (Ic Va Lo Cp)
0	Space	Grew up in space	A free trader serving backwater worlds (Na Va).

This table shows the format for character homeworld selections. It shows a variety of worlds within the current adventuring region, adds several important worlds from outside the region, and identifies each with a short description.



3. PRE-CAREER EDUCATION (AND TRAINING)

Characters may pursue improvements to Education or Training.

Education. Human characters (and Sophonts with Edu) can pursue traditional Education.

Education involves attending a school, academy, college, or university. A character may attend one or more schools which may provide additions to Education and new levels of skills.

Training. Sophonts with Tra are at a disadvantage in Education (since they use Tra/2 for Edu). They benefit from Training and courses which depend on Tra.

Training involves enrolling in a training process: apprenticeship, mentoring, or a training course. A character may attend one or more such processes, which may provide additions to Training and increases in skills.

Instinct. Sophonts with Ins are generally excluded from the Education (or Training) process.

Later Education or Training. Characters may suspend career resolution to return to school or training. At the beginning of any term, the character may apply for any Educational institution or Training, and if accepted substituted that process for the entire term.

Some schools are attended during career resolution (being assigned as part of career resolution).

The Educational Process

Education is a multi-step process. If Pre-Requisites are met, the character Applies for Admission. If successful, the character rolls for Pass/Fail for each year of the process. Each Pass awards one of the available skills; Failure terminates the process (but Waiver may result in reinstatement, although no skill is received). A character may roll for Honors. Finally, a character who completes (who Passes or who has Failure Waived) Graduates and receives Graduation benefits.

Major and Minor. The character attending an Educational Institution selects a Major and a Minor from the appropriate Skill and Knowledge list. A character may select any Major and Minor (but they may not be the same) and change them each time a new Educational Institution is attended.

A character's current Major and Minor are the most recent ones selected (which determines the skills taken as Major or Minor during career resolution).

EXAMPLE EDUCATION TABLE

	College	Comment
Pre-requisite	Edu = 5	No if Edu=4 or less
To Apply	Int or Edu	Check Int or Edu
Pass/Fail	Int or Edu (4x)	Roll 4 times
Duration	4 years	
Graduation and	Edu = 8 Bachelor	upon graduation

Pre-Requisites. Pre-requisites are minimums: any value or greater is acceptable.

Admission. To apply for Admission, a character must Check one of the stated Characteristic or less. If the roll fails, this institution may not be attended. Each failed application consumes one year.

Pass/Fail. A character must Pass each year of attendance. Check the stated Characteristic or less the stated number of times. Each success Passes one year; success in all rolls

awards Graduation. Failure ends attendance (subject to Waiver).

Honors. A character can optionally make one additional Pass/Fail Roll: success confers Honors and one level from the Major. Failure has no effect.

Skills. Each successful Pass awards one level from the Major. Each two successful Passes awards one level in the Minor.

Duration. The number of years required for the process.

Graduation. At the end of the school, an individual who has passed all years Graduates and receives those benefits.

The Available Educational Institutions

Education takes six basic forms:

ED5, Trade Schools, College or University, Service (Naval or Military) Academies, ANM Schools, and Special Military Education.

ED5 is a program intended to raise low Edu to a minimally acceptable level. Edu-5 is the minimum pre-Requisite for Trade Schools; a character with Edu less than 5 needs to take ED5 to raise his Edu to this minimally acceptable level.

A character with Edu less than 5 can attempt the ED5 program at the start the Education process. Check Int: if successful, Edu is raised to 5. The process can be attempted once. It takes no time. Failure has no other effect.

Trade School provides vocational education in specific (generally non-academic) skills.

ANM Schools (Army Navy Marine School) are one-year military trade schools teaching Knowledges. They are assigned during career resolution: when assigned, the character uses this Educational process to determine the Pass/Fail and the Knowledge received. The character then returns to Career resolution and resolves the current term.

ANM Schools award Knowledges in addition to normal skill eligibility.

College provides a basic college education, resulting in an increase in Edu and in increases levels of his Major and Minor. **University** provides the same benefits as College but is more prestigious; it can also provide Masters Degrees and Doctorates. A character attending College or University may also participate in OTC (Officer Training Corps) or NOTC (Naval Officer Training Corps). Often associated with a University are a **Medical School** (to educate medical doctors) and a **Law School** (to educate lawyers).

A University Masters Program requires a Bachelors in addition to Edu 8+ A Professors Program requires a Masters in addition to Edu 9+. Attending Med School or Law School requires an Honors Bachelors. All of these requirements can be waived.

Military and Naval Academies are similar to College: in addition to a degree, they provide an Army or Navy Commission upon graduation. A Naval Academy graduate may choose a Marine Commission instead. The character is required to serve one term in the service. At the end of that term, the character may try to continue, or may attempt any other career available. He is in the Reserves. Service Academy Honors Graduates may attend **Flight School**.

Command College is a special Military School for characters with Army, Navy, or Marine rank Officer4. At the beginning of the first term the character is O4, the first event is Command College. A character who fails Command College may not Continue in the service.

OTC / NOTC. Officer Training Corps and Naval Officer Training Corp are College or University based courses that produce officers for the armed forces.

Success confers a Commission (OTC= Army Officer1; NOTC = Navy Officer1 or Marine Officer1). The character is required to serve one term in the service. At the end of that term, the character may try to continue, or may attempt any other career available. He is in the Reserves. College or University Honors Graduates may attend **Flight School**.

Educational Waivers. A student attending an Education Institution who receives an adverse die roll or decision (Prerequisite, Admission, Pass/Fail, Honors) may try for a Waiver. To receive a Waiver, roll Soc or less (2D); Mod minus number of previous waivers rolled (successful or not).

Waivers are unique to the Education Process and apply only to Schools and Education (and the Scholar career, but not other careers).

Education Notes and Restrictions. C5 Edu reflects the individual's ability in an Educational setting, even if the person does not have the formal documentation. For example, a character with Edu=9 can function at the equivalent of a Masters in Educational situations even though he may not have the formal diploma.

The Training Process

Training takes three forms: Apprenticeship, Mentoring, and Training Courses.

Apprenticeship. Apprenticeship takes place before character generation begins (as a retroactive process, before Life Stage 3). It attaches a sophont to a trainer who then instills in that sophont in a new skill.

A single skill or knowledge is selected; Pass/ Fail is rolled once, and Success awards Skill-4.

The character begins Life Stage 4 with the skill.

Mentoring. A sophont who wants (or needs) to increase his C5 Training can attach himself to a Mentor. The process takes two years and increases Tra +2.

Training Course. A focused training course provides intensive hands-on experience in one specific skill or knowledge.

On worlds or in cultures where Training is the predominant characteristic, the need is met through training Institutions (similar to colleges or universities but using different methods adapted to the analog characteristic Training).

On worlds with diverse populations, the Training function is provided within Educational institutions, which serve as providers of apprenticeships, mentoring, and training courses.

Specific Educational Institutions

Characters who attend schools, colleges, and universities can determine the specific name of the school attended from the Educational Institution Chart. The information adds to the character's background; occasionally, a character will meet someone who also attended that school.

School Rank. The chart allows determination of the relative rank of schools when compared with others.

4. SELECTING AND RESOLVING A CAREER

A character selects a career from one of the thirteen available. This selection is influenced by the character's characteristics and current experience, but is ultimately a decision based on the player's goals and preferences.

THE CAREERS

2D	Description
	Citizen
2	Scholar
3	Entertainer
4	Craftsman
5	Scout
6	Merchant
7	Spacer
8	Soldier
9	Agent
10	Rogue
11	Noble
12	Marine
	Functionary

Each Career has a page of instructions detailing the specific career.

Careers are numbers 2 through 12 to allow random selection (using 2D) of a career.

THE PROCESS

Career Resolution is a multi-step process resolved in Terms of four years each. The process carries the player through the stages of the career: Beginning, Risk and Reward, Rank, and Continue. At each stage, the player rolls to determine success or failure and the resulting consequences.

The process uses Target numbers against which the player rolls 2D: a result equal or less than the Target is successful. Greater than the Target is failure. Some Targets allow Mods (a Mod increases the Target and increases the chance of success). If the requirement is met, the Mod may be used. For example, Mod +2 if Int 6+. If the character is Int 6 or greater, the Target is increased +2.

One cycle of the Career Resolution Process completes a 4-year Term.

Target Numbers. Targets may be automatic, a number (10, or 5) or Characteristics (named, or as a Position Code). Position codes allow non-human characters to participate in Career Resolution.

Pre-Requisites. Some Careers have requirements before a character may attempt to Begin.

To Begin

Roll the Begin Target.

Some Careers allow Retry. If Begin fails, the character may immediately Retry.

If both Begin and Retry fail, this career may not be used. Each failed attempt (both Begin and Retry) consumes one year.

Risk and Reward

The Risk and Reward sequence uses a standard procedure.

Note the series of Characteristics available. The Character picks one of these Characteristics (any one anywhere in the sequence) and it governs Risk and Reward

for the current Term. This Characteristic cannot be used again until all of the others in the sequence have been used.

Once Per Term. Risk and Reward is rolled once per term and reflects all of the activity of the character within the term.

Roll 2D. The Character will roll 2D twice using the same Characteristic.

Before rolling for Risk, the Character may (but is not required to) select a Mod= +2 (Caution) OR Mod = - 2 (Bravery) to apply against the Risk roll. This Mod is applied with an opposite sign to the Reward roll.

The Armed Forces (Army, Navy, Marine) Careers require DMs for Branch and Operations: these DMs must be applied against the Risk Roll and (with opposite sign) against the Reward Roll.

Selecting a positive Mod increases the chance of succeeding at Risk and of failing at Reward; selecting a negative Mod increases the chance of failing at Risk and succeeding at Reward.

Selecting a positive DM decreases the chance of succeeding at Risk and of failing at Reward; selecting a negative DM decreases the chance of failing at Risk and succeeding at Reward.

The Character rolls for Risk ($2D \leq \text{Characteristic} + \text{Mod}$). If Risk fails, he goes no farther. If he succeeds, he rolls again for Reward ($2D \leq \text{Characteristic} - \text{Mod}$). If Reward fails, there is no Reward. If Reward succeeds, the Reward outcome is resolved.

For example, Eleri Dinsha 777B77 has selected Strength for Risk and Reward. He also selects the Caution Mod +2. He rolls for Risk ($2D = 9$ versus $\text{Str} = 7 + 2 = 9$) and succeeds. He rolls for Reward ($2D = 7$ versus $\text{Str} = 7 - 2 = 5$) and fails.

Or, less fortunately, Eleri Dinsha 777B77 is in the Marines and has selected Strength for Risk and Reward. He also selects the Caution Mod +2. He rolls for Risk ($2D = 12$ versus $\text{Str} = 7 + 2 = 9$) and fails. His failure indicates he has been wounded or injured. He receives hitpoints equal to his Characteristic (Strength) minus the Roll ($= 7 - 12$) = -5. He rolls for Recovery ($= 1D$) = 4. His Strength is permanently reduced -1. Because he failed the Risk Roll, he cannot attempt the Reward Roll.

- **Citizen Life.** The Citizen career uses a variant of **Risk and Reward** called **Citizen Life**. Only one roll is made to determine Success or Failure. No Mods are used.

- **Entertainer.** The Entertainer career focuses on Fame and resolves the current level of Fame for the character.

- **Craftsman.** The Craftsman career focuses on the creation of Masterpieces as detailed on the Craftsman Career page.

Rank, Position and Promotion

(Some careers [Citizens, Entertainer, Craftsman, Scout, Agent, and Rogue] do not have rank, position, or promotion, and this procedure does not apply.)

2D	Career	Initial Rank	Advanced Rank
	Citizen	no rank	
2	Scholar	varies	
3	Entertainer	no rank	
4	Craftsman	no rank	
5	Scout	no rank	
6	Merchant	Merchant0	
7	Spacer	Spacer1	Officer1
8	Soldier	Soldier1	Officer1
9	Agent	no rank	
10	Rogue	no rank	
11	Noble	varies	
12	Marine	Marine1	Officer1
	Functionary	Clerk	Functionary1

Armed Forces characters (Army, Navy, Marines) begin with enlisted rank (Army = Soldier1, Navy = Spacer1, Marines = Marine1). Merchant characters begin with an inconsequential rank (Merchant = Merchant0). Scholars begin with formal rank (Scholar = Scholar1) if they have Edu=8+. Nobles begin with rank equal to their Social Standing. Functionaries begin with an inconsequential rank (Functionary= Functionary0).

Enlisted Promotion (Army Navy Marines). Armed Forces characters roll the Promotion Target. Success increases rank +1.

Commission. If the character is enlisted rank (Spacer, Soldier, Marine) Armed Forces characters roll the Commission Target. If successful, the character moves to the Officer rank track and receives Officer1.

Officer Promotion (Army Navy Marines). Armed Forces characters roll the Officer Promotion Target. Success increases rank +1.

Scholar Promotion. Scholars with Scholar1 or higher roll the Scholar Promotion Target. Success increases rank +1.

Merchant Promotion. Merchants with Merchant0 roll the Rank0 Promotion Target. All others roll the Officer Promotion Target. Success increases rank +1.

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

Acquiring Skills

Characters acquire skills in the course of each Term. The Skill Eligibility table shows the number of skills received.

Rolling For Skills. For each skill, roll on the Career Skills Table. Skills are taken from the Career Skills table. The character selects a column and rolls 1D for the specific skill.

Automatic Skills. Some careers provide automatic skills (for example, a Merchant upon reaching rank Merchan1 receives an automatic skill= Steward). Automatic skills are awarded as a one-level increase if the skill is already held. If not, the character receives the skill at level-1.

Continue

At the end of the 4-year Term, the Character must successfully roll (2D) to Continue in the career. Success allows the character to Continue to the next 4-year Term. Failure requires that the character end Career Resolution and begin adventuring.

Changing Careers. A character may avoid the Continue roll by selecting one of the Career Change Options for which he is eligible.

The Armed Forces

Three careers are considered the Armed Forces: **Spacers**, **Soldiers**, and **Marines**. Each of these careers adds background information on the career in the form of Branch and Assignment.

Armed Forces Branch. Branch is the specialization the individual has within the service. It defines his probable duties in the service.

When the character Begins in a service, roll for Branch. A non-officer character may change (reroll) Branch at the end of each Term. A character who receives a Commission may roll for Branch or keep his current Branch (for Spacers, Crew becomes Line). An Officer may not change Branch.

Branch provides a DM which must be applied to Risk and Reward.

Armed Forces Assignment. The <Service> Operations table provides assignments for Armed Forces characters. Appropriate columns distinguish between Naval Officers and Crew, and between Branches for Soldiers and Marines.

Roll for Assignment four times per Term (for four annual assignments).

Each assignment provides a DM. Determine the highest value for the Term: it must be applied to Risk and Reward.

Medals. The primary rewards in the Armed Forces are medals. If the Reward Roll Succeeds, subtract the Reward Roll from the Controlling Characteristic (ignore any Mods) and consult the Medals Table.

For example, Star Marine Captain Sir Mountain Dressler III 98998B participated in what came to be known as the Retreat from Jewell. In this Term, he is in the Protected Forces (Mod 2), and one of the four annual assignments he draws is Battle (Mod 3). For the Term, he is rolling Risk and Reward once using these required Mods.

For Risk and Reward, he has selected Str (=9) as his Controlling Characteristic. He also selects the Caution Mod 2).

He must roll 6 (=9 -2 -3 +2 = 6) or less to survive the Risk roll. He rolls 5.

He turns to the Reward roll. The signs on the Mods change and he must roll 12 (=9 +2 +3 - 2 = 12) or less to receive a Reward. He rolls 2.

He receives a Campaign Ribbon (The Retreat from Jewell) and consults the Medals Table.

His Controlling Characteristic was Str = 9. His Reward Roll was 2. He consults the Medals Table (=9 - 2 = 7) and at line 7 receives the SEH.

The Medals Table is on the Fame page.

AGING

Characters reaching Life Stage 5 (Age 34 for Humans) are subject to Aging (on the Life Stages and Aging Tables).

THE PRIOR CAREER

Each career is fully described on its own comprehensive page. Once the career is selected, turn to that page and resolve it according to the rules on that page. Once the career is complete, proceed to Mustering Out.

5. MUSTERING OUT

Mustering Out is a military term, but it captures the concept for characters in non-military careers as well. When characters Muster Out, they are making a change from their prior career to a new life: from the known to the unknown, and from the mundane to the adventuresome. Mustering Out counts up the character's belongings (at least the major ones), the money, and the abilities that a character has accumulated through several years of career, and notes them as assets for the adventuring situations to come.

Mustering Out produces three types of awards: Automatics, Entitlements, and Benefits.

AUTOMATICS

When a character ends character generation he may already own specific awards or items. This step catalogs them.

Personal Weapons. Any character who has received Fighting-1 or greater owns one personal weapon, which may be any weapon appropriate for the skill held.

This benefit does not apply for skills other than Fighting (that is, not Heavy Weapons or Gunnery; characters do not automatically acquire an AutoCannon to carry in their personal baggage).

Land Grants. Any character who has received a Land Grant retains it at Mustering Out.

A Land Grant creates a token annual profit (the amount remaining after expenses are deducted from income), based on the trade classifications of the world, equal to Cr10,000 per TC. For example, a world classified as Hi In Va provides an income of Cr30,000 per year. A World with no TC generates Cr5,000 per year.

Masterpieces. Any character who has created Masterpieces retains them at Mustering Out.

Medals. The character may have received medals for heroism, campaign ribbons, and wound badges. Agents may have received Commendations. These items remain in the possession of the individual and may serve to enhance his reputation.

Fame. Any character may have Fame as a consequence of Career Resolution, or may elect to determine his Fame using the Fame rules. If the **Fame Flux Event** has not yet been invoked, it may be invoked here (or not; it can be saved for later).

BENEFITS

Benefits are the results of dice rolls.

A character is allowed one Mustering Out roll for each term served in Career Resolution. He is allowed one additional roll per Commendation, and per MCG or SEH. He is allowed one additional roll if Fame 19+.

Roll 1D + DMs. If the DM is Terms, use the number of Terms served in that Career. If the character later served as a Functionary associated with that Career, add those Functionary Terms to the DM.

If the roll is greater than the maximum value on the table, use the maximum value instead.

Which Table? Use the Mustering Out Table corresponding to the Career. For example, Eleri Dinsha served one term each as a Merchant (Term 1), an Entertainer (Term 2), and finally as a Functionary (Term 3). He makes one roll on the Merchant Table, one roll on the Entertainer Table (DM +1 because he served one Term in that career), and one roll on the Functionary Table (DM +1 because he served one Term in that career).

Which Column. The character may select either the Money or the Benefits column for each roll.

Available Benefits

The Career Resolution Process ends with the accumulation of Mustering Out benefits.

Money. Cash received represents travel allowances and personal savings. Money is provided on a separate column.

Passages. Passages received represent travel allowances provided by a former employer.

StarPass is a multi-use pass redeemable for Middle Passage and valid for one year after its first use.

High Passage is first-class starship accommodation, providing passage from the current starport to the ship's next port of call. It has a value of Cr10,000.

Middle Passage is second-class starship accommodation, providing passage from the current starport to the ship's next port of call. It has a value of Cr8,000.

Low Passage is economy-class starship transportation, providing passage in Cold Sleep from the current starport to the ship's next port of call. It has a value of Cr1,000.

Pension x 2 doubles any final Pension the character receives from the career. Each doubling is of the original Pension: the first x2 doubles the Pension, the second x2 triples the pension, the third x3 quadruples the original Pension.

Retirement x 2 doubles any final Retirement Pay the character receives from any of the Armed Forces. Each doubling is of the original Retirement Pay: the first x2 doubles the Retirement Pay, the second x2 triples the Retirement Pay, the third x2 quadruples the original Retirement Pay.

Characteristic Improvements. Characteristic Improvements represent a final recognition of personal improvement based on the individual's career and experience.

Characteristic Improvements applied to Genetic Characteristics are recessive.

If the improvement is C6+1 and for the character C6= Caste, the benefit is lost.

Wafer Jack. A Wafer Jack is an implant allowing use of skill or personality wafers and direct access to computer systems.

Secrets. A Secret is some object or thing the character finds in his possession: it may be something in his files, or taken from the bottom of a drawer, or a memento.

The significance of the object is controlled by the referee in the course of later events.

A Secret is the spark that can begin an adventure. Its description is just enough to direct the adventurers' attention toward some goal. It is a secret because of its importance, and because it is generally shared or discussed only with persons (comrades) who can be trusted.

Forbidden Knowledge. Forbidden Knowledge is a skill or knowledge that is not, should not, or cannot be mentioned in polite society.

FORBIDDEN KNOWLEDGE

1D	Skill	Considered uncouth in polite society because:
1	Fighting	It accepts violence and weapons as a means of achieving goals.
2	Streetwise	It implies an interaction with the lower or fringe social classes.
3	Stealth	It accepts covert and possibly illegal actions as a means to achieving goals.
4	Explosives	It accepts large scale destruction as a means of achieving goals.
5	WMD	It accepts massive indiscriminant violence as a process for achieving goals.
6	Programmer	It accepts bypassing of computer safeguards as a process for achieving goals.

For example, the fact that a character is familiar with the use of machineguns (Fighting) is not usually brought up in conversation. Each receipt provides skill-1.

Knighthood. The character receives a Knighthood (= Soc B if the character has C6 = Soc).

A character who does not have Soc (C6= Caste or C6= Charisma) nonetheless receives the benefits of Knighthood (the name prefix Sir and a certain level of prominence in society), he just doesn't really care.

Note that a Career Skills Table C6+1 may increase Soc to B or higher. A Knighthood raises any value Soc to B; if the character is already Soc 11+, he receives Soc +1 instead.

In the Armed Forces, Knighthood is only available to Officers. A non-officer receives Soc +1. A character with Soc = 11+ already receives Soc +1 instead.

Some Social Standing values are divided into lower and upper case (c= baronet; C= Baron; e= Viscount; E= Count; f= Duke; F= Duke). Treat each internal division for the purposes of increases in Soc.

Life Insurance. Life Insurance is the archiving of a personality scan and DNA (or equivalent) sample during the Mustering Out Process. It enables the creation of a Clone and Implantation of the character's personality, in the event that a notification of death reaches the archive. Notice that unless updated, the replacement clone will revert to the memories and skills recorded at Mustering Out.

Travellers Aid Society. The TAS is non-governmental organization devoted to assisting travelers in need. It is also a hospitality provider with hotels, restaurants, banking, and library data facilities on most Starport-A and Starport-B worlds.

TAS Fellowship. A TAS Fellow Membership is a temporary membership in the Travellers' Aid Society. The membership provides one week of accommodations and one High Passage per month (they accumulate if not taken). The grant expires four years after award (at which point accumulated benefits expire).

TAS Life Membership. TAS Life Membership is a permanent membership in the Travellers' Aid Society. The membership provides one week of accommodations and one High Passage per month (they accumulate if not taken).

Directorship. A Directorship is an appointment to the Board of Directors of a large (world-wide or system-wide) corporation. The appointment is largely ceremonial, requiring only annual attendance at Board meetings.

A directorship provides an annual payment of Cr36,000, high level access to business executives, and deferential treatment at company facilities. Create a name for the Company involved: for example: the <worldname> Corporation.

Ship Shares. Each ship share represents a fractional ownership in a starship. It may be redeemed upon Mustering Out, or it may be retained and redeemed at some later date.

Proxy. A Proxy is a delegation of power (usually to vote in the Moot) by one Noble to another. The number of Proxies a Noble holds is an indication of his Political Power.

Nobles uninvolved in the political process transfer their voting rights to a political Noble based on family ties, financial or other rewards, or even political considerations.

Duplicate Benefits

If a result duplicates a benefit previously received (and it is unwanted or unusable), the character may reroll until a different benefit is received.

Unusable duplicate benefits include: Wafer Jack, TAS Life Member. The individual may decide for himself if additional x2 Pension or additional x2 Retirement Pay is unusable.

ENTITLEMENTS

When a character ends the Character Generation process, he may be eligible for specific Entitlements if he meets specific requirements. Entitlements include Pensions, Retirement Pay, and Life TAS Memberships:

Duplicate Entitlements: A character may have duplicate Entitlements (for example, both a Reserve and a Functionary pension, or both Military and Professor's retirement pay).

Getting Paid. Any Entitlement may be collected at any Travellers' Aid Society office (at smaller offices, it may take a few days). Entitlements are paid in advance: the payment is made on the first day of retirement and annually thereafter.

Cashing Out. A character may not want to wait until Life Stage 9 to retire. Any Entitlement can be cashed out for a lump sum equal to five years of payments.

Pensions

Pensions are available for some careers. A pension begins when a character reaches Life Stage 9 Retirement (= age 66 for Humans).

Citizen's Pension. Any character who has been a Citizen or Functionary for at least one Term is eligible for a Citizen's Pension. A Citizen receives Cr10,000 per year; a Functionary receives Cr15,000 per year (which replaces a Citizen's pension, if any).

Reserve Pension. A character who served in the Reserves receives an annual Reserve Pension (= Cr100 per term served in the Reserves).

Professor's Pension. A tenured Professor receives a Professor's Pension of Cr10,000 per year.

Retirement Pay

The Army, Navy, and Marines have retirement programs for those who served on active duty (not the reserves) for at least 5 terms. Military Retirement Pay is determined based on total combined terms served in Army, Navy, and Marines.

Enlisted Retirement. A Soldier, Spacer, or Marine with at least 5 terms served receives an annual payment of Cr2,000 per term in the service.

Officer Retirement. A Soldier, Spacer, or Marine with at least 5 terms served who musters out as an Officer receives an annual payment of Cr3,000 per term in the service.

TAS Life Membership

A Life Membership provides one week of accommodations and one High Passage per month. Selected individuals are awarded a **TAS Life Membership**.

- Award Winning Scholar.
- Scout with 3 Discoveries.
- Imperial Treasure Craftsman.
- Starburst for Extreme Heroism
- Starburst for Extreme Heroism with Diamonds.

REDEEMING SHIP SHARES

Ship shares can be redeemed for a ship of the appropriate type. Redeemed shares convey the appropriate percentage ownership; the remainder must be financed and is subject to monthly payments.

Ship shares can be acquired in many different career paths. They may be redeemed based on specific careers served in.

Scout Ships

An ex- Scout can redeem **one share** for a standard Scout Ship. The ship is on long-term loan and the user is subject to occasional mission assignments from the Scout Service.

Escort Ships

An ex- Navy officer can redeem **one share** for a standard Escort Ship. The ship is on long-term loan and the user is subject to occasional mission assignments from the Navy.

Yachts

A noble (Social Standing B or higher) or an Entertainer (with Fame-17+) can redeem **three shares** for a standard Yacht. The ship is on long-term loan from a patron or admirer.

Lab Ships

A Scholar can redeem three shares for a standard Lab Ship. The ship is on long-term loan subsidized by a corporate grant.

Traders

Any character may exchange any available shares for an equal number of shares in the available types of Trader.

Free Trader	10 Shares
Fat Trader	12 Shares
Far Trader	14 Shares
Flat Trader	16 Shares

A ship owner (or the recipient) is responsible for the (operating and other) costs associated with the ship.

A character using shares to acquire less than total ownership of a ship must finance the remaining portion. For example, a Free Trader requires 10 shares. A character with 3 shares could acquire 30% ownership and would be required to finance the remaining 70% of the ship.

Pooling. Several characters with Ship Shares may pool their resources to acquire a ship, and they take ownership in proportion to their shares.