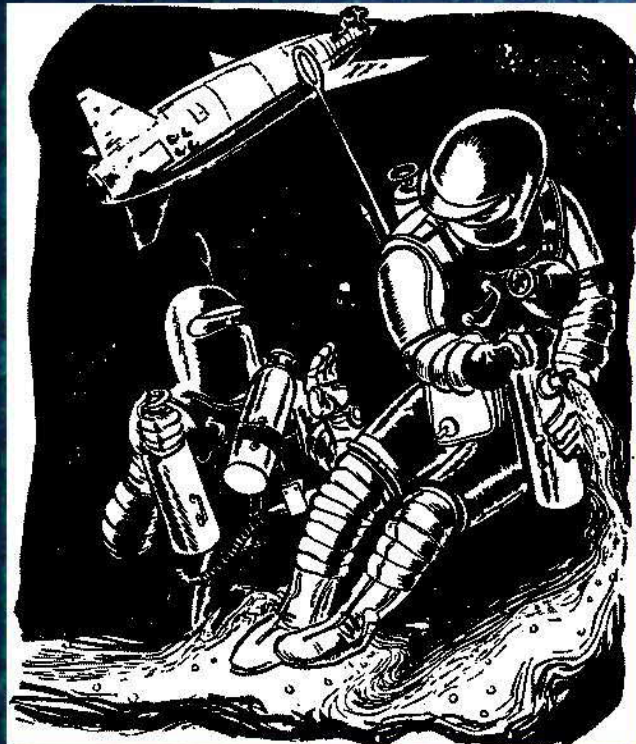
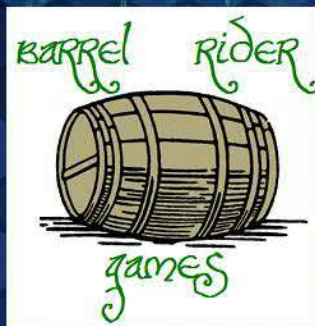


Free Trader



**A Player Character Class for
Starships & Spacemen, 2nd Edition**

Written by: James M. Spahn

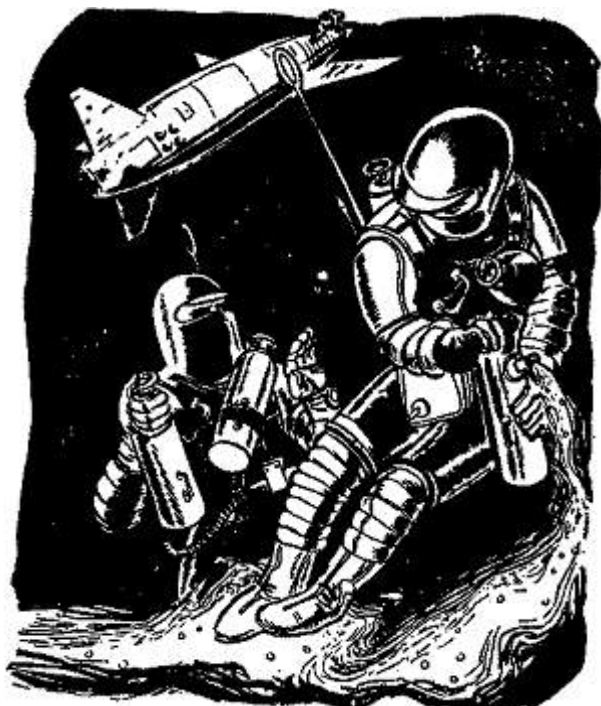


**STARSHIPS
& SPACEMEN**
COMPATIBLE PRODUCT

Free Trader

A Player Character Class for *Starships & Spacemen*, 2nd Edition

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Prime Requisite: DEX 9, CHA 9

Primary Skill: Contact

Uniform: Varies

Hit Points: 1d6/level to level 9, then +2 per level

Not all ships that travel across the galaxy are in the service of the Confederation or one of the countless empires that dot the universe. There are men who move from star to star carrying much needed goods and supplies to distant worlds, hidden warehouses and lonely space stations on the edge of reality. These free traders are a diverse lot, but all know how to survive the rigors of space, whether by hook or crook.

Free Traders use the Military

Officer Experience Progression chart and Officer Skill Progression chart, both found in the *Starships and Spacemen*, 2nd Edition core book.

Explorer

Secondary Requisite: CON 12

Secondary Skill: Science

There are many independent spacers who spend their lives alone in the depths of infinite space. They make their money not by trading goods, but by selling information regarding the dangers of the endless frontier. Only by being frugal with their ship's Energy Cost do they manage to travel such great distances. Whenever an explorer is commanding a vessel, the Energy Cost for all Activities is reduced by 1 EU, to a minimum of a single point.

Scoundrel

Secondary Requisite: INT 12

Secondary Skill: None

A ship is an invitation to the sky and the stars and a quick-witted man who knows what to say and when to say it can go as far as space will carry him. Scoundrel are adept at leading their ships and crews into greater profit than normal Traders. Whenever a Scoundrel sells their cargo or goods, they may make a Contact skill check. If they are successful, they receive a 5% bonus to the number of Units they are paid for each point below their Contact skill rating. So a Scoundrel with a Contact of 13 who succeeds with a roll of 9 on his

d20 will receive 20% more Units in payment for these goods.

Smuggler

Secondary Requisite: WIS 12

Secondary Skill: Technical

When a Free Trader is running illegal cargo they must learn to keep their ship in top condition and their goods from the prying eyes of Space Fleet. With a successful Technical skill check the Smuggler may hide cargo from prying eyes and sensor sweeps. In order to

conceal cargo, the Smuggler must successfully make a Technical skill check. They may stow 1 Unit of cargo with a successful skill check, plus one additional unit of cargo for each point below their Technical skill rating. Hiding these items takes fifteen minutes per unit hidden.

This concealment is not perfect and at the Star Master's discretion particularly extensive searching may still reveal hidden items.

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