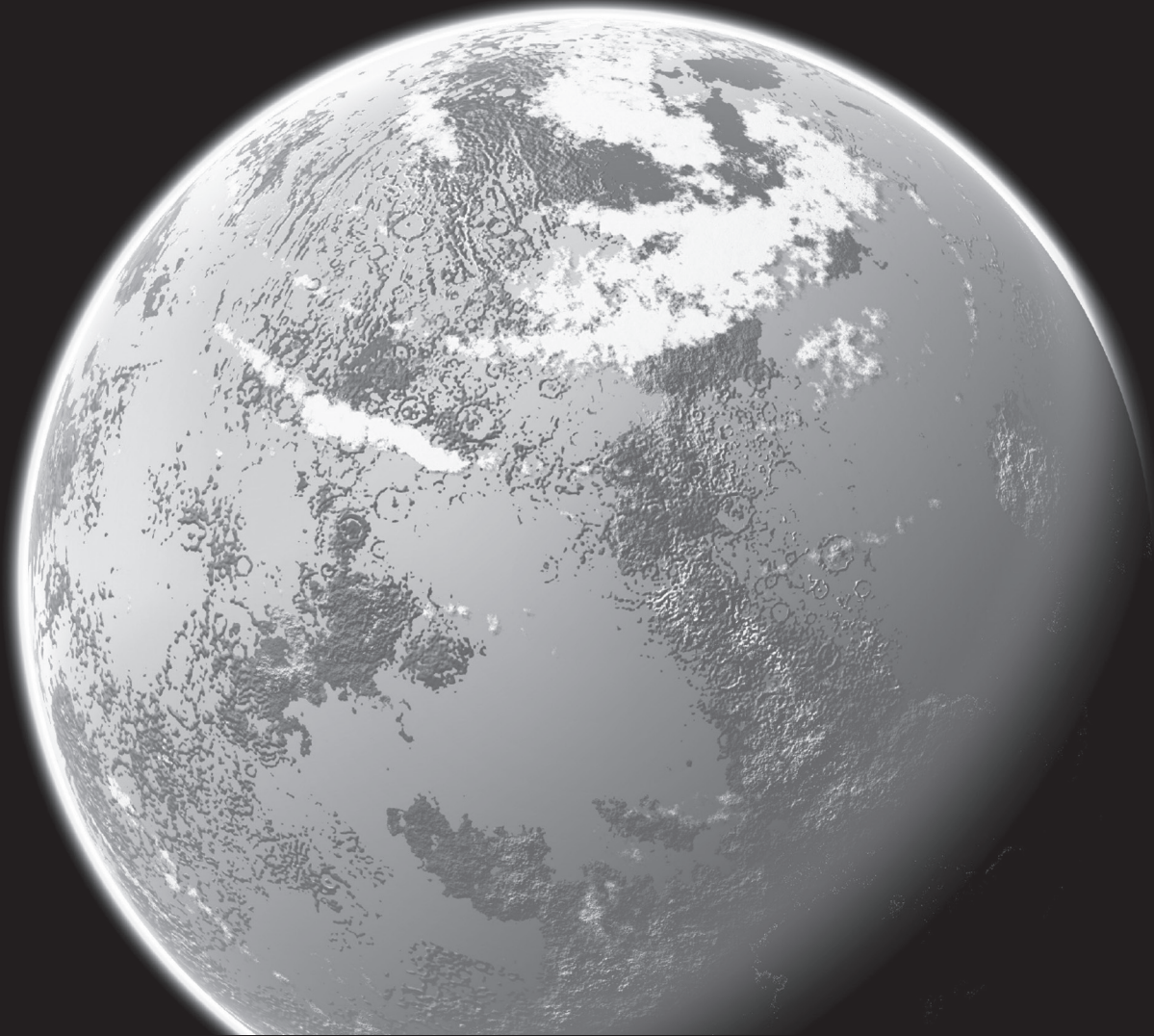


Career Path Character Creation



STARFINDER
COMPATIBLE

CAREER PATH CHARACTER CREATION



CREDITS

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Starfinder character generation puts all of the choices into your hands, allowing you to create any character concept that you'd like play. This is a great way of doing character creation, but sometimes you want something different—something random, something very random.

Like, ***"Holy Crap! I just died during character creation!"*** random.

If you find yourself in that mood, if you find yourself wanting to "discover" the character that you'll be playing as opposed to "building" it, Career Path Character Creation (CPCC) is for you. You'll start out playing a character with a full-blown history as opposed to a character fresh off the farm.

NUTS AND BOLTS

CPCC characters start out more powerful than a regular 1st-level Starfinder character. They're typically older with a decade or two of life experience behind them. They've decided that they're done doing whatever they did before, and it's time to start a new chapter in their life and join up with the rest of the motley crew that the party's composed of.

CPCC does increase the difficulty for the GM in setting forth appropriate challenges (Starfinder is a well-balanced game, after all), but in exchange, CPCC can be used to free the GM from taking the time and effort to determine what's "appropriate" for the characters to encounter! GMs gain the ability to simply create whatever worlds and NPCs exist and treat them independently of the characters' power level.

In other words, with CPCC, you need to really immerse yourself in your character and the world because whatever you encounter may be utterly indifferent to your capabilities if your GM decides to go that way. For lack of a better term, this is an "old-school" way of play in which you are part of a world, rather than being the center of the world.

This will make play more dangerous, as the finely-balanced mechanics of the game are effectively blown out of the airlock. Again, CPCC is not for everyone.

So yes, CPCC is chaos that's not typically part of the well-balanced Starfinder experience, but it can be an appealing chaos if you give it a chance...

LEVELING WITH CPCC

If you use this new way of character creation you may also have to level differently than standard Starfinder characters. You can do this in two ways. The first way is basically by Player and GM fiat: characters gain a bonus after every session based upon the actions they've taken during play. Was there a fight? You'll have the chance to increase a combat-oriented ability. Was there a lot of interactions with NPCs? You can up some of their social-oriented abilities. Which abilities go up or which new abilities are "discovered" are based solely upon the decisions of the GM and Player and the tenor of the game.

This way means that CPCC characters will probably develop slower than standard characters, they'll develop more unevenly (after all, a campaign composed mostly of combat doesn't leave a lot of room to improve non-combat abilities), and players will have to deliberately seek out different experiences to learn how to

increase particular abilities. Sounds a lot like real life, eh? If this interests you, run with it!

One thing to call out about fiat advancement is that although staring characters are more-diverse, they're not really started along the various class ability paths. This is because it is expected that play is the way in which these paths will be travelled. Remember, after every session, the GM and Player decide what abilities increase or are discovered, and these include the various paths. Don't forget things like Saves, BABs, Feats, and class abilities when thinking about improvements.

The second way is significantly less random and more in keeping with Starfinder balance goals: simply start the new characters off at 1st level in a class and move forward from there. They're going to be quite a bit more powerful than a standard 1st level character (rule of thumb: treat every two terms is equal to 1 level), so the GM will need to take that into account, but they'll have wonderfully diverse background that will make creating plots and stories easier than normal 1st level characters.

NOW THAT YOU'VE BEEN WARNED....

Below is the step-by-step on how the process works, but before jumping into that, a general overview will help put things straight. First you choose your species and then you roll your abilities. After that you select some skills and languages based upon your home planet, and then you start the first term (generally a 4-year stint) in your first career and gain your SP and HP. Depending on circumstance you can proceed in that career or start another one. You do this for as many terms as you like (maximum 6) before you start play, gaining SP and HP for each term. Along the way you'll face several random events and may even die, 'cause space is dangerous business, after all. At the end, you gain your first RP and the game begins.

To the details!

STEP A: CHOOSE SPECIES

There are seven different species paths you can pick. Each of these different species has strengths and weaknesses. The species are exactly like those found in the core rules, but they're repeated here for ease of use. If you want additional randomness, you can either choose to be human or one of the six other races (randomly determined).

Human: Extremely versatile and adaptable race that's constantly expanding and exploring. +2 to any 1 ability, 4HP

1. **Android:** Artificial people with mechanical components, formerly built as servants but now recognized as citizens. +2 Dex, +2 Int, -2 Cha, 4HP

2. **Kasatha:** Four-armed race from a distant desert world with a highly traditional culture. If you pick Shirren, each term is 5 years long instead of the standard 4. +2 Str, +2 Wis, -2 Int, 4HP

3. **Lashunta:** Charismatic and telepathic race of scholars with two subspecies: one tall and lean, the other short and muscular. +2 Cha for all, (+2 Str, -2 Wis, for Korasha), (+2 Int, -2 Con, for Damaya), 4HP

4. **Shirren:** Insectile race that broke away from a locustlike hive, community-minded but addicted to individual choice. If you pick Shirren, each term is only 3 years long instead of the standard 4 years. +2 Con, +2 Wis, -2 Cha, 6HP

5. **Vesk:** Warlike reptilian race that recently declared a truce with the others—for now. +2 Str, +2 Con, -2 Int, 6HP

6. **Ysoki:** Also called “ratfolk,” these short, furry scavengers make up for their short size with big personalities. +2 Dex, +2 Int, -2 Str, 2HP

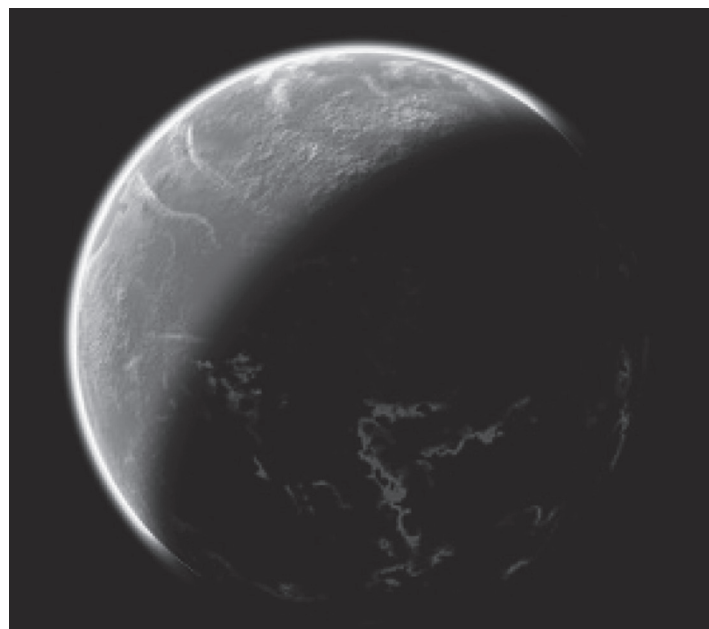
STEP B: RANDOMLY DETERMINE ABILITY SCORES

Starfinder Career Paths uses the optional method of rolling ability scores, but with the added caveat that you roll 4d6 (drop lowest) in ORDER, and do not assign an ability score a particular number. If that’s not your idea of fun, you may want to reconsider using Career Paths to generate your character, ‘cause it only gets more random from here. Or you can cheat (kidding, kidding) and assign the numbers and continue on.

STEP C: CHOOSE BACKGROUND AND LANGUAGES

Before embarking on your first career, you get a number of background skill ranks equal to 3 + your Intelligence Modifier (minimum of 2). These skills reflect your upbringing and education. Which skills you may select is based upon the type of world you grew up on. One of these skills must be the Profession skill of a type appropriate to your home world. For example, if you grew up on an arid planet you could choose Profession (moisture farmer) and become grunted whenever you get the opportunity to pick up some power converters from Toshi Station...

You must choose all of the skills before you may increase the rank of a skill you already know. Following such, you must also have rank 2 in all listed skills before you can increase one to rank 3 and so on. Unlike normal Starfinder characters, you can have more skill ranks than levels (‘cause you ain’t got no levels!).



Like all skills acquired in this generation system, these skills are considered class skills, meaning that you gain the +3 trained class skill bonus when using them.

Agricultural (Ag) Acrobatics, Athletics, Life Science, Profession, Survival

Arid (Ar) Profession, Survival, Physical Science

Cold (C) Life Science, Profession, Survival

High Magic (Hm) Culture, Mysticism, Profession

High Population (Hp) Bluff, Culture, Diplomacy, Profession

High Technology (Ht) Computers, Engineering, Profession

Hot (H) Life Science, Profession, Survival

Industrial (I) Athletics, Bluff, Intimidate, Profession

Large (La) Acrobatics, Athletics, Life Science, Profession, Survival

Low Magic (Lm) Computers, Engineering, Profession, Survival

Low Population (Lp) Medicine, Perception, Profession, Survival

Low Technology (Lt) Acrobatics, Athletics, Intimidate, Stealth, Survival

Lush (Lu) Bluff, Culture, Diplomacy, Profession, Sense Motive

Poor (P) Intimidate, Piloting, Profession, Stealth, Survival

Rich (R) Acrobatics, Athletics, Culture, Diplomacy, Profession

Small (S) Computers, Engineering, Profession, Survival

Once you’ve determined all your skills, time to pick your languages. Do this as normal in the core rules: you start play knowing Common, your racial tongue (if any), and the language of your home planet (if any). Don’t forget that each rank in Culture allows you to read and speak another language.

STEP D: FIRST TERM OF FIRST CAREER

Step D has a lot of smaller steps as it’s the meat of the system. Each of these steps are explained in more detail in the definition of terms at the end of this section.

1. Choose 1st Career

2. Choose Assignment

3. Succeed on Qualification Roll. If failed, submit to Impressment or the Drifter Career.

4. Gain Hit Points (HP) and Stamina Points (SP) based upon your Career. Gain 1 resolve point.

5. Gain all the skills listed in the Service Skills table at rank 1 unless you already know the skill, then just add 1 rank to your current rank.

6. Roll 1d6 twice on any of the following tables: Personal Development, Assignment table (based on your particular assignment), or Advanced Education (if you meet the requirement).

7. Roll 1d20 to see if you survive the 4 year term. If you succeed, go to step 9; if you fail, first go to step 8.

8. Roll on Mishap Table and leave this career — do not roll on the Mustering-Out table for this term unless stated otherwise. Go to STEP E.

9. Roll on the Events table and see what happens. Apply changes accordingly.

10. Roll 1d20 to see if you advance in your career. If you advance, note any gained skills from that advancement.

11. Roll on the Mustering-Out Table if you’re leaving this career. Choose Cash or Benefits and proceed to step F if this is your final career before beginning play. If you’re not leaving the career, store up your Mustering-Out roll for this term and proceed to STEP F.

STEP E: FIRST TERM OF SUBSEQUENT CAREERS

1. Choose a Career different from any you've had before.
2. Choose Assignment
3. Succeed on Qualification Roll. If failed, submit to Impressment or the Drifter Career.
4. Gain Hit Points (HP) and Stamina Points (SP) based upon your Career. Gain 1 resolve point.
5. Gain all the skills listed in the Service Skills table at rank 1 unless you already know the skill, then just add 1 rank to your current rank.
6. Roll 1d6 twice on any of the following tables: Personal Development, Assignment table (based on your particular assignment), or Advanced Education (if you meet the requirement).
7. Roll 1d20 to see if you survive the 4 year term. If you succeed, go to step 9; if you fail, first go to step 8.
8. Roll on Mishap Table and leave this career — do not roll on the Mustering-Out table for this term unless stated otherwise. Go to STEP D.
9. Roll on the Events table and see what happens. Apply changes accordingly.
10. Roll 1d20 to see if you advance in your career. If you advance, note any gained skills from that advancement.
11. Roll on the Mustering-Out Table if you're leaving this career. Choose Cash or Benefits and proceed to step F if this is your final career before beginning play. If you're not leaving the career, store up your Mustering-Out roll for this term and proceed to STEP F.

STEP F: ADDITIONAL TERMS IN A CAREER

1. Succeed on Qualification Roll. If failed, submit to Impressment or the Drifter Career.
2. Gain Hit Points (HP) and Stamina Points (SP) based upon your Career. Gain 1 resolve point.
3. Roll 1d6 twice on any of the following tables: Personal Development, Assignment table (based on your particular assignment), Advanced Education (if you meet the requirement), or Commendation table (if you've ever been commended).
In place of these two rolls, you can pick one option from the Service Knowledge table. If you pick a class-associated path (like operative's edge, trick attack +1d4, a soldier's primary style technique, or a mystic's spell-casting level) and you already know it, up it to the next level (you'd get operative's edge +2, trick attack +1d8 a new style technique in your fighting style, or you'd know and cast spells as a 2nd-level mystic). This is the only way that "class-associated abilities" improve in CPCC.
4. Roll 1d20 to see if you survive the 4 year term. If you succeed, go to step 6; if you fail, first go to step 5.
5. Roll on Mishap Table and leave this career — do not roll on the Mustering-Out table for this term unless stated otherwise. Go to STEP E.
6. Roll on the Events table and see what happens. Apply changes accordingly.
7. Roll 1d20 to see if you advance in your career. If you advance, note any gained skills from that advancement.
8. Roll on the Mustering-Out Table if you're leaving this career.

Choose Cash or Benefits and proceed to STEP G if this is your final career before beginning play. If you're not leaving the career, store up your Mustering-Out roll for this term and proceed to STEP F.

STEP G: CHOOSE A THEME

Choose a Theme like you normally would during character creation and apply the modifiers. If using fiat advancement, theme abilities are parts of character advancement that can be increased as others, but theme increases should be applied to every party member at the same time when they occur.

STEP H: BUY STUFF

Time to buy what you want.

STEP I: FINAL STEPS

With the GM and other players involved, finalize any enemies, allies, rivals, and contacts. Generally speaking, everyone working together as a group will help make the forthcoming game flow better and be more-closely tied to the histories of each player.

DEFINITION OF TERMS

Advancement, Social Ranks, and Benefits: You start at Social Rank 0 in your career. Each career has an advancement roll. If you make a successful Advancement roll, then you move to the next Social Rank and gain any benefits listed for your new Social Rank, which may including an all-important Resolve Point. You may only attempt to advance once per term.

If your result of your advanced check is equal to or less than the number of terms you have spent in this career you cannot continue in this career after this term. Either your services are no longer required, or you are simply bored and want a new challenge.

Beginning Age and Term Length: You begin your first career at the age of maturity for your race. Each term lasts for 4 years.

Checks or Tests: At many points during a career, a character will have to make a test of some sort. Most of these tests are ability or skill checks, but some will be saving throws or even melee or ranged attack rolls. For these tests just roll a 1d20 and add the appropriate modifiers as you normally would.

Commendation or Award: A character who earns a commendation or an award gains access to additional skills due their commendable performance on the commendation skills table.

Contacts, Allies, Rivals, and Enemies: As you create your character contacts, allies, rivals or enemies may be gained. These four different terms describe the friends or foes the character made in careers prior to the game.

Contacts: Contacts are people you have dealt with in the past who have a positive view of you. Contacts typically have useful skills or influential positions that can be used to your benefit. Contacts have a positive view, but not as positive as allies.

Life Events Table

3d6	Life Events
3	<i>Disease:</i> You contract a deadly disease. Do you live through it? Roll on the injury table.
4	<i>Addicted:</i> You acquire an addiction to a magic powder. Any cash Mustering-Out rolls are reduced by 1 point. You can try to quit during play: roll once per month and succeed on a DC 22 Will save. During play, temporarily reduce your Int by 1 as long as you're still using the substance and reduce all your physical characteristics by 3 if you fail to dose at least once a week. Your fix costs 40 credits a month and increases by 10 credits for every successive month of use once play begins.
5	<i>Arrested:</i> You are arrested for a crime you did not commit. Apply a -2 penalty to one Mustering-Out roll and gain a Contact.
6	<i>Birth:</i> Someone close to you gives birth. If playing a male character, succeed on a DC 6 Charisma check or you're the father.
7	<i>Don't Drink the Water:</i> You drink a non-human's drink on accident: gain +1 to two abilities and -1 to another.
8	<i>Secrets:</i> You gain a secret. Roll the following three checks to determine what type of secret. If you succeed in all three checks; gain +1 Cha. 1 st check: succeed on a DC 10 Charisma check to avoid it being socially distasteful. 2 nd check: succeed on a DC 10 Will save to avoid it being criminal. 3 rd check: succeed on a DC 10 Fort save to avoid it being related to magic in some manner. If you fail multiple times, mix the results to create your secret.
9	<i>Fortune's a Fickle Bitch:</i> Fortune turns her dull-gray eyes upon you. Any prior negative (such as an injury or mishap) from any of your prior terms is removed. If you have no negatives, you gain one (roll a mishap).
10	<i>Magic Item:</i> During your term, you stumble upon an unclaimed magic item worth up to 5,000 credits and claim it as your own. You get away with it free-and-clear if you succeed on a DC 10 Charisma check, but if you fail, gain an Enemy.
11	<i>Lucky Dice:</i> You have a long streak of luck with the dice. +2 bonus to one Mustering-Out Cash roll. If you have Profession (gambler) it's +3 to that roll instead.
12	<i>Death:</i> Someone close to you dies. Succeed on a DC 6 Fort save or it's you.
13	<i>Slayer:</i> You fight the good fight and are the last one standing at the end of a terrible, sudden combat. Gain +1 BAB. If you are a soldier or a sailor, you are commended.
14	<i>Contact:</i> You gain a new contact.
15	<i>Old Ones:</i> You catch a brief glimpse of something that should remain unseen. Reduce your Wis by 1, but increase your Int by 2.
16	<i>Rival:</i> You gain a new Rival.
17	<i>A Foreign Table:</i> You feast at the table of a clan of non-humans. They drug you and you've forgotten everything after the first taste, but you are certain that they put something inside of you... and it's still there.
18	<i>Touch the Hand of God:</i> Encounter a Divine Being. Gain +1 to any one ability. If you decide to worship the Being, gain +2.

Allies: Allies are contacts that have a very positive view of you and who will go out of their way to assist you in your goals. The level of assistance is up to the GM, but allies are strong friends.

Rivals: Rivals are the negative version of contacts. Rivals have a negative view of you and will try to thwart your goals. Rivals work for your humiliation or moderate fiscal loss. Rivals are great for short-term villains working against the players.

Enemies: Worse than rivals, enemies truly loath you and work for your imprisonment, bankruptcy, or even death. Enemies may even actively you if they have the ability to do so. A GM should feel free to turn enemies into long-term villains if so desired.

Drifters and Impressment: You may attempt to enlist in one career each term if you are not continuing on in an existing career. If you

fail to achieve a new career, you have two options. You may be Impressed and be randomly sent to one of the military services or you may spend that term travelling as a Drifter without a career or purpose. A character may only be Impressed once, but you can be Impressed back into a career from which you were ejected.

Early Training: For your first term in a career only, you get all the skills or abilities listed in the Service Knowledge table at rank 1 (for skills) as your early training.

Events: If you are still in your career after resolving the survival roll, roll on the events table to see what interesting things befall you this term. Some events give a bonus to rolls or give automatic advancement.

Impressment Table

1d6	Career (specialty)
1	Sailor (aviation)
2	Soldier (infantry)
3	Sailor (aviation)
4	Soldier (guard)
5	Sailor (aviation)
6	Soldier (infantry)

Injury Table

1d6	Injury
1	Killed.
2	Severely injured. Reduce one ability by 1d6.
3	Missing eye or limb. Reduce Strength and Dexterity by 1.
4	Scarred. You are injured and scarred. Reduce Strength, Dexterity, or Constitution by 1.
5	Injured. Reduce any ability by 1.
6	Lightly injured. No permanent effect.

Injuries: Characters that are wounded in combat or by accident during character creation must roll on the Injury table. If any physical characteristic is reduced to 0, the character dies.

Life Events: If you roll a Life Event on the Events table for your career, roll 3d6 on the Life Events table above.

Mustering-Out: When you leave a career for any reason, you gain material rewards from that career. There are two tables – Cash and Benefits. You get one Mustering-Out roll per full term served. Leaving due to an injury means you lose the roll for that term, but not previous full terms in that career. If you have the Bluff skill, add +1 to your cash rolls, and if you have the Diplomacy skill, add a +1 bonus to your benefits rolls.

If you reached rank 1 or 2, you get an extra benefit roll when leaving that service. If you reached rank 3 or 4, you get two extra benefit rolls, and if you reached rank 5 or 6, you get three extra benefit rolls and may apply a +1 to rolls on the Benefits table that you gain from that career. These extra rolls are only benefit rolls, not cash rolls.

Cash or benefits are gained when a character leaves a career for any reason other than failing a survival roll. A character with the Profession (gambler) skill at rank 3 or better gets a +1 bonus to all rolls on the Cash table.

Cash: You roll on the table and get the indicated amount of credits.

Benefits: When you leave a career in good standing, you may keep various pieces of equipment, passage on a starship, or even build points for a starship.

Ally: You gain an ally.

Contact: You gain a contact.

Crew Passage: By calling in a favor, you can gain one free crew passage from one system or planet to another. You work as a member of the crew during the trip.

High Passage: By calling in a favor, you can gain one free high passage from one system or planet to another. You live an all-expenses-paid life during the trip.

Private Passage: By calling in a favor, you can gain one free private passage from one island to another. You travel as the friend of the captain during the trip.

Any Item (1k creds max value): You gain an item of any type that doesn't cost more than 1,000 credits.

Starship Build Points: You gain the indicated number of starship build points. It's expected that all the players will pool their points together to purchase a starship.

Qualification: What you need to roll to enter that career. If you fail this check then you cannot enter your chosen career this term. You must then submit to Impressment (see table below) or the Drifter career for this term. You suffer a –1 penalty to qualification rolls for each previous career you have entered (but not for previous terms in the same career, obviously). Once you leave a career you cannot return to it. Impressment and the Drifter career are exceptions to this rule – you can be Impressed back into a previous career from which you were ejected and the Drifter career is always open.

Skills and Training: Each career has tables associated with it – Personal Development, Service Knowledge, Specialist Skills and Advanced Education. In each term you spend in a career, pick two of these tables and roll 1d6 to see which skill you increase. You may only roll on Advanced Education if your character has the listed qualification. You may only roll on the Commendation Skills if you have received a commendation or award.

Skills are listed without an associated level—you gain that skill at rank 1 if you do not have it already, or you increase its rank by one if you are already trained in that field.

Survival: Each career has a survival roll. If you fail this roll, roll on the mishaps table. This mishap forces you to leave this career unless stated otherwise. You lose the benefit roll for only the current term if you are forced to leave.





DRIFTER

Career Progress

Assignment	Survival	Advancement
Native	Cha DC 9	Wis DC 8
Traveler	Int DC 9	Cha DC 8
Scavenger	Con DC 9	Str DC 8

Everyone's got a hard-luck story they're ready to tell at the drop of a hat. Everyone's been down and out — unsure of what to do and how to do it.

Qualification: Automatic, Per Term Gain: 3 + Con modifier SP, 3 HP

Assignment: Choose one of the below:

- **Native:** You spend the term living among a basic people, learning their skills and ways.
- **Traveler:** You wandered about, on individual planets as well as between planet, calling no particular planet home.
- **Scavenger:** You are stuck in a large metropolis, low on money and unable to reach friends. Life is hard.

Note: Unlike other careers, a Drifters have no Commendation Skills table. No one gives awards to people like you.

Mustering-Out

Roll	Cash	Benefits
1	50 credits	5 Starship Build Points
2	100 credits	Crew Passage
3	150 credits	Any Item (1k creds max value)
4	200 credits	Ally
5	250 credits	+1 Cha
6	300 credits	+1 Con
7	500 credits	10-20 Starship Build Points

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)
1	+1 Str	Envoy Armor & Weapon Proficiency	Culture
2	+1 Dex	+2 FORT	Stealth
3	+1 Cha	+2 REF	Perception
4	+1 Int	+2 WILL	Bluff
5	+1 Wis	Survival	Diplomacy
6	+2 Con	+1BAB	Athletics

Rank & Benefits

Rank	Title	Skill or Benefit
0	Vagrant	
1	Hobo	Stealth
2	Vagabond	Bluff, +1RP
3	Wanderer	+1 BAB
4	Wayfarer	+1 BAB
5	Nomad	Survival
6	Loner	+1 BAB

Roll	Assignment: Native	Assignment: Traveler	Assignment: Scavenger
1	Culture	Culture	Culture
2	Survival	Bluff	Survival
3	Stealth	Sense Motive	+1 Con
4	Perception	Athletics	Intimidate
5	Athletics	Diplomacy	Bluff
6	Mysticism	Perception	Sense Motive

Mishaps

1d6	Mishap
1	You get in over your head and are severely injured. (This is the same as a result of 2 on the Injury table.)
2	You find yourself doing demeaning, but legal, things to survive. Gain a Rival.
3	You find a cache of ancient treasure hidden where no one thought to look and foolishly fail to keep your mouth shut. The discovery leads to a great row between the religious and non-religious in the nearby community who both claim it as theirs. Succeed on a DC 12 Diplomacy check to avoid rolling 1d6+1 on the injury table.
4	You spend a draining and strange week surrounded by talking trees. By the Gods, you don't remember how you got there, how you got back, and what you did wherever you were, but you're certain it means something important. Lose 1 point of Wisdom.
5	You enter into an arrangement with some non-humans, but misunderstand their desires and end up beaten and bruised as you fail to uphold your end of the bargain. Gain a non-human Enemy.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Although accustomed to desperate situations, you encounter one beyond normal - grim, gritty, and brutal. Roll to hit AC 12 in melee combat to avoid rolling on the injury table. If successful, gain an Ally and a free Cash roll (1d6-3, treat lower than 1 as 1)
4	Nothing happens. Well, nothing seems to happen. Gain a random 0-level spell mystic spell as a supernatural ability usable once per day.
5	You hit a bit of luck. Gain a +1 bonus to any one Mustering-Out roll.
6	You befriend a holy person who is living far below her rank. She teaches you a skill before dying. Gain one level of mystic spell casting ability. Also gain Mysticism.
7	Life Event. Roll on the Life Events table.
8	You act as a go-between between two parties whom wish none to know of their contact. Gain one of Diplomacy, Bluff, Intimidate, or Stealth.
9	You stumble upon an injured woman. Succeed on a DC 15 Medicine check to prevent her dying. If you succeed, gain +2 bonus to any one Muster-Out roll. If you fail, gain an Item (5k cred maximum) and an Enemy.
10	You camp out in an ancient burial ground, angering the restless dead within. Roll to hit AC 12 in melee combat to avoid an injury. Gain one point of Constitution.
11	You save the life of a local bigwig. Either gain +1 Cha, or take a +4 bonus to your next Advancement roll.
12	Times are tough, but you're tougher. Gain a +4 bonus on your next roll to qualify for a new career.

DWEOMERCRAFTER

Career Progress

Assignment	Survival	Advancement
Priest	Con DC 6	Wis DC 8
Mastermind	Con DC 8	Cha DC 9
Shaman	Con DC 7	Wis DC 9

Magic powers reality and you can tap into that power.

Qualifications: **Qualification:** Wisdom (key ability score) DC 8, -1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

- **Priest:** You pray to the divine and channel their power through you.
- **Mastermind:** You alter reality by force of will.
- **Shaman:** You connect to the links between ecosystems and solar systems.

Mustering-Out

Roll	Cash	Benefits
1	200 credits	5 Starship Build Points
2	300 credits	Any Item (1k creds max value)
3	400 credits	+1 Wis
4	500 credits	+1 Con
5	600 credits	Ally
6	700 credits	High Passage
7	1,000 credits	20 Starship Build Points

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Ed. (Minimum Int 8)	Commendation Skills
1	+1 Cha	Mystic Armor & Weapon Proficiency	Diplomacy	Intimidate
2	+1 Con	+2 WILL	Culture	Mysticism
3	+1 Wis	Mysticism	Medicine	Bluff
4	+1 Int	Sense Motive	Sense Motive	Life Science
5	Mysticism	Perception	Intimidate	Perception
6	Culture	Connection, connection power, connection spell, healing touch	Life Science	Sense Motive

Roll	Assignment: Priest	Assignment: Mastermind	Assignment: Shaman
1	Culture	Bluff	Piloting
2	Mysticism	Intimidate	Life Science
3	Sense Motive	Culture	Survival
4	+1 Wis	Diplomacy	Perception
5	Perception	Mysticism	Stealth
6	Medicine	Contact	Sense Motive

Rank & Benefits

Rank	Title	Skill or Benefit
0	Apprentice	
1	Novice	Culture
2	Initiate	Diplomacy, +1 RP
3	Monk	Sense Motive
4	Senior Monk	Perception
5	Prior	Intimidate
6	Abbot	Mysticism

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	Something there is that does not want you alive and healthy. Something that resides within you. When you sleep, succeed on a DC 10 Fort save to avoid taking 1 point of Constitution damage from the insubstantial and amorphous shadow that dwells within. Once a month, succeed on a DC 14 Fort save to avoid the black touch instead of the normal DC10.
3	You accidentally contact a long-dead spirit and it temporarily possesses you. During the possession, you commit a terrible crime, but you manage to push out the spirit and flee the scene before being caught. You gain 2 Enemies: one of the family you wronged and one of the spirit that still haunts this earth, searching for you.
4	Something terrible happens during the casting of spell, backfiring the magical energy upon you. Unfortunately, your failure was witnessed by many people. Gain a rival.
5	You get caught in the middle of a massive peasant revolt and subsequent Reign of Terror. You manage to get out with your life, but you take a -1 penalty to every Mustering-Out roll for this career.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You're taken by one particular type of Art. Gain Profession (any type of artist). Additionally, if you have another term in this career, succeed on a DC 14 Profession (any type of artist) save during that next term. If you succeed, you've unlocked a new connection between art and magic and gain one level of mystic spell casting ability.
4	You find a lucrative way to practice your dweomercraft. Gain +2 bonus to one Cash Mustering-Out roll.
5	You present a lecture concerning magical theory before a conclave of peers. You're commended and gain 1d3 contacts.
6	You have a vivid and powerful dream in which you gain new understanding. Succeed on a DC 14 Mysticism skill check to increase another skill you already possess.
7	Life Event. Roll on the Life Events table.
8	You make a pact with a non-human spell caster who covertly provides you knowledge concerning the race's magic in exchange for a service to him in the future. Gain Culture (that particular race), and a Contact to which you're indebted.
9	You gain a mentor who pushes you to new heights. Gain gain one level of mystic spell casting ability.
10	During a long day of mediation and magic, you stumble with your final worlds. A bright flash of nacreous light fills the area. You wake up to find your eyes absorbed the light and now radiate a soft glow of a similar color (as bright as a candle). Your vision is in no way reduced and now you're never in the dark. Also, any light-based magic you use is done so at a +1 to all variables (your DCs are increased by +1, your duration, range, and damage is increased +1, etc.)
11	An influential noble takes interest in you, inviting you into her social circles. Either gain +1 Cha or a +4 bonus to your next Advancement roll.
12	After weeks of intense study and contemplation, your knowledge grows. You are automatically promoted.

ENTERTAINER

Career Progress

Assignment	Survival	Advancement
Artist	Con DC 6	Cha DC 10
Performer	Con DC 6	Cha DC 10
Spy	Wis DC 8	Cha DC 8

Every culture in the world has entertainers, bringing joy and moral education to their audience.

Qualification: Charisma (key ability score) DC 8, –1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

Mustering-Out

Roll	Cash	Benefits
1	400 credits	5 Starship Build Points
2	600 credits	+1 Dex
3	800 credits	+1 Int
4	1,000 credits	Any Item (1k creds max value)
5	1,500 credits	Contact
6	2,000 credits	Private Passage
7	3,000 credits	10-40 Starship Build Points

- **Artist:** You create art, such as painting, sculpture, or literature.
- **Performer:** You perform, dancing, singing, and charming your way through society.
- **Spy:** You travel the stars posing as an entertainer, performing from planet to planet. You're actually gathering information for a powerful merchant consortium, crime syndicate, government, or noble house.

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Wis	Envoy Armor & Weapon Proficiency	Computers	Intimidate
2	+1 Con	+2 WILL	Culture	Culture
3	+1 Cha	+2 REF	Contact	Contact
4	+1 Int	Bluff	Diplomacy	Perception
5	Bluff	Profession (Cha-based)	Intimidate	Sense Motive
6	Contact	Envoy improvisation, expertise (1d6), skill expertise	Athletics	Bluff

Rank & Benefits

Rank	Title	Skill or Benefit
0	Dreamer	
1	Amateur	Contact
2	Professional	Bluff, +1 RP
3	Artist	Diplomacy
4	Rising Star	Sense Motive
5	Minor Star	Perception
6	Famous	Intimidate

Roll	Assignment: Artist	Assignment: Performer	Assignment: Spy
1	Bluff	Bluff	Bluff
2	Contact	Contact	Intimidate
3	Intimidate	Culture	Sense Motive
4	+1 Cha	Disguise	Perception
5	Perception	+1 Cha	Stealth
6	Profession (Cha-based)	Profession (Cha-based)	+1 BAB

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	After three lovers in three days (a new personal best) the fourth is a bit peeved and decides to put you out to pasture. Roll to hit AC 12 in melee combat or succeed on a DC 16 Bluff skill check to escape uninjured.
3	You acquire a wealthy patron who's always robed and hooded. During one of your many midnight meetings, you detect a distinctive serpentine contenance to your patron in a mirror. Succeed on a DC 12 Bluff skill check and the patron does not notice your observation. If you fail, you can either Roll to hit AC 12 in melee combat or succeed on a DC 14 Bluff skill check. If you fail, you wake up with a massive headache and you're certain something has been done to you. Something terrible.
4	You hit a creative brick wall and realize that art is not for you. Lose your Mustering-Out roll for this term and become a Drifter. If you are a Spy, you may choose another career as normal.
5	You work for several years on your greatest project, but its reception is far from expected. You cause a riot and barely escape with your life. You're declared an anarchist and a wanted criminal. It's time for a name change and a new career. Lose your Mustering-Out roll for this term.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You're approached by a criminal organization that wants to steal some paintings or sculptures. If you're a painter or sculptor, they're willing to steal yours and hand them back over to you as long as you insure them through a "recalcitrant" moneylender who's refusing to acquiesce to the gang's demands. If you're not a painter or sculptor, they request your social contacts to perform their heist. If you accept, succeed on a DC 14 Bluff skill check to gain a +3 bonus on one Cash Mustering-Out roll. If you decline (or you fail your Bluff check) you gain an Enemy.
4	A rich patron loves your work. Gain +2 bonus to one Cash Mustering-Out roll and a commendation.
5	You have a great run and can tell you're improving. Gain two ranks in Profession (Cha-based).
6	After a particularly fine performance or display, you find yourself sleeping for ten or twelve hours per day. In your sleep, you repeatedly perform the same actions over and over to a tune you can't quite remember upon awaking. Gain one level of mystic spell casting ability. Also gain Mysticism.
7	Life Event. Roll on the Life Events table.
8	One of your works gains notoriety among a major non-human race — apparently it means something quite different to them than to your normal audience and is viewed as an inspired piece of art. Gain +1 Cha.
9	You travel extensively performing or supporting your work. You're well-received and gain 1d3 contacts.
10	You are contacted by a spy. If you are a spy, you receive additional training to perform your mission. Gain Sense Motive or +1 Cha. If you are not a spy, you have the opportunity to become a Spy next term without having to roll to change careers and without starting over in rank. You also gain a Contact.
11	Though happenstance, you end up teaching others your craft and expand your normal repertoire of abilities through interacting with the local artists in a different field. Gain a Contact and a +4 bonus to your next Advancement roll.
12	You create or perform a work that will be remembered. You are automatically promoted and commended.

MERCHANT

Career Progress

Assignment	Survival	Advancement
Broker	Con DC 6	Wis DC 8
Trader	Con DC 8	Wis DC 8
Closer	Con DC 7	Cha DC 8

Trade is the lifeblood of every society.

Qualification: Wisdom (key ability score) DC 8, -1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

- **Broker:** You work in a port, selling and buying goods, employed by the port authority, a merchant consortium, or a powerful government.
- **Trader:** You serve on an independent starship, tramp trading through the vastness of space.
- **Closer:** You are a special sales agent for an organization, government, merchant consortium. You solve ... problems.

Mustering-Out

Roll	Cash	Benefits
1	600 credits	Private Passage
2	800 credits	+1 Wis
3	1,000 credits	+1 Cha
4	2,000 credits	Any Item (1k creds max value)
5	3,000 credits	10 Starship Build Points
6	4,000 credits	20 Starship Build Points
7	6,000 credits	55 Starship Build Points

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Wis	Envoy Armor & Weapon Proficiency	Computers	Intimidate
2	+1 Con	+2 WILL	Culture	Culture
3	+1 Wis	Bluff	Medicine	Piloting
4	+1 Int	Sense Motive	Diplomacy	Perception
5	Bluff	Perception	Intimidate	Sense Motive
6	Perception	Profession (merchant)	Athletics	Bluff

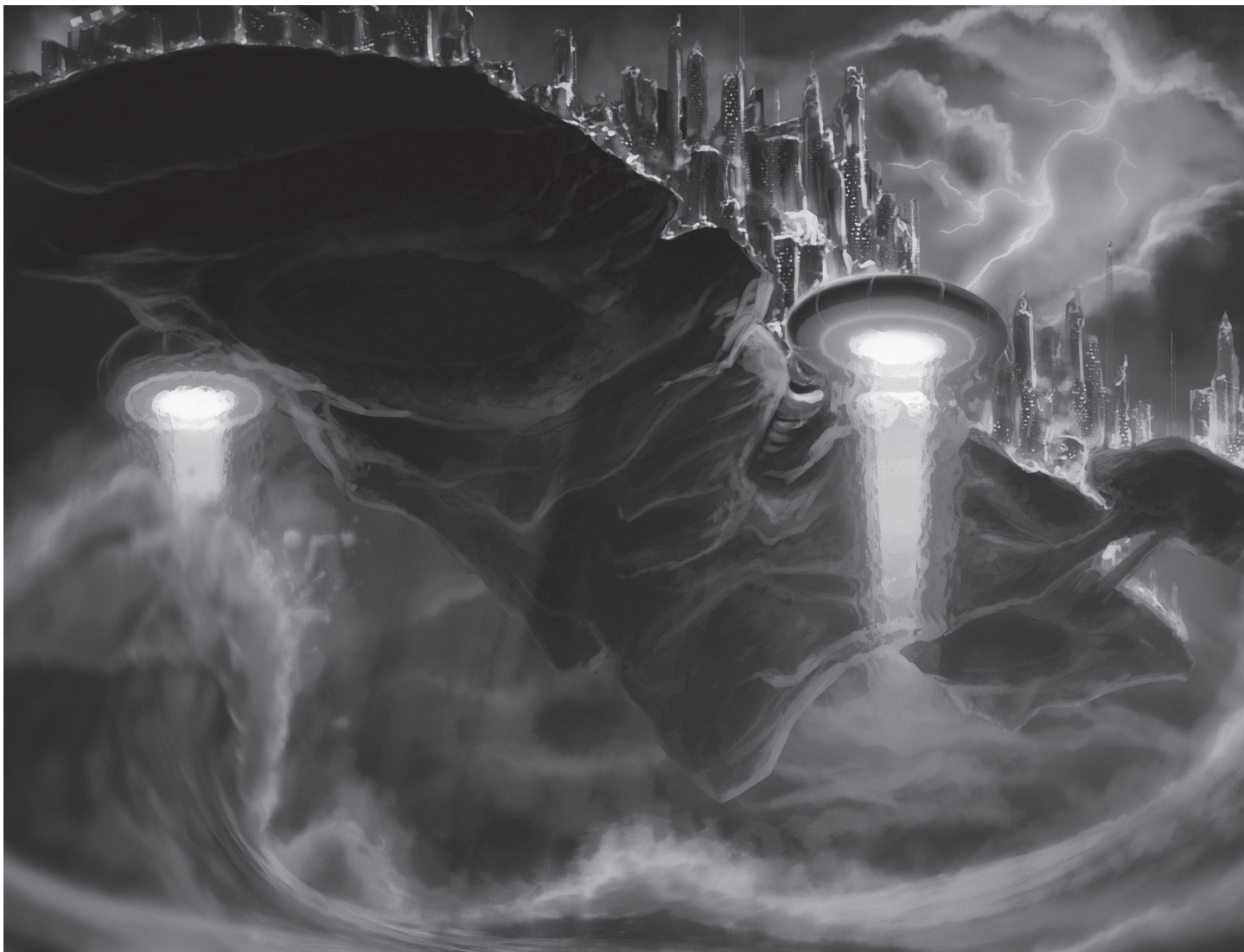
Rank & Benefits

Rank	Title	Skill or Benefit
0	Merchant	
1	Supervisor	Bluff
2	Manager	Diplomacy, +1 RP
3	Director	Sense Motive
4	President	Perception
5	CEO	Intimidate
6	Chairman	Intimidate

Roll	Assignment: Broker	Assignment: Trader	Assignment: Closer
1	Bluff	Bluff	Bluff
2	Piloting	Piloting	Intimidate
3	Intimidate	Culture	Sense Motive
4	+1 Cha	Disguise	Perception
5	Sense Motive	Stealth	Stealth
6	Athletics	+1 BAB	Sense Motive

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	A crate of valuable ancient pottery falls on your head. Reduce your Intelligence by 1. You're kicked out because it was your own damn fault.
3	You run afoul of smugglers and make a bad decision in a tight spot. Gain a +3 bonus to join Rogues (pirate) for your next career, otherwise you must choose Drifter.
4	You go tits-up, lose all your money, and your Mustering-Out roll for this term.
5	You make a bargain with a mysterious being that proves all glitter and no gold. Lose your Mustering-Out roll and gain a dangerous and unusual creature as an Enemy.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Someone in your trading group is leaking information to other merchants. You know the source and can squeeze him for some baksheesh (+2 bonus on one Mustering-Out roll) gaining a Rival in the process or reveal him to your organization (+1 Cha) and gain an Enemy.
4	You spend a month experiencing terrible nightmares. Gain one level of mystic spell casting ability. Also gain Mysticism.
5	It seems as if everything you touch turns golden. You're commended and gain a +1 bonus to any one Mustering-Out roll.
6	You trade extensively in livestock. Gain Profession (livestock trader) and an appreciation for bathing.
7	Life Event. Roll on the Life Events table.
8	You have several years of extensive trading contact with a non-human race. You draw the attention of one of their youths who takes an interest in you. Gain a Contact and Culture.
9	You perform admirably and are offered some unusual extra training. Gain one of +1 BAB, +2 FORT, or Primary Fighting Style and Technique.
10	A normal day turns difficult in the blink of an eye. Roll to hit AC 12 in melee combat. If you succeed, gain a Rival and a +2 bonus to a Cash roll. If you fail, succeed on a DC 12 Fort save or roll 1d6+2 on the Injury table.
11	Your superior makes you a supervisor. Gain +1 Cha and a +4 bonus to your next Advancement roll.
12	You discover a misplaced shipment that could have bankrupted your organization. You are commended and automatically promoted.

ROGUE

Career Progress

Assignment	Survival	Advancement
Pirate	Con DC 8	Wis DC 8
Thief	Wis DC 8	Dex DC 8
Thug	Wis DC 8	Cha DC 8

The easiest way to get something is to take it from someone else.

Qualification: Dexterity (key ability score) DC 8, –1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

Assignments: Choose one of the following:

- **Pirate:** You make your living attacking other starships in the vastness of space.
- **Thief:** The urban lure leads you into a life of theft on the streets.
- **Thug:** Everyone needs hired muscle: especially criminals.

Mustering-Out

Roll	Cash	Benefits
1	400 credits	5 Starship Build Points
2	600 credits	+1 Dex
3	800 credits	+1 Int
4	1,000 credits	Any Item (1k creds max value)
5	2,000 credits	10 Starship Build Points
6	3,000 credits	Private Passage
7	5,000 credits	40 Starship Build Points

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Dex	Operative Armor & Weapon Proficiency	Acrobatics	Intimidate
2	+1 Con	Bluff	Slight of Hand	+1 BAB
3	+1 Int	+2 REF	+1 BAB	Piloting
4	+1 Wis	+2 WILL	Stealth	Feat
5	+1 Cha	Stealth	Sense Motive	Computers
6	Perception	Operative's edge +1, specialization, trick attack +1d4	Disguise	Diplomacy

Rank & Benefits

Rank	Title	Skill or Benefit
0	Rogue	
1	Miscreant	Stealth
2	Crook	Acrobatics, +1 RP
3	Scalawag	Bluff
4	Outlaw	Perception, +1 RP
5	Scoundrel	Sense Motive
6	Boss	Profession (merchant)

Roll	Assignment: Pirate	Assignment: Thief	Assignment: Thug
1	Bluff	Perception	Athletics
2	Piloting	Bluff	Intimidate
3	Culture	Culture	+1 Str
4	+1 Cha	Disguise	+1 Con
5	Sense Motive	Stealth	Stealth
6	Acrobatics	+1 Dex	Sense Motive

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	You got sloppy and get caught. Lose your Mustering-Out roll and get drafted (Impressed) for your next term. If you don't like that, you may roll a Bluff or Diplomacy DC 12 skill check. If you fail, you hang by your neck until dead. If you make the roll, you lose a single Mustering-Out roll, but you may continue in your career. Whew!
3	Words turn ugly and blades are drawn. Hit AC 13 with a melee attack or suffer an injury.
4	The going gets tough. Succeed on a DC 12 Perception check to see if you know when to get going. If you fail, lose your Mustering-Out roll for this term.
5	You fall in love but it turns out to be a set-up. Your next term is spent as a Drifter.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You find that you don't really have the stomach to last with the group you've found yourself among. You use their friendship against them, however, and hit them where it hurts before leaving to a new career. Gain a free Mustering-Out Cash roll. If you succeed on a DC 14 Bluff check, they don't know it was you. If you fail, gain an Enemy.
4	Things are surprisingly slow and routine. During the lull, you pick up 1 rank of either Culture, Life Science, Physical Science, or Mysticism.
5	You spend several months planning a crime that stretches all involved to their limits. Gain one of Acrobatics, Athletics, Bluff, or Diplomacy.
6	You discover some of your associates have been selling slaves to cannibals. If you bust them you gain +1 Cha, if you demand a cut of the action roll a DC 12 Intimidate check. If you're successful gain a +2 bonus to any one Mustering-Out roll. If you fail your Intimidate attempt, succeed on a DC 14 Bluff check or end up on a plate yourself.
7	Life Event. Roll on the Life Events table.
8	You find yourself surrounded by a small gang of non-human criminals. By chance or fate, you fit in so well they accept you as one of theirs. Gain Culture (theirs) and an Ally.
9	You make a big score and fund some education outside your normal scope. Gain one of Diplomacy, Life Science, Medicine, or Physical Science.
10	That wasn't vodka. Gain a random 0-level spell mystic spell as a supernatural ability usable once per day.
11	You draw the favorable attention of a powerful crime syndicate. You can move to them and gain a +4 bonus to your next Advancement roll and a +1 bonus on one Mustering-Out roll, but if you do, you gain an Enemy of one of your old associates.
12	You pull off quite the heist. You are automatically promoted.

SAILOR

Career Progress

Assignment	Survival	Advancement
Administration	Con DC 6	Cha DC 8
Aviation	Wis DC 6	Int DC 8
Machinist	Int DC 8	Int DC 8

The lure of the sea has always been strong, but the lure of space is even stronger. Now that civilization flourishes between the stars, maintaining that civilization against the continual barrage of enemies demands a strong military force.

Qualification: Strength (key ability score) DC 8, –1 penalty for every previous career. Per Term Gain: 4 + Con modifier SP, 4 HP

Mustering-Out

Roll	Cash	Benefits
1	200 credits	Any Item (1k creds max value)
2	300 credits	+1 Con
3	400 credits	5 Starship Build Points
4	500 credits	Crew Passage
5	600 credits	Any Item (1k creds max value)
6	700 credits	+1 Int
7	1,000 credits	10-20 Starship Build Points

- **Administration:** Functional navies require vast amount of organization and that's what you do. *"The line between disorder and order lies in logistics..."* - Sun Tzu
- **Aviation:** You work among the interceptors and fighters on a capital ship.
- **Machinist:** You're trained to deal with the technical aspects of capital ships; journeys in the vast darkness of space rely upon your knowledge.

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Wis	Soldier Armor & Weapon Proficiency	Engineering	Intimidate
2	+1 Dex	+1 BAB	Medicine	+1 BAB
3	+1 Con	+2 FORT	Piloting	Computers
4	+1 Int	+2 WILL	Computers	Engineering
5	+1 Cha	Athletics	Survival	Piloting
6	Acrobatics	Primary Fighting Style and Technique	Physical Science	Diplomacy

Roll	Assignment: Admin	Assignment: Aviation	Assignment: Machinist
1	Athletics	Piloting	Perception
2	+1 BAB	Engineering	Engineering
3	Feat	Feat	Feat
4	+1 Str	+1 BAB	Sense Motive
5	Stealth	+1 Wis	Computers
6	Profession (manager)	Profession (manager)	Profession (gambler)

Social Rank & Benefits

Rank	Title	Skill or Benefit
0	Sailor	
1	Starhand	Computers
2	Warrant Officer	Engineering, +1 RP
3	Lieutenant	Sense Motive
4	Commander	Diplomacy
5	Captain	Perception, +1 RP
6	Rear Admiral	Diplomacy

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	You find yourself with a lot of spare time and take up Gambling. Gain Profession (gambler). Succeed on a Profession (gambler) DC 12 skill check or lose your Mustering-Out roll for this term. If you win, add a +1 bonus.
3	You are contacted by an enemy promising you wealth and a higher position in their navy. You report the contact, but the stain doesn't leave and you're discharged. You keep your Mustering-Out roll, however. Lucky you.
4	You swear that you've got the most hard-nosed, pain-in-the-ass commander ever. He's convinced that you're a worthless hold rat and, unfortunately, he's right. It's not four weeks before you screw up so badly that three people die. Say goodbye to the Navy, sailor. If this is your first term in the Navy, Succeed on a DC 12 Reflex save to avoid rolling on the injury table as well.
5	You contract the plague. You are dropped off at the nearest starbase as fear sweeps through your ship. Fortunately, you didn't really have the plague. You get a long vacation, but you lose your Mustering-Out roll for this term.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Your ship is attacked and crippled in deep space. The subsequent boarding action doesn't go as the attackers planned due your impressive leadership. You are commended and gain a +2 bonus on your next Survival roll.
4	You run down a large slaver ship and successfully board and capture. One of the slaves turns out to be a high priestess of a God of Fertility. She says she sees something special in you and offers to teach you to become receptive to the touch of magic on the way back to a friendly port. Gain one level of mystic spell casting ability. Also gain Mysticism, and some bragging rights, if that's the way you lean.
5	Your hard work and exemplary efforts draw the positive attention of the ship's captain. Gain a +1 bonus to any one Mustering-Out roll and a commendation.
6	Your ship is battered and beaten in a fierce combat with several pirate vessels. Gain one of Engineering, Pilot, or +1 BAB.
7	Life Event. Roll on the Life Events table.
8	Your ship runs through a green mist in deep space. Gain one point of Strength.
9	You and your crewmates are captured through a truly deceptive plan. During transfer to the slave holding pens, an idea occurs and you act upon it instantly. You give your mates a fighting chance and win the day. You are commended and promoted.
10	Your orders are obvious to everyone but you. By some near-divine providence however, your subsequent screw up turns out to look like a bit of truly inspired action. Good job, Sailor! Gain one of an automatic promotion or an Ally.
11	During an attack on an enemy port, your actions save the lives of hundreds of civilians. Gain a Contact among them, and either gain +1 Cha, or take a +4 bonus to your next Advancement roll.
12	Your cool head saves the day. You are automatically promoted.

SCOUT

Career Progress

Assignment	Survival	Advancement
Courier	Wis DC 8	Cha DC 8
Survey	Con DC 8	Int DC 8
Exploration	Wis DC 8	Cha DC 8

Scouts are one of the backbones of the starfaring peoples, conveying important messages, surveying border islands, and exploring the depths of the universe. They can be found at almost every port that launches into the vast unknown.

Qualification: Charisma (key ability score) DC 8, –1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

Mustering-Out

Roll	Cash	Benefits
1	200 credits	5 Starship Build Points
2	300 credits	Contact
3	400 credits	Private Passage
4	500 credits	Any Item (1k creds max value)
5	600 credits	+1 Cha
6	700 credits	Contact
7	1,000 credits	55 Starship Build Points

Assignments: Choose one of the following:

- **Courier:** You serve as a message bearer for an important patron (organization, government, merchant consortium).
- **Surveyor:** You travel to border systems, assessing their worth to your patron.
- **Explorer:** You explore strange new systems, seeking out new life and new civilizations. Boldly going...

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	Diplomacy	Envoy Armor & Weapon Proficiency	Computers	Piloting
2	+1 Con	Sense Motive	Medicine	+1 BAB
3	+1 Int	+2 FORT	+1 BAB	Sense Motive
4	+1 Wis	Perception	Engineering	Feat
5	+1 Cha	Piloting	Stealth	Computers
6	Culture	Envoy improvisation, expertise (1d6), skill expertise	Piloting	Diplomacy

Rank & Benefits

Rank	Title	Skill or Benefit
0	Scout	
1	Traveler	Stealth
2	Outrider	Athletics, +1 RP
3	Vanguard	Bluff, +1 BAB
4	Pioneer	Computers
5	Senior Scout	Sense Motive
6	Master Scout	Culture

Roll	Assignment: Courier	Assignment: Survey	Assignment: Explorer
1	Bluff	Perception	Athletics
2	Piloting	Physical Science	Intimidate
3	Culture	Culture	+1 Str
4	+1 Cha	Athletics	+1 Con
5	Sense Motive	Diplomacy	Life Science
6	Perception	Survival	Diplomacy

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	Psychologically scarred by your time in the scouts. Reduce your Intelligence or Wisdom by 1.
3	Your ship is damaged, and you have to trek your way, all the way, back. Gain 1d6 Contacts and 1d3 Enemies.
4	You inadvertently cause a conflict. Gain a Rival and Diplomacy. Oh well, you know better now...
5	You have no idea what happened to you—your ship was found abandoned and you unconscious. You don't have to leave your career, so you got that going for you.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Your ship is ambushed by enemy vessels. Either run, and roll a Piloting DC 12 skill check to escape, or treat with them and succeed on a Diplomacy DC 12 skill check to bargain with them. If you fail the check, then your ship is destroyed and you may not re-enlist as a Scout at the end of this term. If you succeed, you survive and gain Bluff. Either way, gain an Enemy.
4	You survey a virgin planet. Gain one of Athletics, Survival, Life Science, or Physical Science. You are commended for your efforts.
5	You perform an exemplary service for your patron and are commended. Gain a +1 bonus to any one Benefit roll.
6	You spend several years Jumping from system to system in your space ship. Gain one of Computers, Culture, Piloting, or Engineering.
7	Life Event. Roll on the Life Events table.
8	When dealing with a non-human race, you have an opportunity to gather extra intelligence about them. Succeed on a Bluff DC 12 skill check or DC 12 Sense Motive check and gain an Ally in your native realm and a +2 bonus to your next Advancement roll. If you fail, roll on the Mishap table, but you are not ejected from this career.
9	Your starship is one of the first on the scene to rescue the survivors of a disaster. Roll either a Medicine or Engineering DC 10 skill check. If you succeed, gain a Contact and a +2 bonus to your next Advancement check. If you fail, gain an Enemy.
10	You spend a lot of time on the fringes of known space. Roll either a DC 10 Survival or DC 12 Piloting skill check. You can a Contact in a non-human race and one rank in any skill of your choice if you succeed. If you fail, roll on the Mishap table.
11	You serve as the courier for an important message for a President or Prime Minister. Either gain one rank of Diplomacy, or take a +4 bonus to your next Advancement roll. You are automatically promoted.
12	You discover a planet, a magic item, or information of great worth to your Patron. You are automatically promoted and commended.

SOLDIER

Career Progress

Assignment	Survival	Advancement
Infantry	Con DC 8	Wis DC 8
Armored	Con DC 7	Int DC 8
Guards	Con DC 6	Cha DC 8

Soldiers are land-based warriors. They learn hand-to-hand and ranged combat skills, serve in armored units, or act as guards or other law enforcement in urban environments. Skilled soldiers are always in high demand, regardless location.

Qualification: Strength (key ability score) DC 8, -1 penalty for every previous career. Per Term Gain: 4 + Con modifier SP, 4 HP

Mustering-Out

Roll	Cash	Benefits
1	200 credits	Any Item (1k creds max value)
2	300 credits	+1 Con
3	400 credits	5 Starship Build Points
4	500 credits	Crew Passage
5	600 credits	Any Item (1k creds max value)
6	700 credits	Private Passage
7	1,000 credits	5-20 Starship Build Points

Assignments: Choose one of the following:

- **Infantry:** You serve in the mud and the blood. When lucky, you perform garrison duty. Yay, garrison duty!
- **Armored:** You serve from a vehicle, fighting enemies as ordered by a planetary army, a merchant consortium army, or a noble's army.
- **Guard:** You act as a guard for a planet, a merchant consortium, a trade route, or a noble family.

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Str	Soldier Armor & Weapon Proficiency	Engineering	Intimidate
2	+1 Dex	+1 BAB	Medicine	+1 BAB
3	+1 Con	+2 FORT	+1 BAB	Computers
4	+1 Int	+2 WILL	Stealth	Medicine
5	+1 Cha	Athletics	Survival	Piloting
6	Acrobatics	Primary Fighting Style and Technique	Profession (gambler)	Diplomacy

Social Rank & Benefits

Rank	Title	Skill or Benefit
0	Private	
1	Sergeant	Intimidate, +1 RP
2	Warrant Officer	Sense Motive
3	Lieutenant	Engineering, +1 RP
4	Captain	Diplomacy
5	Major	Perception, +1 RP
6	Colonel	Diplomacy

Roll	Assignment: Infantry	Assignment: Armored	Assignment: Guards
1	Athletics	Piloting	Perception
2	+1 BAB	Engineering	Bluff
3	Feat	Feat	Intimidate
4	+1 Str	Diplomacy	Sense Motive
5	Stealth	+1 Wis	Culture
6	Survival	+1 Int	Profession (gambler)

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	You survive a near-massacre of your unit by pretending to be dead after being injured. Roll on the Injury table treating 1's and 2's as 6's.
3	You serve in some blasted hell-hole under a pompous ass of a commander. You survive a disastrous battle, but gain your commander as a Rival after you truthfully describe his inadequate performance to his superiors.
4	You decimate a troop sneaking up on your camp only to discover they were on your side. Once the error is discovered by your superiors, you're lucky to escape with your life. Leave your career and suffer a -1 to your mustering out throw.
5	You put the finger on an innocent fellow soldier or guard. He is executed and you gain Enemies of his kin.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	While patrolling, you prevent an ambush if you succeed on a DC 12 Perception check. If you fail, your unit triumphs with a successful DC 12 Int check. If you fail both rolls, your unit is destroyed and you barely escape. You may not re-enlist at the end of this term. If you succeed, you and your unit survive, you are commended, and you gain one free roll on the Commendation Skills table.
4	You spend a long time in an urban environment. Gain one of Bluff, Intimidate, Perception, Intimidate, or Culture.
5	You perform an exemplary service for your commander. Gain a +1 bonus to any one Benefit roll.
6	You're subject to a long siege and rations grow terribly low. Succeed on a DC 12 Fort save to avoid catching a disease and losing 1 point in a physical characteristic. If you fail the roll, gain Perception; if you succeed, gain +1 FORT.
7	Life Event. Roll on the Life Events table.
8	While on patrol, you are captured and sold into slavery. You later manage to escape with help, but wander for over a year with the person who assisted your escape before returning to your unit. Gain one of Bluff, Survival, or Mysticism. You are commended for your bravery.
9	You play an important part in a successful local genocidal war against a minor race, wiping them out in the nearby area. Gain one of Stealth, Bluff, Diplomacy, or +1 BAB. When encountering members of the non-human race you warred against, they may recognize you as being involved if they succeed on a DC 15 Perception check. If they succeed, they immediately become Rivals, unless you succeed on a DC 20 Diplomacy check to convince them otherwise.
10	You single-handedly slay a great opponent with an amazing series of quick (and very lucky) attacks. Gain +1 Cha and a commendation.
11	You save your commander's bacon and he takes you under his wing. Either gain +1 Cha, or take a +4 bonus to your next Advancement roll.
12	You show great courage and valor in combat. You are automatically promoted and commended.

TECHNOLOGIST

Career Progress

Assignment	Survival	Advancement
Programmer	Con DC 5	Int DC 9
Engineer	Con DC 6	Int DC 9
Naturalist	Con DC 8	Int DC 9

Knowledge is power: upon it everything is built.

Qualifications: Intelligence (key ability score) DC 8, -1 penalty for every previous career. Per Term Gain: 3 + Con modifier SP, 3 HP

- **Programmer:** You and code are best buds.
- **Engineer:** If it's got moving parts it's got your interest.
- **Naturalist:** You bring technology into the field—practical application of technology leads to more knowledge which leads to better technology.

Mustering-Out

Roll	Cash	Benefits
1	200 credits	5 Starship Build Points
2	300 credits	+1 Int
3	400 credits	+1 Wis
4	500 credits	+1 Con
5	600 credits	High Passage
6	700 credits	Any Item (1k creds max value)
7	1,000 credits	20 Starship Build Points

Skills & Training

Roll	Personal Development	Service Knowledge	Advanced Education (Minimum Int 8)	Commendation Skills
1	+1 Cha	Mechanic Armor & Weapon Proficiency	Computers	Intimidate
2	+1 Con	+2 WILL	Culture	Medicine
3	+1 Wis	+2 FORT	Medicine	Bluff
4	+1 Int	Computers	Physical Science	Physical Science
5	Athletics	Engineering	Piloting	Perception
6	Perception	Artificial intelligence, bypass +1, custom rig	Life Science	Sense Motive

Roll	Assignment: Programmer	Assignment: Engineer	Assignment: Naturalist
1	Engineering	Culture	Piloting
2	Computers	Computers	Life Science
3	Sense Motive	Engineering	Survival
4	+1 Int	+1 Int	+1 Int
5	Perception	Piloting	Stealth
6	Contact	Contact	Perception

Rank & Benefits

Rank	Title	Skill or Benefit
0	Associate	
1	Analyst	Computers
2	Specialist	Physical Science, +1 RP
3	Engineer	Perception
4	Project Manager	Engineering
5	Director	Piloting
6	COO	Intimidate

Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.)
2	There is danger in delving into places where you shouldn't go. Gain an Enemy that is non-human and of some magical nature.
3	You misremember some vital piece of information and your failure results in the death of over a dozen explorers. You question your abilities. For the first year of game time once play begins, you suffer a -1 penalty to any Science rolls until you regain your confidence.
4	You suffer from a mild magical madness that expresses itself during stressful situations. When the GM determines appropriate, succeed on a DC 8 Will save to avoid freezing from uncertainty and/or fear. There is a solution to your problem, but you're not going to like it...
5	You spend a year working on a project only to find that your information is incorrect. Lose 1 point of Cha.
6	Injured. Roll on the Injury table.



Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	A renowned weapon master takes interest in you, trading his physical acumen for your knowledge. Gain +1 BAB.
4	Your knowledge is in strong demand. Gain +2 bonus to one Cash Mustering-Out roll and a commendation.
5	You are approached by a small group seeking to study at your side. Gain 1d3 contacts and a +1 bonus to one Cash Mustering-Out roll.
6	You spend a very fruitful term gaining additional knowledge and wisdom. Gain Physical Science and Life Science or gain one level of mystic spell casting ability if you already have a level.
7	Life Event. Roll on the Life Events table.
8	You toil ceaselessly for a non-human merchant consortium. During your years of labor you secretly acquire their language and an awareness of their unusual thought patterns (gain Culture). This knowledge triggers something within you, gain one level of mystic spell casting ability and Mysticism.
9	Your knowledge leads you to a hidden treasure. Gain a Magic Item worth up to 5,000 credits.
10	Your knowledge of computers and engineering proves vital as you're caught in the midst of a siege. Gain an Ally, and a +2 bonus to one Benefits Mustering-Out roll.
11	You unexpectedly find yourself moving in new social circles. Either gain +1Cha or a +4 bonus to your next Advancement roll.
12	After weeks of intense study and contemplation, your knowledge grows. You are commended and automatically promoted.

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