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CAREER BOOK 1

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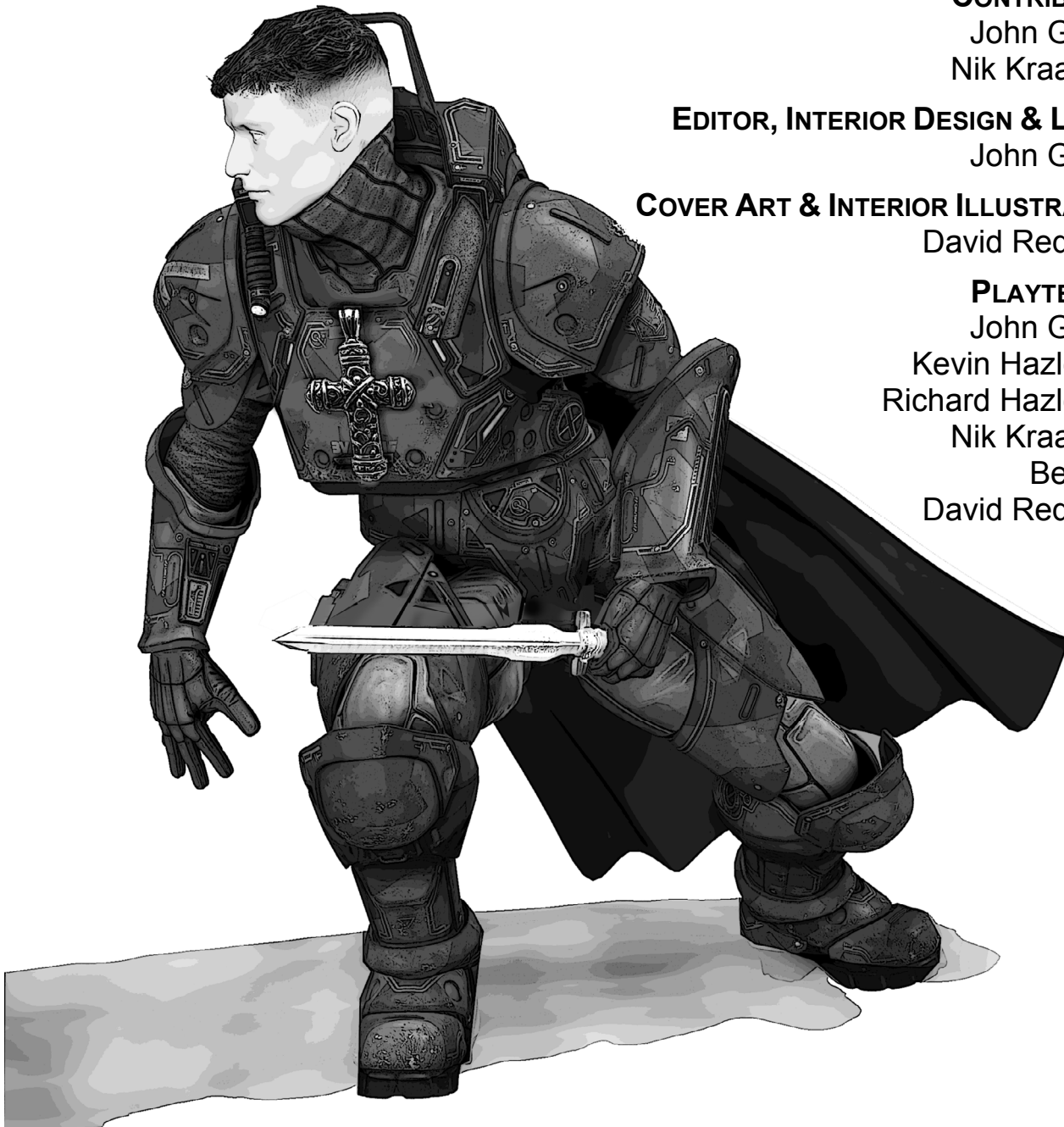
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SPICA
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INTRODUCTION

Career Book 1 is the first of a series of three career books from *Spica Publishing* offering new career options for **Traveller** character generation. A few of the careers available in the **Traveller Main Rulebook** have been deliberately left out of the expanded tables section but alternative character expanded tables are included in this book for the remaining careers.

CHARACTERS AND CAREERS

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

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

The eight new careers available in this book are suitable for all human characters and the majority of alien characters. Wherever possible, players should discuss their character's career options with their Referee before generating a character, especially if the player intends to generate an alien character. However, in some cases, some modification of the career tables may be necessary by the Referee or player to enable alien character generation. This approach is nothing new in the world of RPGs and is actively encouraged by Spica Publishing.

This book is presented in three distinct sections: the first provides some alternative tables for a selection of the careers available in the **Traveller Main Rulebook (TMB)**, the second presents completely new careers for players and Referees to use for character generation, whilst the third provides 40 pre-generated characters for use as player or non-player characters.

EXPANDED TABLES

Mishap and Events Tables: The expanded tables section of this book (beginning on page 4) provides players and Referees with alternatives to the original Mishap and Events tables for the *Agent (10 TMB)*, *Drifter (16 TMB)*, *Entertainer (18 TMB)*, *Merchant (22 TMB)*, *Nobility (26 TMB)*, *Psion (158 TMB)*, *Rogue (28 TMB)* and *Scholar (30 TMB)* careers.

New tables for *Army (12 TMB)*, *Marine (20 TMB)*, *Navy (24 TMB)* and *Scout (32 TMB)* are not included in this book, as these will be covered in future **Traveller** books from Mongoose Publishing.

Expanded Life and Unusual Events Tables: The expanded Life Events and Unusual Events tables in this book are intended to be complimentary to or alternatives for the original table on 34 *TMB*.

NEW CAREERS

This book contains eight new careers: *Adventurer*, *Bounty Hunter*, *Clergy*, *Colonist*, *Corporate Citizen*, *Militant Religious*, *Space Patrol* and *Worker*. Each career includes:

- A brief description of the career and its assignments;
- Its own unique set of character generation tables, including ranks (where applicable) and mustering out benefits tables;
- Mishap and Events tables.

Pre-Generated Characters: 48 pre-generated characters are provided in the final section of this book. These characters have been generated using the careers in this book and the careers found in the **Traveller Main Rulebook**.

REQUIRED MATERIALS

Traveller Main Rulebook: To get the most from this book you will need at least the following items:

- The **Traveller Main Rulebook** by Mongoose Publishing;
- At least two six-sided dice;
- Some pens/pencils and paper or a computer.

Reference to the Traveller Main Rulebook: Throughout this book references are made to certain pages of the **Traveller Main Rulebook** (abbreviated to 'TMB'). The references are shown in italics, like this: *94 TMB* or *(94 TMB)*. This means you should look at page 94 of the **Traveller Main Rulebook** for the particular rule or table referred to in this book.

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

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

Injury Table: Wherever this book refers to the use of an Injury Table, please use the injury table shown on 37 *TMB*.

ABOUT THE AUTHOR

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

FEEDBACK

Spica Publishing welcomes feedback and you can email your feedback, ideas, suggestions and corrections to:

enquiries@spicapublishing.co.uk

AGENT

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Agent* career (10 TMB).

MISHAPS

2d6	Mishap
2	Serious Injury – throw twice on the Injury Table and keep the lowest result.
3	A job goes wrong, forcing you to flee off-planet. Gain one of Streetwise 1, Zero-G 1, or Steward 1.
4	You are caught during an assignment and exposed. You must spend your next term as a Drifter.
5	An investigation goes critically wrong or leads to the top, ruining your career. Throw Advocate 8+. If you succeed, you may keep the benefit throw from this term.
6	A criminal or other figure under investigation offers you a deal. Accept and you leave this career without further penalty (although you lose the benefit throw as normal). Refuse and you must throw twice on the Injury Table and take the lower result; you also gain an Enemy and one level of any one skill you choose.
7	Injured – throw on the Injury Table.
8	You learn something you shouldn't know and people want to kill you for it. Gain an Enemy and Deception 1
9	Your work ends up coming home with you and someone gets hurt. Choose one of your Contacts, Allies or family members and throw twice on the Injury Table for them, taking the lower result.
10	You are framed for a something you didn't do. Gain an Enemy.
11	Someone attempts to assassinate you. Throw Endurance 8+. If you fail, throw on the Injury Table. If you succeed, gain an Enemy.
12	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from this career.
12	An investigation takes a dangerous turn. Throw Investigate 8+ or Streetwise 8+. If you fail, throw on the Mishap Table. If you succeed, increase one of these skills by one level: Deception, Jack of All Trades.
13	You are assigned to internal affairs to investigate one of your own. Throw Investigate 8+. If you succeed, gain an Enemy and one of Investigate, Stealth, Deception or Admin. If you fail, you still gain an Enemy.
14	You spend a lot of time on a stakeout. Throw Intelligence 8+ to gain either Sensors 1 or Remote Operations 1.
15	You become involved in a nasty little war with a rival agency. Throw Gun Combat (any) 8+. If you fail, throw on the Injury Table. If you succeed, gain one of Gun Combat (any) 1, Medic 1, or Streetwise 1.
16	You investigate a gambling ring. Throw Intelligence 8+ to gain Gambler 1 or Deception 1.
21	You establish a network of contacts. Gain 1d3 Contacts.
22	You are assigned to work on a secret project. Gain one of Medic 1, Any Science (any) 1, Computer 1, or Investigate 1.
23	You become entangled in bureaucracy. Throw Intelligence 8+. If you succeed gain one of Admin 1, Advocate 1 or Diplomat 1.
24	You are assigned to interrogate someone. Throw Intelligence 8+ to gain Investigate, Persuade, or Advocate.
25	You go undercover on a starship. Gain one of Steward 1, Mechanic 1, or Vacc Suit 1.
26	You are involved in the detailed planning of a major operation. Gain Computers 1, Sensors 1, Comms 1, or Engineering (Electronics) 1.
31 - 36	Life Event. Throw on the Life Events Table.
41	You go undercover to investigate an enemy. Throw Deception 8+. If you succeed, throw immediately on the Rogue or Citizen Events Tables and make one throw on any Specialist Skill Table for that Career. If you fail, throw immediately on the Rogue or Citizen Mishap Table.
42	You are forced to spend a lot of time in court. Throw Education 8+ to gain either Advocate 1 or Admin 1.
43	You spend time working in Research and Development. Throw Intelligence 8+ to gain one of Engineering (Electronics) 1, Computers 1 or Mechanic 1.
44	You have the opportunity to betray a fellow agent for personal gain. If you do so, gain +4 DM on your next Advancement throw. If you refuse, gain that agent as an Ally.
45	You spend a lot of time aboard a starship. Gain one of Pilot(any) 1, Astrogation 1, Computers or Sensors
46	You have the opportunity to become a double agent for a rival group. If you choose to switch sides, throw Stealth 8+ to gain +1 on a benefit throw and a Contact. If you choose not to switch sides, gain a Rival and +2 on your next Advancement throw.
51	You are given specialist training in Vehicles. Gain one of Drive (any) 1, Flyer (any) 1, Pilot(any) 1, or Gunner (any) 1.
52	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
53	You are given advanced weapons training. Throw Education 8+ to gain Gun Combat (any), Melee (any) or Explosives.
54	One of your Allies is killed. Throw Investigate 8+ to find the killer. If you fail, gain an Enemy. If you succeed, gain Gun Combat(any), Melee(any), or Stealth. Either way, lose one Ally. If you have no Allies, lose a Contact instead.
55	You are assigned to a training facility. Gain a level 1 in any skill you do not already have.
56	You work to turn an enemy agent into a double agent. Throw Persuade 8+. If you succeed, gain an Ally and +1 on your next Advancement throw. If you fail, gain an Enemy.
61	You are sent among aliens. Throw Investigate 8+ to gain Language (any) 1. You also gain a Contact.
62	You spend time among the Nobility. Throw Social Standing 8+ to gain Carouse. You also gain a Contact.
63	You complete a mission for your superiors and are suitably rewarded. Gain +1 DM to any one benefit throw from this career.
64	You go above and beyond the call of duty. Gain a +2 DM on your next Advancement throw.
65	You are befriended by a senior agent. Either increase Investigate by one level or take +4 DM to an Advancement throw thanks to his aid.
66	Your efforts uncover a major conspiracy against your employers. You are automatically promoted.

DRIFTER

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Drifter* career (16 TMB).

MISHAPS

2d6	Mishap
2	Serious Injury – throw twice on the Injury Table and keep the lowest result.
3	A law enforcement officer or criminal forces you to flee and vows to hunt you down. Gain an Enemy.
4	You are framed for, or caused the death of, another. Gain an Enemy.
5	You are caught in the cross-fire between rival factions. You must flee with only the clothes on your back. Throw Streetwise 8+. If you succeed, you may keep the benefit throw for this term.
6	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
7	Injured – throw on the Injury Table.
8	You suffer from a life threatening illness. Reduce your Endurance by one point.
9	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy.
10	You are attacked by unknown assailants. Throw Melee (any) 8+. If you fail, throw on the Injury Table.
11	A revolution, attack or other unusual event throws your life into chaos, forcing you to leave the planet. Throw Streetwise 8+. If you succeed, increase any skill you already have by one level.
12	You don't know what happened to you. There is a gap in your memory.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from this career.
12	You are attacked by an Enemy. Gain an Enemy if you do not already have one. Throw Melee (any), Gun Combat (any) or Stealth 8+ to avoid a throw on the Injury Table.
13	You catch an illness or disease. Throw Medic 8+ or Endurance 8+. If you fail, lose one point of Endurance.
14	You are cheated out of your wages. Throw Education 8+ or Advocate 8+. If you succeed, gain a +1 DM on one benefit throw and an Enemy. If you fail, -1 DM on one benefit throw.
15	Law Enforcement asks you to be an informant. If you agree, throw Deception 8+ or Streetwise 8+. If you fail, throw on the Injury Table. If you succeed, gain +1 DM on one benefit throw or Investigate 1.
16	You work around spaceships. Throw Intelligence 8+ to gain Mechanic 1, Engineering (any) 1, or Sensors 1.
21	You are hired as an unskilled labourer. Throw Endurance 8+. If you succeed, throw on the Personal Development Table.
22	Wandering around has its advantages. Throw Dexterity 8+. If you succeed, gain either Drive (any) 1 or Flyer (any) 1.
23	You are offered a job as a Gladiator, fighting for money. If you accept, throw Dexterity 8+ or Melee (any) 8+. If you fail, roll on the Injury Table twice, taking the lower result. If you succeed, gain either Melee (any) or Gun Combat (any).
24	You are forced to make a living on the streets. Throw Intelligence 8+. If you succeed gain one of Athletics (any), Art (any) or Trade(any).
25	You spend time at sea, or on the coast. Throw Intelligence 8+. If you succeed, gain either Seafarer (any) 1 or Athletics (any) 1.
26	You learn how to take care of yourself. Throw Endurance 8+. If you succeed, gain either Medic or Survival.
31-36	Life Event. Throw on the Life Events Table.
41	You encounter something unusual. Go to the Life Events Table and have an Unusual Event.
42	Life is hard. Gain Athletics (any) 1 or Survival 1.
43	You spend some time working in this and that. Gain Trade(any) 1.
44	You spend time amongst aliens or foreigners. Gain Language (any) 1.
45	You get a chance to work for your keep. Gain either Steward or Mechanical.
46	You develop some skill as a street hustler. Gain one of Gambler, Deception or Streetwise.
51	You are offered the chance to take part in a risky but rewarding venture. If you accept, throw 1d6: On 1-2, you are injured. Throw once on the Injury Table. On 3-4, you survive but gain nothing. On 5-6, you succeed. Gain +4 DM on a benefit throw, or +2 DM on two different benefit throws.
52	You are offered the chance to join a criminal gang. If you accept, you may transfer to the Rogue career next term.
53	You spend time bumming around on spaceships. Throw Intelligence 8+ to gain Mechanical 1, Steward 1 or Vacc Suit 1.
54	You spend time in the wilderness. Gain Survival 1, Recon 1 or Gun Combat (any) 1.
55	You pick up a few useful skills here and there. Gain one of Jack of All Trades, Survival, Streetwise, Navigation or Melee (any).
56	A Patron offers you a job. If you accept, gain +4 DM on you next Qualification throw, but you owe that patron a favour.
61	You manage to scavenge something useful. Gain +1 DM on one benefit throw for this career.
62	You make the best of a bad situation. Gain +2 DM on your next Advancement throw.
63	Life on the edge hones your abilities. Increase any skill you already have by one level.
64	You are able to find steady work. You may transfer to the Citizen career next term.
65	You are forcibly drafted. Throw for the Draft next term.
66	You thrive on adversity. You are automatically promoted.

ENTERTAINER

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Entertainer* career (18 TMB).

MISHAPS

2d6 Mishap

- | | |
|----|--|
| 2 | Scandal – You are caught up in a scandal of some sort. Throw Deception or Social Standing 8+. If you succeed, you may keep your benefit throw for this term. |
| 3 | Banned – The government bans your work and you are forced to flee off planet. |
| 4 | You are embarrassed in public and must leave your career in shame. Reduce your Social Standing by 1. |
| 5 | Controversy – You are forced out because of a controversy. Gain +1 DM to the Qualification throw for your next career. |
| 6 | Stranded – You are stranded far from home. Gain one of Survival 1, Pilot (any) 1, Persuade 1 or Streetwise 1. |
| 7 | Injured – throw on the Injury Table. |
| 8 | Public opinion turns against you. Reduce your Social Standing by 1. |
| 9 | Censorship – You are forced out because of censorship. What truth did you get too close to? Gain +2 DM to the Qualification throw for your next career. |
| 10 | You are betrayed by a peer. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by a stranger and gain a Rival or Enemy. |
| 11 | You suffer a career ending injury. Reduce your Endurance or Dexterity by 1. |
| 12 | Political expediency causes the government to use you as a scapegoat for their problems. Reduce your Social Standing by 1. |

EVENTS

d66 Events

- | | |
|---------|---|
| 11 | Disaster! Throw on the Mishap Table, but you are not ejected from this career. |
| 12 | One of your works is stolen or lost. Throw Education 8+. If you fail, -1 DM on one benefit throw. |
| 13 | You are attacked by adoring fans. Throw Dexterity 8+ to avoid a throw on the Injury Table. |
| 14 | You are caught in a social scandal with a married person. Throw Intelligence 8+ to avoid losing one Social Standing. |
| 15 | Fame can be fleeting. Throw Intelligence 8+ to avoid taking -2 DM on you next Advancement throw. |
| 16 | You have the opportunity to criticize or even bring down a questionable political leader. If you refuse and support the leader, you gain nothing. If you accept, gain an Enemy and increase one skill you already have by one and throw Persuade or Art 8+. If you fail, throw on the Mishap table. |
| 21 | You are invited to take part in a controversial event or exhibition. Throw Art or Investigate 8+. If you succeed gain +1 Social Standing. If you fail, lose one Social Standing. |
| 22 | You are asked to endorse a political leader. If you refuse, you gain nothing. If you accept, throw Persuade 8+ or Deception 8+. If you succeed, gain one of Admin, Carouse or Steward. If you fail, gain an Enemy. |
| 23 | Your art requires you to learn many things. Throw Intelligence 8+. If you succeed gain one of Jack of All Trades, Mechanic or Engineering (any). |
| 24 | You are approached by a celebrity spiritualist/guru. Throw Deception 8+. If you succeed, gain one of +1 Education, Language (any) 1 or Life Science (any) 1. If you fail, lose your benefit throw for this term. |
| 25 | You are selected to be a leader of your artistic organization or union. Throw Education 8+. If you succeed, gain one of Advocate 1, Admin 1, or Leadership 1. If you fail, -2 DM on your next Advancement throw. |
| 26 | Your fame attracts many bad elements. Throw Deception 8+ or Intelligence 8+. If you succeed, gain one of Investigate 1, Streetwise 1 or Survival 1. If you fail, gain an Enemy. |
| 31 - 36 | Life Event. Throw on the Life Events Table. |
| 41 | You go on tour of the sub-sector, visiting several worlds. Gain 1d3 Contacts. |
| 42 | You use your celebrity status to endorse a product. Throw Persuade 8+ or Social Standing 8+. If you succeed, gain +1 DM on one benefit throw. If you fail, -1 DM on one benefit throw. |
| 43 | Despite your celebrity status, sometimes you have to work for a living. Gain Trade (any) 1. |
| 44 | You are connected romantically with another celebrity (correctly or incorrectly). Throw Persuade 8+ or Deception 8+. If you succeed, gain one of Advocate, Carouse, Diplomat or Stealth. If you fail, gain a Rival. |
| 45 | You are given the chance to be a celebrity/honorary Ambassador. If you choose to accept, throw Intelligence 8+. If you succeed, gain one of Advocate, Persuade or Diplomat. If you fail, gain a Rival. |
| 46 | You decide to take charge of your own finances. Throw Intelligence 8+. If you succeed, gain one of Advocate, Admin or Broker. If you fail, gain your former accountant as an Enemy. |
| 51 | You take an interest in racing. Throw Dexterity 8+. If you succeed gain one of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1. |
| 52 | You participate in a celebrity charity event. Throw Dexterity 8+ or Intelligence 8+. If you succeed gain one of Athletics (any), Animals (riding) or Gambler. |
| 53 | You spend time on a space ship. Throw Intelligence 8+. If you succeed gain one of Vacc Suit 1, Zero-G 1, Pilot (any) 1, or Astrogation 1. |
| 54 | You are part of your world's celebrity circle. Gain Carouse 1, Persuade 1, Steward 1 or a Contact. |
| 55 | As an artist, you lead a strange and charmed life. Go to the Life Events Table and have an Unusual Event. |
| 56 | One of your works is stolen and the investigation brings you into contact with the criminal underworld. Gain one of Streetwise 1, Investigate 1, Recon 1 or Stealth 1. |
| 61 | Your work has made you famous. Gain +1 Social Standing. |
| 62 | You create a masterpiece or win a prize. Gain +1 DM on one benefit throw and +1 DM on your next Advancement throw. |
| 63 | You are recognised by your peers for your work. Gain +1 DM on your next Advancement throw. |
| 64 | One of your works is especially well received and popular, making you a minor celebrity. Gain +1 DM on one benefit throw. |
| 65 | You gain a patron of your art. Gain +2 DM on your next Advancement throw and an Ally. |
| 66 | You win a very prestigious prize. You are automatically promoted. |

MERCHANTS

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Merchant* career (22 TMB).

MISHAPS

2d6 Mishap

- 2 Serious Injury – throw twice on the Injury Table and keep the lowest result.
- 3 Hard times force you to deal with shady characters. Throw Streetwise 8+ to keep your benefit throw for this term.
- 4 You are bought out by a rival company or person. You may keep your benefit throw for this term.
- 5 A series of bad deals and decisions force you into bankruptcy. You salvage what you can. You may take a benefit throw for this term as well as any others you are entitled to.
- 6 Imperial trade restrictions force you out of business. You may take the Rogue career for your next term without need to throw for Qualification.
- 7 Injured – throw on the Injury Table.
- 8 A sudden war destroys your trade routes and contacts, forcing you flee this region of space. Gain Gun Combat (any) 1.
- 9 Your ship or starport is destroyed by criminals. Gain them as an Enemy.
- 10 Pirates target your shipping contracts. Gain Investigate 1 and an Enemy.
- 11 Your ship or station is attacked and severely damaged. Gain Pilot (any) 1.
- 12 You are bankrupted by a rival. You lose all benefit throws from this career and gain the other trader as an Enemy.

EVENTS

d66 Events

- 11 Disaster! Throw on the Mishap Table, but you are not ejected from this career.
- 12 Your cargo is stolen by Pirates. Throw Streetwise 8+ or Intelligence 8+ to avoid losing your benefit throw for this term.
- 13 Your ship is attacked. Throw Dexterity 8+ to avoid a throw on the Injury Table.
- 14 You are presented with a fake cargo. Throw Deception 8+ to avoid -1 DM on one benefit throw.
- 15 Hard times force you to consider criminal activity to pay the bills. If you choose to become a criminal, throw Streetwise 8+ or Intelligence 8+. If you fail, you lose your benefit throw for this term. If you don't choose to become a criminal, -1 DM on one benefit throw.
- 16 You discover that one of the cargoes you recently purchased is a fake. If you try to sell it anyway, throw Deception 8+. If you fail, you lose your benefit throw for this term and gain Advocate 1. If you do not try to sell it, you lose your Benefit throw for this term.
- 21 You are offered the opportunity to smuggle illegal items onto a planet. If you accept, throw Deception 8+ or Persuade 8+. If you succeed, gain Streetwise 1 and an extra benefit throw. If you refuse, gain a criminal Enemy.
- 22 You have the opportunity to set up a trade deal with an alien race. Throw Intelligence 8+. If you succeed, gain +1 DM on a benefit throw. If you fail, gain an alien Enemy.
- 23 You have a chance to risk your fortune on a possibly lucrative deal. You may gamble a number of benefit throws and throw Gambler 8+ or Broker 8+. If you succeed, you gain half as many benefit throws as you risked, rounding up. If you fail, you lose all the benefit throws risked. Either way, gain one level in whichever skill you used.
- 24 You are asked to help law enforcement break a smuggling ring. Throw Intelligence 8+ or Deception 8+. If you succeed, gain one of Investigate 1, Advocate 1 or Streetwise 1. If you fail, gain an Enemy.
- 25 A customer tries to sell you stolen goods. Throw Deception 8+ or Streetwise 8+. If you succeed, gain either Advocate 1 or Investigate 1. If you fail, -1 DM on one benefit throw.
- 26 You have a chance to get in on a risky venture. Throw Gambler 8+ or Broker 8+. If you succeed, gain an additional benefit throw. If you fail, lose one benefit throw.
- 31 - 36 Life Event. Throw on the Life Events Table.
- 41 You make an unexpected connection outside your normal circles. Gain a Contact.
- 42 You are given the opportunity to work with a Pirate group. If you accept, throw Deception 8+ or Streetwise 8+. If you succeed, gain +1 DM on one benefit throw. If you fail, -1 DM on one benefit throw. Either way, you make transfer to the Rogue career next term without making a Qualification throw. If you refuse the Pirates, gain them as an Enemy.
- 43 You spend time researching the trade potential on a planet. Throw Education 8+. If you succeed, gain one of Animal (any), Broker, or Survival.
- 44 You invest wisely in the market. Gain one Ship Share.
- 45 You are able to sell trinkets to primitives for valuable raw materials. Throw Intelligence 8+. Gain one of Deception, Broker, Trade (any) or Physical Science (any).
- 46 You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
- 51 You are embroiled in legal trouble. Gain one of Advocate 1, Admin 1, Diplomat 1 or Investigate 1.
- 52 Time spent dealing with suppliers and spacers pays off. Gain one of Trade (any) 1, Engineer (any) 1, Animals (any) 1 or Social Science (any) 1.
- 53 You work on establishing contacts among aliens. Gain Language (any) 1.
- 54 You work in trade expansion. Gain one of Broker, Advocate, Recon or Survival.
- 55 You work on a spaceship. Gain one of Pilot (any), Astrogation, Engineer (any), Steward or Gunner (any).
- 56 You spend time expanding your markets. Gain one of Animals (any), Art (any) or Trade (any).
- 61 You befriend a useful ally. Gain an Ally and gain either one level of Carouse or a +4 DM on your next Advancement throw thanks to his aid.
- 62 A good deal ensures you are living the high life. Gain +1 DM on one benefit throw.
- 63 You are rewarded saving a superior. Gain one Ship Share.
- 64 You are awarded a bonus for your hard work. Gain +1 DM on one benefit throw.
- 65 Your work is noted by your superiors. Gain +4 DM on your next Advancement throw.
- 66 Your business or ship thrives. You are automatically promoted.

NOBILITY

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Nobility* career (26 TMB).

MISHAPS

2d6 Mishap

- 2 Serious Injury – throw twice on the Injury Table and keep the lowest result.
- 3 You are removed from your position due to incompetence (or were you framed?). Lose one Social Standing and gain a Rival.
- 4 You resign your position to protect the reputation of a superior or friend. Gain an Ally.
- 5 A disaster or war strikes. Throw Stealth or Deception 8+. If you fail, throw on the Injury Table.
- 6 Scandal – A family scandal has forced you out of your position. Lose one Social Standing.
- 7 Injured – throw on the Injury Table.
- 8 Political manoeuvrings usurp your position. Increase Diplomat or Advocate by one level. Gain a Rival.
- 9 Your fortunes change at court, forcing you to leave. Gain a Contact in the nobility and the Streetwise skill.
- 10 The vagaries of politics force you to leave your position and seek other opportunities. Gain a Rival.
- 11 A rival frames you for something, forcing you to leave your position. Gain an Enemy.
- 12 An Assassin attempts to end your life. Throw Endurance 8+. If you fail, throw on the Injury Table.

EVENTS

2d6 Events

- 11 Disaster! Throw on the Mishap Table, but you are not ejected from this career.
- 12 You are challenged to a duel for your honour and standing. If you refuse, reduce your Social Standing by one. If you accept, throw Melee (blade) 8+. If you succeed, gain +1 Social Standing. If you fail, throw on the Injury Table and reduce your Social Standing by one. Either way, gain one of Melee (blade), Leadership, Tactics (any) or Deception.
- 13 You are attacked by peasant scum. Throw Endurance 8+. If you succeed, gain either Melee (any) or Gun Combat (any). If you fail, throw on the Injury Table.
- 14 You are involved in high level trade negotiations. Gain either Broker or Admin.
- 15 Through no fault of your own, you are forced to learn science. Gain one of Any Science (any), Engineering (any) or Astrogration.
- 16 You are asked to join a Duelling Society. If you accept, throw Dexterity 8+. If you succeed, gain Melee (any) and +1 Social Standing. If you fail, throw twice on the Injury Table, taking the higher throw.
- 21 Your privacy is invaded by paparazzi. Throw Intelligence 8+. If you succeed, gain either Stealth or Deception. If you fail, gain +1 DM on a benefit throw but lose one point of Social Standing.
- 22 You are part of your homeworld's celebrity circle. Gain one of Carouse, Persuade or Steward, or gain a Contact.
- 23 You spend time big game hunting. Gain one of Gun Combat (any), Recon or Survival.
- 24 You spend a lot of time on an uninhabitable world. Gain either Vacc Suit 1 or Zero-G 1.
- 25 You spend time travelling. Throw Intelligence 8+. If you succeed, gain one of Drive (any) 1, Flyer (any) 1, Seafarer 1 or Pilot (any) 1.
- 26 You inherit a gift from a rich relative. Gain +1 DM on a benefit throw.
- 31-36 Life Event. Throw on the Life Events Table.
- 41 You become deeply involved in politics, becoming a player in the political intrigues of government. Gain one of Advocate, Admin, Diplomacy or Persuade, but also gain a Rival.
- 42 Your time as a noble gives you a wide range of experiences. Gain one of Animals (riding) 1, Art (any) 1, Carouse 1 or Streetwise 1.
- 43 You develop a group of contacts. Gain 1d3 Contacts.
- 44 You are asked to assist the Ministry of Justice in an investigation. Throw Intelligence 8+. If you succeed, gain one of Investigate 1, Streetwise 1 or Deception 1, or +1 Social Standing.
- 45 You spend a lot of time in space. Throw Intelligence 8+. If you succeed, gain one of Vacc Suit, Zero-G, Athletics (any) or Steward.
- 46 You travel extensively. Throw Education 8+. If you succeed, gain one of Language (any), Survival or Streetwise.
- 51 You are recruited by a conspiracy of nobles. If you refuse, gain the conspiracy as an Enemy. If you accept, throw Deception or Persuade 8+. If you fail, throw on the Mishap table as the conspiracy collapses. If you succeed, gain one of Deception, Persuade, Tactics (any) or Carouse.
- 52 You are asked to do something by a superior that is an Imperial Crime. If you refuse and report him, gain one level of Advocate and an Enemy. If you agree, throw Advocate 8+. If you succeed, gain +1 DM on a benefit throw. If you fail, lose one Social Standing.
- 53 You are asked to do something that is legally right, but morally wrong. If you refuse to do it, throw Education 8+. If you succeed, gain +1 DM on your next Advancement and a Rival. If you fail, lose one Social Standing. If you do it, gain an Enemy.
- 54 You have to make a decision that is life or death for a group of people. Throw Intelligence 8+. If you succeed, gain an Ally and +1 Social Standing. If you fail, gain an Enemy.
- 55 You are kidnapped for ransom. Throw Stealth 8+ or Deception 8+ to escape. If you succeed, gain one of Navigation, Recon, Survival or Streetwise. If you fail, -1 DM on one benefit throw.
- 56 Partying dominates your time. Gain one of Carouse, Gambler or Deception.
- 61 You learn something that could embarrass and possibly ruin a superior. If you choose to use the information, gain +2 DM on your next Advancement throw and an Enemy. If you do not use it, gain that superior as an Ally.
- 62 Your reign is acclaimed by all as being fair and wise – or if you are a Dilettante, you sponge off of your family's wealth a while longer. Gain either a jealous relative or an unhappy subject as an Enemy. Gain +2 DM on your next Advancement throw.
- 63 You manipulate or charm your way through society. Gain one of Carouse, Diplomat, Persuade or Steward, as well as a Rival and an Ally.
- 64 You are noticed by a superior and given additional responsibility. Gain the noble as an Ally and Leadership or +2 DM on your next Advancement throw or +1 Social Standing.
- 65 You make an alliance with a powerful and charismatic noble, who becomes an Ally. Gain +4 DM on your next Advancement throw.
- 66 Your efforts do not go unnoticed by your superiors. You are automatically promoted.

Psion

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Psion* career (158 TMB).

MISHAPS

2d6	Mishap
2	Severely Injured – Roll twice on the Injury Table and take the lower result.
3	You are caught using your powers in public. Gain an Enemy and you must spend the next term as a Drifter.
4	You telepathically contact someone dangerous. Lose one point of Psionic Strength. You also suffer from persistent and terrifying nightmares.
5	You are experimented on by a corporation, government or other organisation. You escape, but are forced to leave this career. Gain a Contact within that organisation and the organisation as a whole as an Enemy.
6	You are asked to use your psionic powers in an unethical fashion. Accept and you may continue in this career, but you gain an Enemy. Refuse and you must leave this career.
7	Injured – Roll on the Injury Table.
8	An anti-psi cult or gang attempts to expose or attack you. Roll 1d6: on 1 or 2, you are injured and must roll on the Injury Table; on 3 or 4, lose one Social Standing; on 5 or 6, nothing else happens, but you still must leave this career.
9	Your gift forces a former ally to turn on you and betray you. Turn one Ally or Contact into an Enemy. If you have no Allies or Contacts, gain an Enemy.
10	Your psionic powers are discovered by your friends and co-workers and they turn on you. Gain 1d3 Enemies.
11	You are suspected of using your abilities to cheat and steal from others. Lose one Social Standing and gain an Enemy.
12	Your psionic abilities are discovered and you are forced to flee with only the clothing on your back. Lose all Benefit rolls for this career.. Gain one level of Streetwise, Stealth or Deception.

EVENTS

d66	Events
11	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
12	Your psionic abilities make you uncomfortable to be around. One Contact or Ally becomes a Rival. If you have no Contacts or Allies, your psionic abilities attract a Rival anyway.
13	Your family finds out that you are psionic and disowns you. Throw Social Standing 8+ to avoid a -1 DM on one Benefit roll.
14	You are attacked because you are a suspected psion. Throw Dexterity 8+ or Streetwise 8+ to avoid a roll on the Injury Table.
15	You come into contact with an anti-psi cult. Throw Deception 8+ or Social Standing 8+. If you fail, lose one Benefit roll or roll on the Injury Table.
16	Being special has cost you everything. Throw Intelligence 8+ to avoid losing one Benefit roll.
21	You have a chance to use your powers unethically to better your standing. If you accept, throw Psi 8+. If you succeed, gain an extra Benefit roll or +1 Social Standing. If you fail, lose one Social Standing instead.
22	You are asked to volunteer for an experiment. If you choose to volunteer, throw Psi 8+. If you succeed, increase your Psionic Strength by one. If you fail, roll on the Injury Table.
23	You are contacted by an enemy psionic organisation or government. If you chose to become an agent for them, throw Psi 8+. If you succeed, gain one of Deception 1, Recon 1 or Sensors 1. If you fail, gain an Enemy.
24	You are involved in testing and recruiting potential psions. Throw Intelligence 8+. If you succeed, gain one of Admin 1, Advocate 1 or Persuade 1. If you fail, gain a Rival.
25	You spend time working in mundane society. Throw Education 8+ to gain one of Trade (any) 1, Art (any) 1 or Animals (any) 1.
26	You use your psionic abilities to cheat at games of chance. Throw Psi 8+ or Deception 8+. If you succeed, gain an additional Cash Benefit roll. If you fail, gain an Enemy and take a -1 DM on one Benefit roll.
31 - 36	Life Event. Roll on the Life Events Table.
41	You make an unexpected connection outside your normal circles. Gain a Contact.
42	Your psionic powers are discovered by the government and you are given a choice: join or run. If you join the government organisation, throw Psi 8+ to gain Melee (any) 1 and you may change to the Psi-Warrior speciality next term. If you choose to run, throw Intelligence 8+ to gain Streetwise 1 and you may join the Rogue career next term without having to make a Qualification roll.
43	You assist in tracking down a rogue psion. Throw Intelligence 8+ to gain one of Investigate 1, Stealth 1 or Deception 1. You may transfer to the Agent career next term without making a Qualification roll.
44	You are forced to move around to avoid detection. Throw Intelligence 8+ to gain one of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1.
45	Hiding your abilities from others has made you do things you would rather forget. Throw Education 8+ to gain one level of Gun Combat (any) or Melee (any).
46	A criminal gang finds out about your abilities. If you cooperate, throw Psi 8+ to gain Stealth 1, Streetwise 1, Melee (any) 1 or Gun Combat (any) 1. If you don't cooperate, gain the gang as 1d6+2 Enemies.
51	You are forced to keep your powers a secret from your family and co-workers. Gain Deception 1.
52	You use your talents to better understand an alien species. Gain a Contact (Alien). Throw Intelligence 8+ to gain Language (any) 1.
53	You spend time travelling around the universe. Gain one of Steward 1, Vacc Suit1, Survival 1 or Zero-G 1.
54	You dedicate yourself to mastering your abilities. Throw Psi 8+. If you succeed, increase any one of your psionic skills by one level.
55	You spend time mastering mind and body. Gain one of Athletics (any) 1, Stealth 1, Survival 1, or Art (any) 1.
56	You are given advanced training in a non-psionic field. Throw Education 8+ to gain one level in any non-psionic skill.
61	Your hard work is acknowledged. Gain a +1 DM on your next Advancement roll.
62	You are recognised for your exceptional ability. Gain a +2 DM on your next Advancement roll.
63	You achieve a new level of Psionic Strength. Increase your Psionic Strength by +1.
64	You pick up potentially useful information using your psychic powers. Gain +1 DM to any one Benefit roll.
65	You gain a mentor. Gain an Ally and +4 DM on your next Advancement roll thanks to his aid.
66	You achieve a new level of discipline in your powers. You are automatically promoted.

ROGUE

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Rogue* career (28 TMB).

MISHAPS

2d6	Mishap
2	Serious Injury – throw twice on the Injury Table and keep the lowest result.
3	A gang war forces you to flee with only the clothes on your back. Lose one benefit throw or take -1 on your Social Standing.
4	You are attacked by a rival gang. Throw Streetwise 8+ to avoid a throw on the Injury Table. Gain that gang as an Enemy.
5	A police detective or rival criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies gain a Rival or Enemy.
7	Injured – throw on the Injury Table.
8	Arrested. Lose one benefit throw from this career and you must take the Draft in your next career.
9	A job goes wrong, forcing you to flee off planet. Gain one of Deception 1, Pilot (Small Craft or Spaceship) 1, Zero-G 1, or Gunner (any) 1.
10	You are sent to jail. Lose your benefit throw for this term and -1 on your Social Standing.
11	You have decided to give up your criminal ways. One of your Allies becomes an Enemy. If you have no Allies, gain an Enemy.
12	Severely Injured. This is the same as a throw of 2 on the Injury Table.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from this career.
12	You are arrested and charged. You can choose to defend yourself, or hire a lawyer. If you defend yourself, throw Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one benefit throw and gain an Enemy. If you hire a lawyer, lose one benefit throw and gain the lawyer as a Contact.
13	You are involved in a serious fight. Throw Gunner (any) 8+ or Melee (any) 8+ to avoid a throw on the Injury Table.
14	A deal you are working on goes bad, very bad. Throw Dexterity 8+. If you fail, either lose one benefit throw or throw on the Injury Table.
15	You are caught on video breaking the law. Gain +1 DM on your next Advancement throw and take -1 on your Social Standing.
16	You are caught in a shootout between rival gangs. Throw Dexterity 8+ or Gun Combat (any) 8+ to avoid a throw on the Injury Table.
21	You have the chance to be involved in a high profile crime. Throw Intelligence 8+ or Deception 8+. If you succeed, gain +1 DM on one benefit throw. If you fail, you lose your benefit throw for this term.
22	You are offered the chance to become an informant for law enforcement. If you accept, throw Deception 8+ or Investigate 8+. If you succeed, gain +1 DM on one benefit throw. If you fail, take -1 DM on your next Advancement throw and gain an Enemy.
23	You are involved in a feud with a rival criminal organisation. Throw Stealth 8+ or Gun Combat (any) 8+. If you fail, throw on the Injury Table. If you succeed, gain an extra benefit throw.
24	You have a chance to get into slavery. If you choose to take advantage of this opportunity, throw Intelligence 8+ or Deception 8+. If you succeed, gain +1 DM on one benefit throw. If you fail, gain an Enemy. Either way, lose one Social Standing. If you do not get into slavery, gain a Rival.
25	You are involved in a battle and the outcome hinges on your decision. Throw Tactics (any) 8+ or Leadership 8+. If you succeed, you save the day and gain +1 on your next Advancement throw. If you fail, take -2 DM on your next Advancement throw and gain an Enemy.
26	You are arrested and offered a deal by law enforcement. You may turn snitch on your gang. If you accept, you must leave your career at the end of this term and gain an Enemy. If you refuse, throw on the Mishap table, but you are not ejected from this career.
31 - 36	Life Event. Throw on the Life Events Table.
41	You have the opportunity to backstab a fellow rogue for personal gain. If you do so, gain +4 DM on your next Advancement throw. If you refuse, gain him as an Ally.
42	You work on developing a group of informants. Gain 1d3 Contacts.
43	You gain a reputation as being tough in a fight. Throw Endurance 8+. If you succeed, gain one of Gun Combat (any), Melee (any).
44	You are asked to participate in a mutiny against the current leader of your gang. If you mutiny, throw Gun Combat (any) 8+ or Melee (any) 8+. If you succeed, gain a +2 on your next Advancement throw. If you fail, take -2 DM on your next Advancement throw and throw on the Injury Table.
45	You spend time in jail. Throw Intelligence 8+ or Streetwise 8+. If you succeed, gain one of Deception, Tactics (any) or Melee (any). If you fail, gain Streetwise 1 and an Enemy. Either way, -1 on your Social Standing.
46	A deal your boss has been working on goes bad. Throw Intelligence 8+ or Deception 8+. If you succeed, gain either Leadership or Tactics (any). If you fail, take -1 DM on one benefit throw. Either way, gain a Contact.
51	You spend months in the dangerous criminal underworld. Gain one of Streetwise 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1.
52	You spend time extending the reach of your gang. Gain Language (any) 1.
53	You are involved in a gambling ring. Gain Gambler 1. You may wager any number of benefit throws. Throw Gambler 8+, if you succeed, you gain half as many benefit throws as you risked (rounding up). If you fail, you lose all the wagered benefit throws.
54	You spend time learning about potential targets. Gain one of Recon 1, Survival 1 or Trade (any) 1.
55	You work to improve your position within your gang. Gain one of Deception, Leadership, Persuade or Tactics (any).
56	You are involved in planning an impressive heist. Gain one of Computers 1, Sensors 1, Comms 1 or Mechanic 1.
61	You are gaining a reputation. Gain +1 DM on your next Advancement throw.
62	You are recognised for your cunning and ruthlessness. Gain +2 DM on your next Advancement throw.
63	Crime does pay. Gain +1 DM on one benefit throw.
64	One of your crimes pays off. Gain +2 DM on any one benefit throw and gain your victim as an Enemy.
65	A crime lord considers you his protégé. Gain either Tactics (military) 1 or a +4 DM on your next Advancement throw thanks to his aid.
66	You commit a legendary crime. You are automatically promoted.

SCHOLAR

These expanded tables provide players and Referees with alternative Mishap and Events tables for the *Scholar* career (30 TMB).

MISHAPS

2d6	Mishap
2	A disaster leaves several injured and others blame you, forcing you to leave your career. Throw twice on the Injury Table taking the higher result and gain a Rival.
3	You gain such celebrity status that you can no longer perform your duties as a Scholar. Gain +1 Social Standing.
4	The ship or facility that you are working at is attacked by terrorists. Lose a benefit throw and gain an Enemy.
5	Your work is sabotaged by unknown parties. You may salvage what you can and give up (leaving the career but save this term's benefit throw) or start again from scratch (lose all benefit throws from this career but you do not have to leave).
6	The government interferes with your research. If you openly continue your work, increase Any Science (any) by one level and gain an Enemy. If you secretly continue your work, increase Any Science (any) by one level and reduce your Social Standing by 2. This mishap does not cause you to leave this career.
7	Injured – throw on the Injury Table.
8	A rival researcher blackens your name or steals your research. Gain a Rival, but you do not have to leave this career.
9	An expedition or voyage goes wrong, stranding you in the wilderness. Gain Survival 1 or Athletics (co-ordination or endurance) 1.
10	An experiment goes badly. Throw Dexterity 8+. If you fail, throw on the Injury Table.
11	A mistake causes several people to be injured. Gain 1d3 Rivals.
12	You don't know what happened. You have no memory of the last several months of your life.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from this career.
12	There is an explosion on your ship or in your lab. Throw Dexterity 8+ to avoid a throw on the Injury Table.
13	A rival group of researchers beats you to publication, ruining your research. Take -1 DM on your next Advancement throw.
14	You lose your research funding. Throw Education 8+ to avoid losing your benefit throw for this term.
15	Your research stalls. Throw Education 8+. If you fail, -1 DM on your next Advancement throw and -1 DM on one benefit throw.
16	Your success brings ruin to another group of scholars. Gain 1d3 Rivals or an Enemy.
21	You are asked to perform research that is against your conscience. Accept and you gain an extra benefit throw, a level in two of Any Science (any) skills and 1d3 Enemies.
22	You are asked by law enforcement to help them on a science related crime. Gain one of Investigate 1, Deception 1 or Persuade 1.
23	You are caught somewhere you weren't supposed to be. Throw Dexterity 8+ or Streetwise 8+. If you succeed gain either Melee (any) 1 or Gun Combat (any) 1. If you fail, throw twice on the Injury Table and take the higher result.
24	You are asked to go on a show to debunk a charlatan. Throw Education 8+ or Deception 8+. If you succeed, gain a +1 Social Standing. If you fail, lose 1 point of Social Standing.
25	Your work requires you to learn a variety of skills. Throw Intelligence 8+. If you succeed gain Jack of All Trades.
26	You are involved with a gambling ring. Throw Intelligence 8+. If you succeed gain one of Gambler 1, Streetwise 1 or Deception 1. If you fail, take a -1 DM on one benefit throw.
31 - 36	Life Event. Throw on the Life Events Table.
41	You spend a lot of time on a space ship or station. Throw Education 8+. If you succeed gain one of Vacc Suit 1, Zero-G 1 or Survival 1.
42	You are assigned to work on a dangerous project. Throw Dexterity 8+ or Investigate 8+. If you succeed, gain one of Remote Operations 1, Survival 1 or Explosives 1. If you fail, -1 DM on your next Advancement throw.
43	You have the opportunity to advance your career by cheating. If you refuse, you gain nothing. If you accept, throw Deception 8+ or Admin 8+. If you succeed, you gain +2 DM on one benefit throw and may increase any one skill you have by one level, but you gain an Enemy. If you fail, you gain an Enemy and lose one benefit throw from this career.
44	You visit facilities scattered over the planet. Throw Intelligence 8+. If you succeed, gain one of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1.
45	You must spend time away from your lab. Throw Intelligence 8+. If you succeed, gain one of Survival 1, Recon 1, Tactics (any) 1 or Vacc Suit 1. If you fail, -1 DM on one benefit throw.
46	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level one.
51	You work extensively with aliens and gain one level of Language (any). Throw Intelligence 8+. If you succeed, gain Social Science (any) 1. If you fail, gain a Rival.
52	You spend time doing intensive research. Gain one level of any one skill you already have.
53	You are given the opportunity to work outside of your normal area of expertise. Throw one skill on either of the other two Speciality tables for your career. If you desire, you may transfer to that Speciality next term.
54	You become entangled in bureaucratic or legal morass that distracts you from your work. Gain one of Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
55	You are assigned to work on a secret project. Gain one of Any Science (any) 1, Engineer (any) 1, Computers 1 or Investigate 1.
56	You win a prestigious prize for your work, garnering both the praise and envy. Gain +1 DM on one benefit throw and a Rival.
61	You work for an eccentric but brilliant mentor, who becomes an Ally. Increase Any Science (any) by one level, or gain +4 DM on your next Advancement throw.
62	Your work is recognised by your superiors. Gain +1 DM on your next Advancement throw.
63	Your work leads to a breakthrough. Gain +2 DM on your next Advancement throw.
64	You receive a research grant. Gain +1 DM on one benefit throw.
65	You receive a prestigious award. Gain +1 DM on one benefit throw and +2 DM on your next Advancement throw.
66	Your work leads to a considerable breakthrough. You are automatically promoted.

LIFE & UNUSUAL EVENTS TABLES 1

These expanded tables Life and Unusual Events tables provide players and Referees with alternatives to those on 34 TMB.

LIFE EVENTS

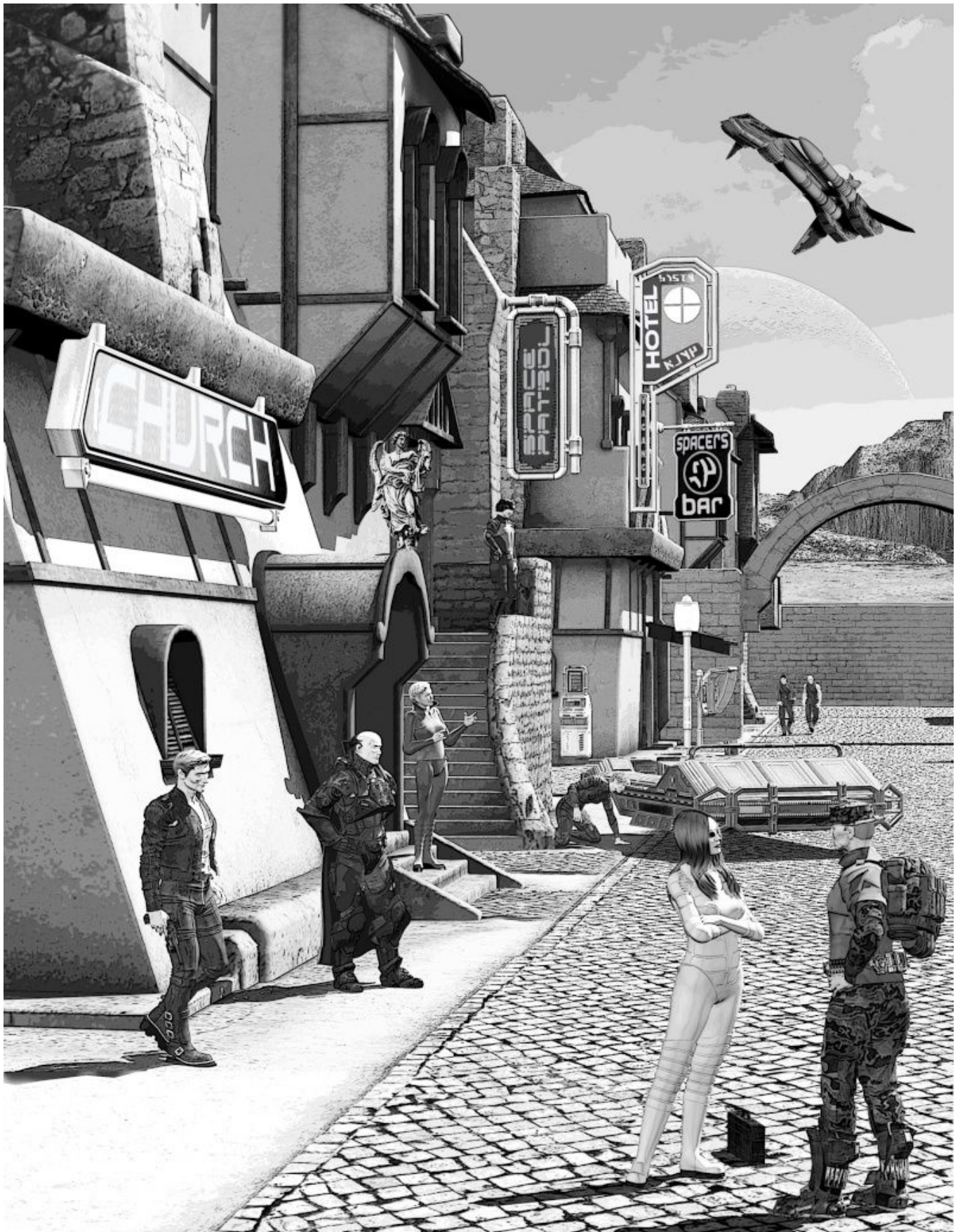
d66	Event	Description
11	Sickness or Injury	The character is injured or contracts a serious illness. Throw on the Injury Table (37 TMB)
12	Birth.	Someone close to the character gives birth, or is born. The character is involved in some fashion (mother, father, relative, godparent, or similar).
13	Death.	Someone close to the character dies (a close friend or family member). Alternatively, one of the characters Allies dies.
14	Bad Luck.	The character has a run of bad luck. Loose one benefit throw for this career.
15	Bad Luck.	The character becomes addicted to something. It could be gambling, alcohol, drugs or something more exotic.
16	Bad Luck.	The character loses their job. They must pick a new career next term.
21-26	Language.	The character learns a new language. Gain Language (any) 1.
31-36	New Contact.	The character gains a Contact.
41	Relationship.	A romantic relationship involving the character ends. Badly. Change an Ally to an Enemy.
42	Relationship.	A romantic relationship involving the character deepens; possibly leading to marriage or some other emotional commitment.
43	Relationship.	A relationship involving the character deepens. Change a Contact into an Ally or a Rival into a Contact.
44	Relationship.	The character becomes involved in a new romantic relationship. Gain an Ally.
45	Betrayal.	The character is betrayed by someone close to them. Change an Ally into an Enemy.
46	Betrayal.	The character is betrayed by a friend. Change a Contact into a Rival.
51	Betrayal.	The character is betrayed by a stranger. Gain an Enemy.
52	Betrayal.	The character is able to work out problems with a former betrayer. Change a Rival into a Contact.
53	Travel.	The character spends a lot of time travelling. Gain either Survival 1 or Vacc Suit 1.
54	Travel.	The character travels extensively on their home planet. Change any one Background skill to level 1.
55	Travel.	The character spends a lot of time in space. Gain one of Vacc Suit 1, Zero-G 1 or Steward 1.
56	Travel.	The character moves to another planet. Gain +2 DM on your next Qualification throw.
61	Good Fortune.	The character's lifelong dream comes true. Gain one of +1 Intelligence, +1 Education or +1 on a benefit throw for this career.
62	Good Fortune	The character does something that is heroic or noteworthy and is briefly famous. Increase Social Standing by 1.
63	Good Fortune.	The character comes into some money unexpectedly. Gain +2 DM on a benefit throw for this career.
64	Crime.	The character commits, or is accused of committing, a crime. Reduce your Social Standing by 1.
65	Crime.	The character is the victim crime. Lose one benefit throw.
66	Unusual Event.	Throw 2d6 to determine the type of unusual event.
2d6 Unusual Event		
2	Contact with Government. You briefly come into contact with the highest echelon of the Imperium – an Archduke or the Emperor.	
3	Game show. You are a contestant on a game show watched by millions of people.	
4	Disaster. You are at the site of a major disaster and your heroic actions (real or not) are caught on video making you a celebrity for a short time. Gain +1 Social Standing.	
5	Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans.	
6	Contact with Imperial Intelligence. You come into contact with Imperial Intelligence or the intelligence agency of a rival government.	
7	Psionics. The character encounters a Psionics Institute. You may immediately test your Psionic Strength (152 TMB) and, if you qualify, take the Psion career next term (152 TMB).	
8	Aliens. You spend time among an alien race. Gain one level of Life Sciences (biology) and a Contact among an alien race.	
9	Amnesia. Something happened to you, but you don't know what it was.	
10	Contact with your Leader. You briefly come into contact with the leader of your world. Gain a Contact among the government.	
11	Celebrity. You come into contact with a very famous celebrity or sports figure.	
12	Ancient Technology. You have something older than the Imperium, or even something older than <i>humanity</i> .	

LIFE & UNUSUAL EVENTS TABLES 2

These expanded tables Life and Unusual Events tables provide players and Referees with alternatives to those on 34 TMB.

LIFE EVENTS

d66	Event	Description
11	Injury.	The character suffers an injury or contracts a chronic illness. Throw once on the Injury Table, and you may need a constant supply of drugs.
12	Birth.	You conceive a child. If you have no current partner this is the result of a casual liaison. Your character can choose whether to remain in contact with the child or not.
13	Relationship.	A romantic relationship ends badly. Throw Persuade 8+ or gain your former partner as a Rival.
14	Marriage.	You are engaged to be married to someone of much higher social stature, from a noble or high executive class. Increase your Social Standing by one point.
15	Relationship.	You embark on a series of short-lived affairs. Throw Carouse 5+ to avoid a social disease.
16	New Contact.	You gain a new contact within your current career.
21	Death.	Someone close to you dies. A spouse, parent, sibling, child, or friend (Ally) loses their life. Throw one die: on a 1-4, it is by natural causes; on a 5-6, foul play is involved.
22	Relationship.	A long term relationship ends. Each partner is keen on extricating themselves from each other's lives.
23	Relationship.	An existing relationship deepens, or else the character falls quickly and deeply in love with a newcomer.
24	Relationship.	You become involved romantically with a colleague in your current career.
25	Contact.	You gain a new contact, someone you knew from a previous career or from your childhood.
26	Betrayal.	A contact or friend double-crosses you. Convert an existing Contact or Ally into a Rival or Enemy. If you have none, just gain a Rival.
31	Relationship.	You break up with a long term partner for mutual reasons. Throw Persuade 8+ to retain this person as an Ally, else you just keep them as a Contact
32	Relationship.	The character reconnects with an old flame or childhood sweetheart, and a new, deeper relationship blossoms.
33	Relationship.	You become involved romantically with someone from outside your current career.
34	Contact.	You gain a contact from the criminal underworld. Throw Intelligence 10+ to get Streetwise 0, if you do not already have this skill.
35	Betrayal.	You are betrayed by a superior, getting you into trouble at work. Take DM -2 to your next Advancement throw.
36	Travel.	The character moves to another planet. Gain a +2 DM to your next Qualification throw.
41	Marriage.	You are engaged to be married to someone of much lower social stature, less than half of your Social Standing. Lose 1 point of Social Standing
42	Relationship.	You become involved romantically with someone unusual; an enemy or even an alien, perhaps?
43	Contact.	You gain a contact in a military service or a mercenary group.
44	Ally.	The character and a work colleague become very close. Gain an Ally from the same career and of a similar rank.
45	Travel.	Your journeys give you some insights into many different cultures. Take Social Science 0, if you do not already possess this skill.
46	Good Fortune.	Your investments pay off, or you win some money gambling, or gain an unlooked for bonus. +2 DM to any benefit throw.
51	Relationship.	You start a romantic liaison with a married individual. Throw Deception 8+ to remain undiscovered, or else gain the cuckolded spouse as an Enemy.
52	Contact.	You gain a contact in a free trader or merchant crew.
53	Betrayal.	An ambitious underling sets you up for a fall. Gain them as a Rival or Enemy, and also lose one of any existing Contacts or Allies within your current career.
54	Travel.	The character takes an interest in a subject and gains one non-combat skill at level 0.
55	Good Fortune.	Your investments pay off, or you win some money gambling, or gain an unlooked for bonus. +2 DM to any benefit throw.
56	Crime.	You are accused of a crime, whether you committed it or not. Throw Advocate 8+ or go to prison (The Draft, next term). Lose one point of Social Standing.
61	Contact.	You gain a local contact, perhaps a minor official, mechanic, barkeep, or entertainer.
62	Betrayal.	A spouse or lover cheats on you with a friend or colleague, and takes you to the cleaners in the process. Gain them both as Enemies, and lose a benefit throw
63	Travel.	Your fate takes you to many faraway places. You learn to communicate adeptly with foreigners. Take 3 level 0 Language skills.
64	Good Fortune.	Some luck in your career makes you look good in front of your superiors. +2 DM to your next Advancement throw.
65	Crime.	You are victim to some fraud or robbery. Lose one benefit throw.
66	Unusual Event.	Throw 1d6 to determine the type of unusual event.
1d6 Unusual Event		
1	Psionics. The character encounters a Psionic institute. You may immediately test your Psionic Strength (152 TMB) and, if you qualify, take the Psion career in your next term (152 TMB).	
2	Aliens. You spend time among an alien race. Gain Life Sciences (biology) and a contact among an alien race.	
3	Alien Artefact. You have a strange and unusual device from an alien culture that is not normally available to humans.	
4	Amnesia. Something happened to you, but you don't know what it was.	
5	Government Contact. You briefly came into contact with the highest echelons of the Imperium – an Archduke or the Emperor, perhaps, or Imperial intelligence.	
6	Ancient Technology. You have something older than the Imperium, or even something older than <i>humanity</i> .	



NEW CAREERS

The character generation process used for these eight new careers is exactly the same as described in the *Character Creation* chapter beginning on 5 *TMB*. Below is a summary of that procedure, with page references to the relevant parts of the *TMB* included.

Basic Characteristics and DMs: Generate your character's basic characteristic scores, as described on 5 *TMB*. Note down your character's Characteristic DMs, as described on 6 *TMB*.

Noble Titles: If your game or campaign allows the use of noble titles, follow the rules for these on 6 *TMB*.

Background Skills: Determine the number of background skills your character is allowed, using the rule on 6 *TMB*. Next, determine the type of homeworld your character comes from, and any homeworld and education skills your character has using the *Background Skills* rules on 6 *TMB*.

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

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

Injuries: The rules for dealing with the application of injuries and their effects are detailed on 37 *TMB*.

Commission: Only the Space Patrol career has a Commission throw. The Commission rules are explained in detail on 8 *TMB*.

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

Mustering Out Benefits: The process for mustering out is described on 9 *TMB* and on 34, 35 *TMB*. The Holy Relic, Travel Passages and Vehicle mustering out benefits are described below.

Holy Relic: The holy relic is worth Cr 1,000 x 1d6 on the open market, but has great religious significance within the faith to which it belongs. This makes its non-material value very high to the faithful, who will be extremely concerned for the care and welfare of the holy relic. No truly faithful person would ever sell any holy relic they have been entrusted with the care of.

Such holy relics can be an ancient book or books, one or more bones of a venerated member of the faith from the past, pieces of clothing from such a person, an everyday object endowed with miraculous powers after being touched by a venerated member of the faith from the past, and so on.

Travel Passages: Some of the new careers offer High, Middle or Low Passages as a mustering out benefit. These are detailed on 142 *TMB*.

Vehicle: The Vehicle mustering out benefit provides a character an appropriate form of personal transport, such as an air/raft, a small aircraft or helicopter, a ground car, a hovercraft, or a small power boat or a sailing ship. Any such vehicle acquired as a mustering out benefit is intended for personal, not commercial, use. Vehicles are detailed on 103 *TMB*.

Life Events: The procedure for using the Life Events tables is described on 34 *TMB*.

Contacts, Allies, Rivals and Enemies, Ship Shares, Retirement Pay and Aging: The rules governing Contacts, Allies, Rivals and Enemies, Ship Shares, Retirement Pay and the Aging process are described on 35 *TMB*.

Retirement Pay: All new careers except Adventurer and Bounty Hunter are eligible for retirement pay. Rules for retirement pay are on 36 *TMB*.

ALIENS AND NEW CAREERS

All of these careers are suitable for human player or non-player characters; some are more suitable than others for various alien species. Players who wish to generate a character that is one of the alien races from an already publish game universe should discuss their idea of how the alien character should be generated with the Referee responsible for the current game.

CAREER SUMMARY TABLE				
Career	Specialisation	Qual.	Survival	Adv.
Adventurer		Dex 6+		
Page 14	Explorer		Int 6+	Edu 7+
	Treasure Seeker		Dex 6+	Soc 7+
	Hunter		End 6+	Int 6+
Bounty Hunter		Int 6+		
Page 16	Skip Tracer		End 6+	Int 6+
	Repossessor		Dex 6+	Int 6+
	Support		Int 5+	Edu 7+
Clergy		Int 5+		
Page 18	Missionary		End 6+	Int 6+
	Monastic		Dex 4+	Int 8+
	Preacher		Int 5+	Edu 7+
Colonist		End 5+		
Page 20	Farmer		Str 4+	Int 7+
	Miner		Dex 5+	Str 6+
	Settler		End 6+	Int 6+
Corporate Citizen		Edu 5+		
Page 22	Finance		Soc 5+	Int 7+
	Legal		Edu 4+	Int 8+
	Administration		Edu 4+	End 8+
Militant Religious		End 6+		
Page 24	Warrior		Str 6+	Int 6+
	Monk		Dex 5+	Int 7+
	Zealot		End 7+	Int 5+
Space Patrol		Int 6+		
Page 26	Operations		Int 5+	Edu 7+
	Trooper		Dex 6+	Int 6+
	Technical		Int 5+	Edu 7+
Worker		Edu 4+		
Page 28	Technician		Dex 4+	Edu 9+
	Service		Soc 4+	Soc 9+
	Labourer		Str 5+	Int 8+

ADVENTURER

Adventurers embrace the universe in all its diversity. They are the thrill seekers and the explorers. Adventurers are the romantic figures of Tri-V across the universe. Reality is somewhat rougher as these people are survivors.

Qualification: Dex 6+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Explorer:** You explore space and planets for private companies.
- **Hunter:** You go from world to world looking for the next animal to track and kill.
- **Treasure Seeker:** You sift through ruins looking for items that would be valuable to scientists or art collectors.

This career does not qualify for retirement pay as described on 36 TMB.

CAREER PROGRESS

	Survival	Advancement
Explorer	Int 6+	Edu 7+
Hunter	End 6+	Int 6+
Treasure Seeker	Dex 6+	Soc 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	1 Ship Share
2	2,000	Weapon
3	5,000	Ally
4	10,000	Vehicle
5	25,000	High Passage
6	50,000	TAS
7	100,000	Scout Ship or 5 Ship Shares

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Education 8)
1	+1 Str	Survival	Computers
2	+1 Dex	Animals (any)	Broker
3	+1 End	Gun Combat (any)	Pilot (any)
4	+1 Int	Stealth	Astrogation
5	+1 Edu	Recon	Diplomat
6	Athletics (any)	Flyer or Drive (any)	Any Science (any)

1d6	Explorer	Hunter	Treasure Seeker
1	Animals (any)	Gun Combat (any)	Broker
2	Sensors	Gun Combat (any)	Art (any)
3	Any Science (any)	Tactics (Military)	Social Science (any)
4	Investigate	Recon	Language (any)
5	Astrogation	Animals (any)	Deception
6	Trade (any)	Life Science (any)	Sensors

RANKS AND BENEFITS

Rank	Adventurer Skill/Benefit
0	
1	Survival 1
2	
3	Recon 1
4	
5	Leadership 1
6	



MISHAPS

2d6	Mishap
2	Severely Injured. Throw twice on the Injury Table and take the lower result.
3	You are trapped underground and left for dead by your comrades. Gain 1d3 Rivals.
4	You are ambushed on a mission. Gain Deception 1 and throw on the Injury Table.
5	Your mission ends in disaster, causing the death of at least one party member and you are blamed. Gain an Enemy.
6	You inadvertently cause offense to an alien species. Gain an Enemy and Diplomat 1.
7	Injured – throw on the Injury Table.
8	Your vehicle is damaged; you have to cross thousands of kilometres of wild terrain. Gain 1d3 Contacts and an Enemy.
9	Betrayed by a friend. One of your Contacts or Allies betrays you and leaves you for dead. Turn one of your Contacts or Allies into a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by a client and you gain an Enemy.
10	You are attacked by wild animals while in camp and are severely mauled. Permanently lose one point of Endurance.
11	You are psychologically damaged from your time adventuring. Reduce your Intelligence or Social Standing by one.
12	You have no idea what happened to you. 1d6 months of your life are blank.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from your career.
12	Decaying ruins collapse on your party. Throw Dexterity 8+ or Deception 8+ to avoid a throw on the Injury Table.
13	You are attacked by wild animals or plants while on Safari. Throw Dexterity 8+ to avoid a throw on the Injury Table.
14	A rival creates a fake artefact and frames you. Throw Education 8+ or Advocate 8+ to avoid losing your benefit throw for this term.
15	Due to another's incompetence someone in your party dies and you are blamed. Lose one point of Social Standing or one benefit throw. Gain a Rival.
16	While on an alien world you contract an unknown disease. Throw Endurance 8+ or Medic 8+ to avoid losing one point of Endurance.
21	You have the chance to make a big score by stealing something. If you chose not to steal it, you gain nothing. If you try to steal it, throw Deception or Dexterity 8+. If you succeed, you gain +1 DM on one benefit throw. If you fail, gain an Enemy. Either way, you may take the Rogue career next term without having to make the Qualification throw.
22	A Patron offers you a very dangerous job. If you refuse, gain nothing. If you accept, throw Dexterity 8+ or Stealth 8+. If you succeed, gain +1 DM on one benefit throw and gain the Patron as a Contact. If you fail, throw on the Injury Table and take the Patron as a Rival.
23	A Patron offers you a job. If you accept, gain +4 DM on your next Qualification throw, but you owe that Patron a favour.
24	You are embroiled in legal trouble. Throw Education 8+. If you succeed, gain one of Admin, Advocate, Diplomat or Investigate. If you fail, lose your benefit throw for this term.
25	You spend time studying the ecology of a planet to better exploit it. Throw Education 8+. If you succeed, gain Life Science (any). If you fail, throw on the Injury Table.
26	You inadvertently desecrate a sacred place. Throw Education 8+ or Persuade 8+. If you succeed, gain one level of Language (any), Art (any) or Diplomat. If you fail, gain an Enemy and either Gun Combat (any) or Melee (any).
31-36	Life Event. Throw on the Life Events Table.
41	You spend time developing a group of business contacts. Gain 1d3 Contacts.
42	You are hired as a Drive rather than an adventurer. Gain one of Drive (any), Flyer (any) or Seafarer (any).
43	You spend more time hanging out on star ships than you do actually adventuring. Throw Intelligence 8+. If you succeed gain one of Vacc Suit, Zero-G or Steward. If you fail, take -1 DM on one benefit throw.
44	You find yourself in a situation that you cannot talk your way out of. Throw Dexterity 8+. If you succeed, gain one level of Gun Combat (any), Melee (any) or Athletics (any). If you fail, throw twice on the Injury Table and take the higher result.
45	Hard times force you to spend time among criminals. Throw Intelligence 8+. If you succeed, gain one of Streetwise, Survival or Melee (any). If you fail, gain an Enemy.
46	You spend time surveying an alien world. Gain one of Animals (any), Survival, Recon or Life Sciences (any).
51	Your party is ambushed by natives, wild animals or another group and everyone looks to you to get them to safety. Throw Intelligence 8+. If you succeed, gain one level of Leadership and either Navigation, Recon, Survival or Tactics (Military).
52	You spend a lot of time in the wilderness of a planet. Throw Intelligence 8+. If you succeed, gain either Survival or Recon.
53	You spend a lot of time on the fringes of known space. Throw Pilot (any) 8+ or Survival 8+. If you succeed, gain a Contact and one level of any skill you already have.
54	You are befriended by a member of high society or a noble who invites you to parties to entertain his guests. Gain +1 Social Standing or one level of Carouse.
55	You spend time dealing with aliens. Gain either Language (any) or Diplomat.
56	You spend time working on a space ship. Gain one of Pilot (any), Astrogation, Engineering (any), Steward, Vacc Suit or Zero-G.
61	Your hard work is noticed by your superiors. Gain +1 DM on your next Advancement throw.
62	Your career is the feature of a Tri-V documentary. Gain +1 DM on one benefit throw and increase your Social Standing by one due to your fame.
63	You are recognised for your hard work. Gain +2 DM on your next Advancement throw.
64	You make a spectacular discovery or kill. Gain +1 DM on one benefit throw and +1 to your next Advancement throw.
65	You make friends with a superior who takes an interest in your career. Gain either +1 on a benefit throw or +4 DM on your next Advancement throw due to his influence.
66	You are very successful. You are automatically Promoted.

BOUNTY HUNTER

Bounty Hunters track down people that flee across the stars to avoid justice. They also recover stolen starships and other valuable items. They are often employed by governments or corporations. Bounty Hunters are often portrayed as romantic, but they do what it takes to get the job done and collect the reward; even if it means breaking the law.

Qualification: Int 6+.

–1 DM for every previous career.

+1 DM if previous career was Agent: Law Enforcement.

Assignments: Choose one of the following:

- **Skip Tracer:** You track down fugitives and return them to justice.
- **Repossessor:** You recover stolen starships and other valuable items.
- **Support:** You use your technical abilities to support those who do the field work.

This career does not qualify for retirement pay as described on 36 *TMB*.

CAREER PROGRESS

	Survival	Advancement
Skip Tracer	End 6+	Int 6+
Repossessor	Dex 6+	Int 6+
Support	Int 5+	Edu 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	+1 Int
2	5,000	Armour
3	10,000	Weapon
4	30,000	+1 Edu
5	50,000	TAS Membership
6	100,000	High Passage
7	200,000	Scout Ship

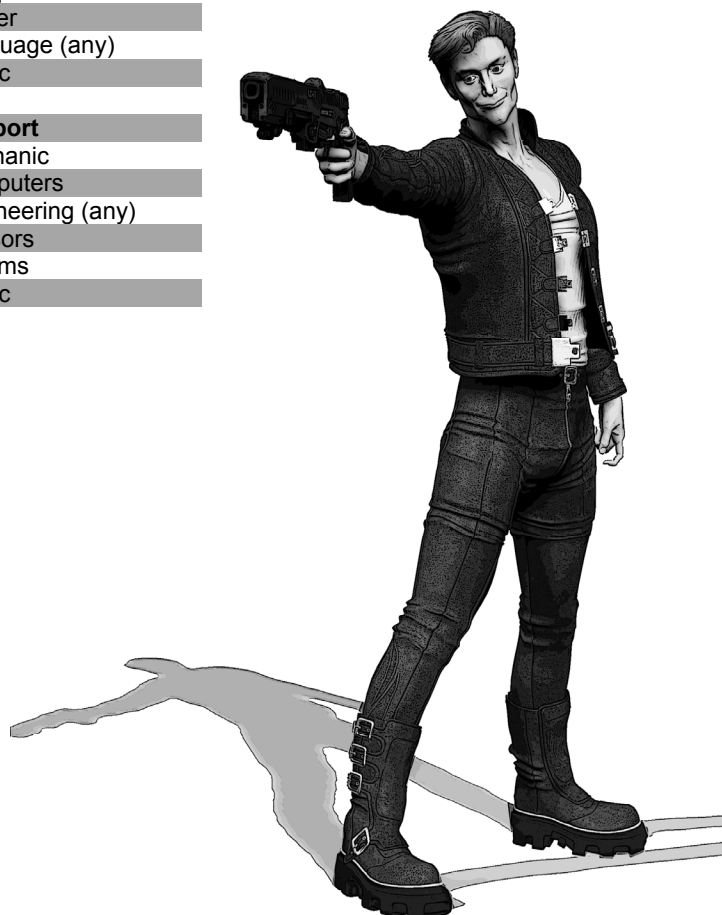
SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Streetwise	Admin
2	+1 Dex	Investigate	Advocate
3	+1 End	Computers	Computers
4	Athletics (any)	Gun Combat (any)	Broker
5	Carouse	Sensors	Language (any)
6	Streetwise	Advocate	Medic

1d6	Skip Tracer	Repossessor	Support
1	Streetwise	Vacc Suit	Mechanic
2	Recon	Zero G	Computers
3	Melee (any)	Pilot (any)	Engineering (any)
4	Persuade	Astrogation	Sensors
5	Flyer (any)	Sensors	Comms
6	Drive (any)	Gunner (any)	Medic

RANKS AND BENEFITS

Rank	Bounty Hunter	Skill or Benefit
0		
1		Streetwise 1
2		
3		Investigate 1
4		
5		Admin 1
6		



MISHAPS

2d6 Mishap

- 2 Severely Injured – throw on the Injury Table twice and take the lowest result.
- 3 After apprehending a bounty, you find out that he was really innocent. Throw Advocate 8+. If you succeed, gain an Ally. If you fail, gain an Enemy.
- 4 Your last mission caused you to be noticed by a powerful gang. Gain 1d3 Rivals.
- 5 Framed! You were framed by a rival bounty hunter. Throw Advocate 8+. If you succeed, gain an Enemy. If you fail, you must enter the Rogue or Drifter career next term, but you still gain an Enemy.
- 6 You crossed the line and broke one too many laws. Throw Education 8+. If you fail, you must enter the Rogue career next term.
- 7 Injured – throw on the Injury Table.
- 8 Your reputation has grown so big that you can't effectively do your job. Throw Intelligence 8+. If you succeed, gain +1 Social Standing. If you fail, gain an Enemy.
- 9 Your latest bounty was not what it seemed. Throw Investigate 8+. If you succeed, you may keep your benefit throw from this term. If you fail, throw on the Injury Table.
- 10 Set up! The bounty was actually a trap. Throw Streetwise 8+. If you fail, throw on the Injury Table. If you succeed, you may keep your benefit throw for this term.
- 11 You are betrayed by a friend. One of your Contacts or Allies has betrayed you ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, you were betrayed by a stranger, but you still gain Enemy.
- 12 Your reputation has reached the highest levels of law enforcement. If you desire, you may enlist in the Agent: Law Enforcement career automatically next term. You may retain all earned rank from this career.

EVENTS

d66 Events

- 11 Disaster! Throw on the Mishap Table, but you are not ejected from this career.
- 12 You are caught in a trap set by your bounty. Throw Gun Combat (any) 8+. If you succeed gain one of Streetwise 1, Melee (any) 1, Gun Combat (any) 1. If you fail, throw on the Mishap Table, but you are not ejected from this career.
- 13 You are asked to retrieve a 'dead or alive' bounty. If you choose to pursue the bounty, throw Investigate 8+. If you succeed, gain either Gun Combat (any) or Melee (any). If you fail, gain an Enemy.
- 14 In the process of collecting a bounty, it turns into a blood bath. Throw Intelligence 8+. If you succeed, gain an Ally. If you fail, throw on the Injury Table.
- 15 Your bounty is a dangerous assassin. Throw Intelligence 8+ or Streetwise 8+. If you fail, throw on the Injury Table. If you succeed, gain +1 Social Standing.
- 16 Your bounty is a member of the Nobility or government. Throw Intelligence 8+. If you succeed, gain +1 Social Standing. If you fail, take a -1 Social Standing and gain a Rival.
- 21 You are in competition with another Bounty Hunter. Gain 1d3 Rivals.
- 22 You are offered a Black Market Bounty. If you decide to accept the bounty, throw Streetwise 8+. If you succeed, gain +1 on one benefit throw. If you fail, gain an Enemy.
- 23 Your bounty takes longer to track than you anticipated. Throw Investigate 8+. If you succeed, gain either Sensors or Comms. If you fail, take DM -1 on one benefit throw due to the unexpected expenses.
- 24 Your bounty requires you to operate within the Extraterritoriality of the Starport. Gain one of Advocate 1, Admin 1, or Deception 1.
- 25 Your bounty forces you to spend a lot of time in the outback. Throw Intelligence 8+ to gain one of Survival, Recon or Medic.
- 26 You spend time developing a group of Contacts. Gain 1d3 Contacts.
- 31 - 36 Life Event. Throw on the Life Events Table.
- 41 Your bounty forces you into a standoff situation. Throw Persuade 8+ to avoid bloodshed. If you succeed, gain one of Persuade, Deception, Art (Acting) or Stealth. If you fail, gain an Enemy.
- 42 You track down a white collar bounty. Throw Education 8+ to gain one of Comms 1, Computers 1, Deception 1, Engineer (any) 1 or Language (any) 1.
- 43 Your bounty is an alien and this requires you to spend a lot of time amongst aliens. Throw Intelligence 8+ to gain Language (any) 1.
- 44 Tracking your Bounty forces you to spend a lot of time working through complex legal issues. Throw Intelligence 8+. If you succeed, gain one of Admin, Advocate or Investigate.
- 45 Your bounty is hiding in the seedier parts of the galaxy. Throw Intelligence 8+ to gain one of Art (Acting) 1, Carouse 1, Gambler 1, or Streetwise 1.
- 46 Everything that could go wrong did go wrong. Throw Intelligence 8+ to gain Jack of All Trades.
- 51 Your bounty hid amongst an asteroid field. Throw Intelligence 8+ to gain one of Astrogation 1, Gunner (Turret) 1, Vacc Suit 1, or Zero-G 1.
- 52 You are involved in complex negotiations for a bounty. Throw Education 8+. If you succeed, gain Broker 1.
- 53 Your bounty is hiding on a water world. Throw Intelligence 8+. If you succeed gain either Seafarer (any) 1 or Survival.
- 54 Somehow you learned something. Throw Education 8+. If you succeed gain Any Science (any) 1.
- 55 You learn that your bounty is tied up with local law enforcement. If you choose to expose the corruption roll Persuade 8+ or Advocate 8+. If you succeed, gain +1 on your next Advancement throw and an Enemy. If you fail, you still gain an Enemy.
- 56 Your bounty takes an unexpected turn. Throw Intelligence 8+. If you succeed, you may throw on one of the other Specialty Tables for this career. If you like, you may transfer to that Specialty next term.
- 61 You are captured by your bounty. Throw Intelligence 8+. If you succeed, you are able to turn the tables and escape. If you fail, throw on the Injury Table.
- 62 Times have been tough. Throw on the Event Table for the Drifter Career.
- 63 Due to your diligent work collecting a bounty, you are awarded a bonus. Gain DM +1 on one benefit throw.
- 64 Your hard work has paid off. Gain DM +2 on your next Advancement throw or DM +1 on one benefit throw.
- 65 Your work is noticed by your superiors. Gain DM +4 on your next Advancement throw.
- 66 Your exceptional work earns you an automatic promotion.

CLERGY

A clergy is someone who has dedicated their life to a religion or religious belief. These people live their lives based on their religion and have sacrificed much in the name of their God. Most are members of established religions.

Qualification: Int 5+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Missionary:** You have dedicated your life to helping the less fortunate in the name of your religion.
- **Monastic:** You are a member of a religious community that has taken various vows to purify yourself.
- **Preacher:** You are the teacher and shepherd for your flock.

CAREER PROGRESS

	Survival	Advancement
Missionary	End 6+	Int 6+
Monastic	Dex 4+	Int 8+
Preacher	Int 5+	Edu 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	None	Contact
2	1,000	Ship Share
3	2,000	+1 Int
4	5,000	+1 Edu
5	10,000	Ally
6	20,000	TAS Membership
7	50,000	Holy Relic

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Trade	Advocate
2	+1 End	Art (Act or Write)	Admin
3	+1 Dex	Persuade	Diplomat
4	+1 Edu	Drive (any)	Computers
5	Athletics (any)	Computers	Engineering (any)
6	Trade (any)	Steward	Social Science (any)

1d6	Missionary	Monastic	Preacher
1	Mechanic	Melee (any)	Persuade
2	Medic	Stealth	Admin
3	Streetwise	Trade	Diplomat
4	Language (any)	Art (any)	Language (any)
5	Animals (any)	Social Science (any)	Leadership
6	Jack of All Trades	Survival	Deception

RANKS AND BENEFITS

Rank	Clergy	Skill or Benefit
0	Novice	
1	Deacon	Social Science (any) 1
2	Vicar	
3	Pastor	Leadership 1
4	Monsignor	
5	Bishop	Advocate 1
6	Cardinal	



MISHAPS

2d6 Mishap

- | | |
|----|--|
| 2 | Injured. Throw on the Injury Table. |
| 3 | Personal Indiscretion. You are caught violating the morality of your religion. Lose 1 rank. |
| 4 | Heretic. You believe something that is contrary to your religion and are forced to leave and start your own community. Gain 1 Enemy. |
| 5 | Betrayed by a Friend. One of your Allies or Contacts betrays you and becomes an Enemy or Rival. If you have no Ally or Contact, you are betrayed by a total stranger, but still gain them as a Rival or Enemy. |
| 6 | Crisis of Faith. You no longer believe one or more of the basic tenets of your religion. Gain 1 Enemy and 1d3 Rivals. |
| 7 | Disbanded. Your religious community is disbanded and its members are scattered. |
| 8 | You have offended a powerful member of your religion, gain an Enemy. |
| 9 | You are caught up in a scandal. Lose one point of Social Standing. |
| 10 | Another member of your community disgraces you and forces you out of the religion. Gain a Rival. |
| 11 | Pogrom. Your religion has been persecuted by the local government or another religion. Throw Int 8+ to avoid Injury. Lose one benefit throw. |
| 12 | Excommunicated. You were ejected from your religion. You are shunned by all members of your religion. Gain 1d3 Enemies. |

EVENTS

d66 Events

- | | |
|---------|--|
| 11 | Disaster! Throw on the mishap table, but you are not ejected from this career. |
| 12 | Jihad! Your religion is attacked by, or attacks, another religion or sect over theological differences. Throw Melee or Gun Combat (any) 8+ to avoid injury. Either way, gain a level in the skill you throw. |
| 13 | Natural Disaster. Your community was struck by a Natural Disaster. -1 DM on one benefit throw but gain Survival. |
| 14 | War! Your community is caught in the middle of a war. Throw Endurance 8+ to avoid Injury. Gain one of Tactics (Military) 1, Gun Combat (any) 1, or Survival 1. |
| 15 | Crisis of Conscience. You must change to a different Assignment/Specialty on your next term. |
| 16 | Schism. There is a split within your religion and you must choose which of the groups to follow. Either way you choose, gain 1 Rival and 1 Contact. |
| 21 | Conversion. You no longer believe in your religion and convert to another one. Lose 1 rank but you may select a new Assignment/Specialty next term. |
| 22 | You spend time trying to convert primitive people. Gain one of Survival, Athletics or Animal (any). |
| 23 | You spend time searching out and purging Heretics from your religion. Gain one of Investigate 1, Admin 1, Advocate 1, or a Contact |
| 24 | You spend time travelling on board a starship. Gain either Vacc Suit 1 or Zero-G 1. |
| 25 | You try to convert the worst sinners. Gain one of Gambler, Carouse, Streetwise, or a Contact (Criminal) |
| 26 | You spend time on an alien world. Gain a Contact (Alien). |
| 31 - 36 | Life Event |
| 41 | You go on a Pilgrimage. Gain one of Streetwise 1, Survival 1 or Steward 1. |
| 42 | You are temporarily reassigned. Throw on an Assignment/Specialist Skill table other than your own. You may transfer to that assignment/specialty next term if you wish. |
| 43 | You learn something different. Gain any skill that you do not already have at Level 1. |
| 44 | Something strange happens, throw on the Life Event Table and have an Unusual Event. |
| 45 | You become involved with theological research or education. Gain one of Instruction, Social Science (any) or +1 Edu. |
| 46 | Your work has been solid and successful. Gain +2 DM on your next Advancement throw. |
| 51 | You become involved in fundraising for your church. Gain one of Admin, Trade (any) or Art (any) and a Contact. |
| 52 | Your work has brought you unexpected financial success. Gain +1 DM on one benefit throw. |
| 53 | You spend time trying to convert an alien race. Gain Language (any) 1. Throw Persuade 8+, if you succeed, gain an Ally, if you fail, gain an Enemy. |
| 54 | You have learned something that could disgrace a superior. If you disclose this information, gain an extra benefit throw and an Enemy, if you do not use it gain +2 on your next promotion and an Ally. |
| 55 | You are able to convert a large number of unbelievers, gain +1 Social Standing and +2 on your next Advancement. |
| 56 | You become involved in local politics. Gain Admin 1 and a Rival and a Contact. |
| 61 | Your work has been noticed by the local media. Gain one of Art (Writing) 1, Art (Holography) 1, or +1 Social Standing. |
| 62 | You have been asked to join a negotiating team that is trying to stop a conflict. Gain one of Advocate, Persuade or Diplomat. |
| 63 | You befriend or convert a Noble, gain +1 Social Standing and a Contact. |
| 64 | You attend a Convocation of your Religion. Gain either Streetwise 1 or Carouse 1 and a Contact. |
| 65 | You meet and impress a powerful member of your religion, gain +4 DM on your next Advancement and gain a Contact. |
| 66 | Your work has been exceptional; you are automatically promoted. |

COLONIST

These rugged individuals leave their comfortable homes to try to make a better life for themselves and their families on a new planet.

Qualification: End 5+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Farmer:** Grows the food that keeps the colony alive.
- **Miner:** Works in the mines that bring the colony wealth.
- **Settler:** You are one of the brave that settle on a world without a breathable atmosphere.

CAREER PROGRESS

	Survival	Advancement
Farmer	Str 4+	Int 7+
Miner	Dex 5+	Str 6+
Settler	End 6+	Int 6+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	1 Ship Share
2	5,000	High Passage
3	5,000	+1 Int
4	10,000	Weapon
5	10,000	+1 Edu
6	50,000	2 Ship Shares
7	100,000	TAS Membership

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Animals (any)	Art (any)
2	+1 End	Athletics (any)	Advocate
3	+1 Int	Drive (any)	Engineering (any)
4	+1 Edu	Survival	Language (any)
5	Drive (any)	Recon	Computers
6	Carouse	Gambler	Life Science (any)

1d6	Farmer	Miner	Settler
1	Animals (any)	Mechanic	Streetwise
2	Mechanic	Remote Operations	Flyer (any)
3	Trade	Streetwise	Vacc Suit
4	Gun Combat (any)	Melee (any)	Zero-G
5	Medic	Carouse	Survival
6	Jack of All Trades	Sensors	Trade

RANKS AND BENEFITS

Rank	Worker	Skill or Benefit
0		
1		
2		Survival 1
3		
4		Astrogation 1
5		
6		Gun Combat (any) 1



MISHAPS

2d6 Mishap

- 2 Disaster! – throw twice on the Injury Table and take the lower throw.
- 3 Pirates raid your settlement and you try to defend your friends and family. Throw Intelligence 8+. If you succeed, gain an Ally. If you fail, lose an additional benefit throw.
- 4 Your colony suffers from off-world interests. Cooperate and the colony is shut down, but you gain +2 DM on the Qualification throw for your next Career as a reward for your aid. Refuse and gain an Ally.
- 5 Natural Disaster – Your settlement is hit by a disaster such as a hurricane, ice storm or meteor strike. Throw Intelligence 8+. If you fail, throw on the Injury Table.
- 6 Hard Times due to lack of interstellar trade costs you your job. Reduce your Social Standing by 1.
- 7 Injured – throw on the Injury Table.
- 8 A revolution or attack throws your life into chaos, forcing you to leave the planet. Throw Streetwise 8+. If you succeed, increase any one skill you already have by one level.
- 9 A criminal gang tries to take over your colony and your life is ruined. Gain an Enemy.
- 10 You have offended a powerful member of your colony. Gain an Enemy.
- 11 A fellow colonist develops a hatred for you and sabotages your life. Gain a Rival.
- 12 Plague – Your colony is hit by an unknown plague. Permanently lose 1 point of Endurance.

EVENTS

d66 Events

- 11 Disaster! Throw on the Mishap Table, but you are not ejected from this career.
- 12 Your settlement is hit by a natural disaster. Throw Dexterity 8+. If you succeed, gain Athletics (any) 1. If you lose, throw on the Injury Table.
- 13 Your settlement suffers from a famine or damage to the hydroponics farms. Throw Endurance 8+. If you succeed, gain one of Animals (any), Survival or Streetwise.
- 14 Political upheaval strikes your colony and you are caught up in the revolution. Gain one of Advocate 1, Persuade 1 or Streetwise 1. Throw whichever skill you choose 8+. If you succeed, you come out on the winning side and gain +2 DM on your next Advancement throw. Fail and you suffer -2 DM on your next Survival throw.
- 15 The government of your colony is overthrown. You must choose whether to support the new government or not. If you choose to support the new government, gain a +1 DM on one of your benefit throws. If you choose to resist the new government, throw Intelligence 8+. If you succeed, gain either Gun Combat (any) or Melee (any). If you fail, gain Advocate 1.
- 16 Life on a new world hones your abilities. Increase any one skill you already have by one level.
- 21 You are attacked by a wild animal. Throw Gun Combat (any) 8+ or Melee (any) 8+. If you fail, throw on the Injury Table. If you succeed, gain either Survival or Recon.
- 22 The physical hardship of life on the frontier has made you tough. Gain either +1 in Strength, Endurance or Dexterity.
- 23 Due to an unusual condition within your colony, you gain knowledge of science. Gain Any Science (any) 1.
- 24 You spend time with the lowlife members of your colony. Throw Intelligence 8+ to gain one of Gambler 1, Streetwise 1 or Carouse 1.
- 25 You are asked to help local law enforcement in a sting operation. If you choose to help, throw Intelligence 8+. If you succeed, gain one of Advocate 1, Deception 1, Investigate 1, or Stealth 1. If you fail, gain an Enemy.
- 26 You develop a group of friends. Gain 1d3 Contacts.
- 31 - 36 Life Event.
- 41 You have a chance to start your own business. If you choose to try, throw Education 8+. If you succeed, gain either Broker 1 or Trade 1 and you may transfer to the Merchant career next term. If you fail, take DM -1 on one benefit throw.
- 42 You find something incredibly valuable. Gain DM +1 on any two benefit throws.
- 43 Colonists from another species, or ethnic group, join your colony. Throw Intelligence 8+ to gain Language (any) 1.
- 44 You are seen by others to be a natural leader of your settlement. Throw Persuade 8+ or Leadership 8+. If you succeed, gain +1 Social Standing. If you fail, reduce your Social Standing by 1.
- 45 A tragedy forces you to jump into action. Throw Intelligence 8+. If you succeed, gain either Medic or Survival.
- 46 You spend a lot of time working on your own. Throw Education 8+. If you succeed, gain one of Survival, Recon or Astrogation.
- 51 You are given advanced training in a specialist field. Throw Education 10+ to gain any one skill of your choice at level 1.
- 52 You learn something you shouldn't have about your colonial government which you can profit from illegally. If you choose to do so, then you gain +1 DM on one benefit throw and gain one of Streetwise 1, Deception 1, or a Contact (Criminal). If you refuse, you gain nothing.
- 53 You travel to another world. Throw Intelligence 8+. If you succeed, gain either Steward 1 or Language (any) 1.
- 54 You spend some time working in space or on a space station. Gain one of Vacc Suit, Zero-G or Steward.
- 55 You spend time working on heavy equipment. Gain one of Mechanic, Drive (any), Flyer (any) or Engineer (any).
- 56 You spend time working in, or near, the sea. Gain one of Seafarer (any) 1, Athletics (any) 1 or Animals (any) 1.
- 61 Your colony thrives. Gain DM +1 on one benefit throw.
- 62 You gain experience in a technical field. Gain one of Comms, Computers, Engineer (any) or Sensors.
- 63 You befriend a superior in the colony. Gain an Ally and Diplomat 1 or DM +4 on your next Advancement throw thanks to his aid.
- 64 Your hard work has gained you a reward. Gain +1 DM on one benefit throw.
- 65 Your hard work has been noticed. Gain +2 DM on your next Advancement throw.
- 66 You rise to a position of power in your colony. You are automatically promoted.

CORPORATE CITIZEN

You are a white-collar worker or manager within a company or corporation. Alternately, you are a low level functionary or bureaucrat in some government or civil institution.

Qualification: Edu 5+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Finance:** You work with money or corporate accounting.
- **Legal:** You work in the legal department or human resources.
- **Administration:** Your job manages the internal operations of the corporation.

CAREER PROGRESS

	Survival	Advancement
Finance	Soc 5+	Int 7+
Legal	Edu 4+	Int 8+
Administration	Edu 4+	End 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	One Ship Share
2	5,000	High Passage
3	10,000	+1 Intelligence
4	10,000	+1 Education
5	20,000	Two Ship Shares
6	50,000	Ally
7	100,000	TAS Membership

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Admin	Art (any)
2	+1 Int	Flyer (any)	Advocate
3	+1 Edu	Streetwise	Diplomat
4	Athletics (any)	Melee (any)	Computers
5	Drive (any)	Steward	Leadership
6	Carouse	Trade (any)	Language (any)

1d6	Finance	Legal	Administration
1	Broker	Advocate	Admin
2	Broker	Advocate	Admin
3	Carouse	Carouse	Carouse
4	Computers	Deception	Computers
5	Investigate	Diplomat	Language (any)
6	Steward	Investigate	Trade

RANKS AND BENEFITS

Rank	Corporate Citizen	Skill or Benefit
0	Assistant	
1	Clerk	
2	Supervisor	Admin 1
3		
4	Manager	Advocate 1
5		
6	Director	+1 Social Standing



MISHAPS

2d6 Mishap

- 2 Reorganisation has eliminated your department. Throw Streetwise 8+ or Deception 8+. If you fail, lose a benefit throw.
- 3 Corporate politics have forced you out of your job. Throw Admin 8+. If you succeed, you may keep your benefit throw for this term.
- 4 You are harassed and your life is ruined by a criminal gang. Gain the gang as an Enemy.
- 5 Your company goes bankrupt and throws you life into chaos, forcing you to leave the planet. Throw Streetwise 8+. If you succeed, increase any skill you already have by one level.
- 6 Hard Times caused by lack of interstellar trade cost you your job. Lose one Social Standing.
- 7 Injured – throw on the Injury Table.
- 8 Your business is investigated by the planetary authorities. Cooperate and the business is shut down, but you gain a +2 DM on the Qualification throw for you next career as a reward. Refuse and gain an Ally.
- 9 One of your co-workers develops a hatred for you and sabotages your life. Gain a Rival.
- 10 Your career is ruined by a rival faction within your company. Gain an Enemy.
- 11 Your company goes Bankrupt and you lose your job. Throw Intelligence 8+. If you fail, lose one Social Standing.
- 12 Your superior is incompetent and when you show him up, he fires you. Gain an Enemy and take -2 DM on your next Qualification throw for your next career.

EVENTS

d66 Events

- 11 Disaster! Throw on the Mishap Table, but you are not ejected from your career.
- 12 Another corporation attempts a hostile takeover of your company. Gain one of Advocate 1, Deception 1 or Persuade 1. Throw whichever skill you choose 8+. If you succeed, you come out on the winning side and gain +2 DM on your next Advancement throw. If you fail, you suffer -2 DM on your next Survival throw.
- 13 A corporate merger threatens your job. Throw Persuade 8+ or Admin 8+. If you succeed, you keep your job, but gain a Rival. If you fail, you are re-assigned to another department. You are transferred to another Speciality next term (player's choice) and take -2 DM on your next Advancement throw.
- 14 Hard economic times mean you have to make tough decisions. Throw Admin 8+ or Social Standing 8+. If you fail, throw on the Mishap Table, but you are not ejected from this career. If you succeed, gain a Contact.
- 15 You are mugged coming home from work. Throw Dexterity 8+. If you succeed, take -1 on one benefit throw. If you fail, throw on the Injury Table. Either way, gain Melee (any) 1.
- 16 Your company is involved in a Trade War. Throw Dexterity 8+ to avoid throwing on the Injury Table.
- 21 You are assigned as part of a corporate trouble-shooting team. Throw Intelligence 8+. If you succeed gain one of Jack of All Trades or Trade (any). If you fail, take -1 DM on your next Advancement throw.
- 22 Terrorists attack your company. Throw Streetwise 8+ or Intelligence 8+. If you succeed, gain one of Melee (any) 1, Gun Combat (any) 1 or Survival 1. If you fail, throw on the Injury Table.
- 23 An insider trading scandal rocks your department. Throw Advocate 8+ or Deception 8+. If you succeed, you are cleared and gain +1 DM on your next Advancement throw. If you fail, take a -2 DM on your next Advancement throw.
- 24 You are assigned to work with a delegation from another planet. Throw Education 8+ to gain one level of Language (any).
- 25 You develop a group of contacts. Gain 1d3 Contacts.
- 26 You are part of the departmental party planning committee. Throw Intelligence 8+. If you succeed, gain one of Admin, Carouse or Streetwise. If you fail, take a -1 DM on your next Advancement throw.
- 31 - 36 Life Event
- 41 You spend time working around and using heavy vehicles either as part of your job, or as a hobby. Gain one of Mechanic, Drive (any), Flyer (any) or Engineer (any).
- 42 You are asked to investigate possible corruption within your department. Throw Deception 8+ or Intelligence 8+. If you succeed, gain one of Advocate, Investigate, Persuade or Stealth. If you fail, take a -2 DM on your next Advancement throw.
- 43 You spend time learning about your core business. Throw Education 8+. If you succeed, gain either Trade 1 or Art (any) 1.
- 44 You are asked to join a weekly "poker night" by co-workers. If you accept, throw Gambler 8+ or Intelligence 8+. If you succeed gain one of Gambler, Carouse or Streetwise. If you fail, take a -1 DM on one benefit throw but still gain Gambler 1.
- 45 You are involved in negotiations with another company. Throw Intelligence 8+. If you succeed, gain one of Broker, Persuade or Deception.
- 46 You are asked to entertain a high ranking superior, or a noble. Throw Social Standing 8+ to gain Carousing and a Contact.
- 51 You are sent to scout out possible future locations for facilities. Gain Recon 1, Astrogation 1 or Survival 1.
- 52 You are part of a group touring various facilities for your corporation. Gain one of Drive (any) 1, Flyer (any) 1 or Seafarer (any) 1.
- 53 You are given advanced training. Increase any one skill you already have by one level.
- 54 You discover that your corporation is doing something illegal. If you chose to turn them in, gain Advocate 1 or +1 Social Standing and an Enemy. If you do not turn them in, gain +1 DM on a benefit throw.
- 55 You learn a corporate secret that you shouldn't have – which you can profit from illegally. If you choose to do so, then you gain +1 DM on a benefit throw and gain either Streetwise 1, Deception 1. If you refuse, you gain nothing.
- 56 You are assigned aboard a corporate space ship. Gain one of Steward 1, Vacc Suit 1, Zero-G 1 or Mechanic 1.
- 61 You gain experience in a technical field. Gain one of Comms 1, Computers 1, Engineer (any) 1 or Sensors 1.
- 62 Your company thrives and business expands. You receive a bonus. Gain +1 DM on one benefit throw.
- 63 You are rewarded for your diligence or cunning. Gain a +2 DM on your next Advancement throw.
- 64 A senior member of your department takes you under her wing and helps you. Gain a +4 DM on your next Advancement throw thanks to her.
- 65 You are befriended by a superior. Gain an Ally and either Diplomat 1 or +2 DM on your next Advancement throw.
- 66 You rise to a position of power in your corporation. You are automatically promoted.

MILITANT RELIGIOUS

You are one of the special few that are a soldier for your faith. You know that the innocent must be protected, by force if necessary.

Qualification: End 6+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Warrior:** You are a trained soldier dedicated to defending your faith.
- **Monk:** You have dedicated your life to prayer and defence of the innocent.
- **Zealot:** You will defend your faith with your life and your reward will be in heaven.

CAREER PROGRESS

	Survival	Advancement
Warrior	Str 6+	Int 6+
Monk	Dex 5+	Int 7+
Zealot	End 7+	Int 5+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	Weapon
2	1,000	Contact
3	1,000	+1 Edu
4	2,000	Mid Passage
5	5,000	Ally
6	10,000	High Passage
7	20,000	Ship Share

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Athletics (any)	Admin
2	+1 Dex	Survival	Computer
3	+1 End	Streetwise	Sensors
4	+1 Int	Melee (any)	Leadership
5	+1 Edu	Gun Combat (any)	Tactics (Military)
6	Athletics (any)	Medic	Recon

1d6	Warrior	Monk	Zealot
1	Gun Combat (any)	Athletics (any)	Remote Operations
2	Tactics (Military)	Stealth	Melee (any)
3	Melee (any)	Survival	Gun Combat (any)
4	Survival	Melee (any)	Explosives
5	Heavy Weapons (any)	Art (any)	Sensors
6	Battle Dress	Deception	Vacc Suit

RANKS AND BENEFITS

Rank	Militant Religious	Skill or Benefit
0	Private	
1	Sergeant	Gun Combat (any) 1
2	Lieutenant	
3	Captain	Leadership 1
4	Major	
5	Commander	Tactics (Military) 1
6	General	



MISHAPS

2d6 Mishap

- 2 Severely Wounded – throw twice on the Injury Table and take the worst result.
- 3 War – You are caught in the middle of a war and must leave your community to save it. Gain 1 Ally and 1d3 Enemies.
- 4 Crusade – Your community is scattered during a religious war. Throw Intelligence 8+ to avoid Injury.
- 5 Attack – You are attacked for your faith. Throw Dexterity 8+ to avoid Injury.
- 6 Heresy – You are accused of heresy and -1 on a benefit throw.
- 7 Injured – throw on the Injury Table
- 8 Pogrom – Your community is destroyed because of your faith. Throw Intelligence 8+ to avoid Injury.
- 9 Disaster – Your community is destroyed in a natural disaster and the survivors scatter and -1 on a benefit throw.
- 10 Blood Ties – You are too bloodthirsty for your religion. You gain an Enemy and 1d3 Rivals.
- 11 Scandal – You are caught violating one of the moral tenets of your faith. Gain an Enemy
- 12 Politics – Your community is shut down for political reasons. Lose one benefit throw.

EVENTS

d66 Events

- 11 You suffer a mishap. Throw on the Mishap table, but you are not ejected from your career.
- 12 You are involved in an assassination attempt against a senior member of your religion. Throw Dexterity 8+ to avoid Injury. Gain one of Sensors, Stealth or Remote Operations.
- 13 You are involved in a conflict with another religion or sect of your religion. Throw Endurance 8+ to avoid Injury. Gain one of Gun Combat (any), Melee (any) or Survival.
- 14 You are involved in a pogrom or suppressing another religious sect. Gain an Enemy and either Gun Combat (any) or Melee (Unarmed Combat)
- 15 You are involved in a Holy War. Your religion is attacked by or attacks another over religious differences. Throw Intelligence 8+ to avoid an injury. Gain one of Gun Combat (any), Stealth or Melee (any).
- 16 You are involved in trying to reclaim an important religious site from another religion. Throw Dexterity 8+ to avoid a roll on the Injury Table. Gain one of Gun Combat (any) 1, Tactics (Military) 1 or Remote Operations 1.
- 21 You are involved in stamping out a heretical sect within your religion. Gain one of Investigate 1, Advocate 1 or Admin 1.
- 22 You are involved in rooting out corruption from within your religion. Gain Investigate, Sensors, Stealth or Streetwise.
- 23 You are embroiled in a scandal. Throw Int 8+ to avoid losing 1 Rank. Gain Advocate or Deception
- 24 You learn something that could be used to discredit a superior. If you choose to use it, Gain +2 on next Promotion and an Enemy. If you do not use it, gain an Ally and +1 on a benefit throw.
- 25 You learn something that could be used to blackmail a noble. If you choose to blackmail the noble, gain +1 on a benefit throw and an Enemy. If you do not use the info, gain an Ally.
- 26 You are accused of Heresy. Throw Intelligence 8+ to avoid loss of 1 Rank. Either way, Gain either Advocate or Deception.
- 31 - 36 Life Event
- 41 You are asked to work undercover. Gain one of Streetwise 1, Gambler 1, Deception 1 or Carouse 1.
- 42 You defend your superiors against an enemy. Gain one of Gun Combat (any) 1, Melee (any) 1 or Sensors 1.
- 43 You are sent on a mission into space. Gain one of Vacc Suit 1, Zero-G 1 or Gunner (Turret) 1.
- 44 You are sent amongst aliens. Gain either Language (any) 1 or Survival 1 and a Contact.
- 45 You go on a personal Pilgrimage. Gain one of Survival 1, Streetwise 1 or Social Science (Theology) 1.
- 46 You spend time studying about your religion. Gain one of Social Science (Theology) 1, +1 Education or Admin 1
- 51 You are part of a Diplomatic mission. Gain one of Streetwise 1, Advocate 1 or Carouse 1.
- 52 You are assigned to the personal detail of a high ranking official within your religion. Gain one of Steward 1, Carouse 1 or Admin 1.
- 53 A member of your party is attacked by outsiders. Throw Intelligence 8+ to successfully repel the attack. If you succeed, gain an Ally. If you fail, gain an Enemy. Either way, gain either Gun Combat (any) or Melee (any)
- 54 You receive advanced training. Gain any skill at Level 1.
- 55 You are cross-trained in another specialty. Throw a specialist skill in any of the other two specialties. You may transfer to that specialty next term if desired.
- 56 You are assigned to train new recruits. Gain one of Admin 1, Leadership 1 or Deception 1.
- 61 You are sent on a secret mission. Gain one of Deception 1, Survival 1 or Stealth 1.
- 62 Your quick thinking saves your unit from disaster. Gain either Leadership or Tactics (Military)
- 63 You are noticed by a superior who treats you as his protégé. Gain +2 on your next Promotion and a Contact.
- 64 Your hard work has paid off. Gain +2 on your next promotion.
- 65 Your thoroughness saves a superior from embarrassment. Gain +4 on your next promotion and an Ally.
- 66 Your superior performance has been noticed. You are automatically promoted.

SPACE PATROL

While the Navy defends the borders, the Space Patrol suppresses piracy and performs search and rescue operations. They are the policemen of space.

Qualification: Int 6+.

–1 DM for every previous career.

Commission: Edu 9+.

DM: +1 if Int 8+.

Assignments: Choose one of the following:

- **Operations:** General crew who operate the ship.
- **Trooper:** A specialist who operates the weapons systems and make up the boarding parties.
- **Technical:** The people who keep the ships operating.

CAREER PROGRESS

	Survival	Advancement
Operations	Int 5+	Edu 7+
Trooper	Dex 6+	Int 6+
Technical	Int 5+	Edu 7+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Weapon
2	5,000	TAS
3	5,000	Air/Raft or 1 Ship Share
4	10,000	+1 Edu
5	20,000	+1 Int
6	50,000	Ship Share
7	100,000	2 Ship Shares

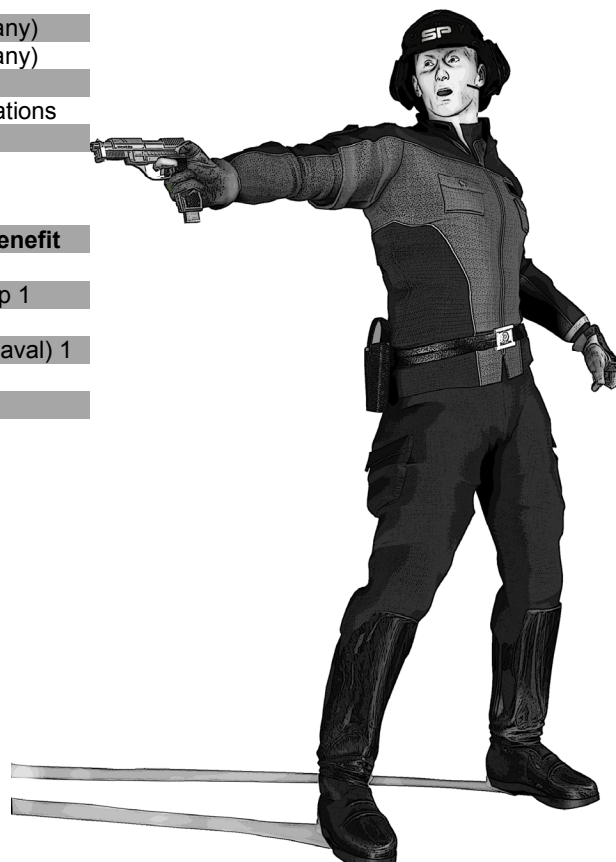
SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Str	Gun Combat (any)	Admin	Leadership
2	+1 End	Zero G	Advocate	Tactics (any)
3	+1 Dex	Sensors	Computers	Pilot (any)
4	+1 Int	Vacc Suit	Diplomat	Admin
5	+1 Edu	Medic	Leadership	Diplomat
6	Athletics (any)	Investigate	Any Science (any)	Carouse

1d6	Operations	Trooper	Technical
1	Pilot (any)	Gunnery (any)	Mechanical
2	Astrogation	Tactics (Military)	Engineering (any)
3	Sensors	Gun Combat (any)	Engineering (any)
4	Comms	Melee (any)	Sensors
5	Computers	Medic	Remote Operations
6	Tactics (Naval)	Battle Dress	Computers

RANKS AND BENEFITS

Rank	Enlisted	Skill or Benefit	Officer	Skill or Benefit
0	Private			
1	Corporal	Vacc Suit 1	Lieutenant	Leadership 1
2	Technician		Captain	
3	Specialist	Mechanic 1	Major	Tactics (Naval) 1
4	Sergeant		Lt. Colonel	
5	Sr. Sergeant	Tactics (Military) 1	Colonel	Admin 1
6	Top Sergeant		General	



MISHAPS

2d6	Mishap
2	Serious Injury – throw twice on the Injury Table and take the lower throw.
3	Corrupted – You were corrupted by the illegal forces you were trying to protect people against. Gain an Enemy.
4	Betrayed by a Friend – One of your Allies or Contacts betrays you and becomes an Enemy or Rival. If you have no Ally or Contact, you are betrayed by a total stranger, but still gain them as a Rival or Enemy.
5	Shell Shocked – You have seen too much of fighting and bloodshed. You must enter the Drifter career next term.
6	Scandal – You are caught up in a scandal that could disgrace the service. Lose 1 point of Social Standing and gain a Rival.
7	Injured – throw on the Injury Table.
8	Incompetent – You failed at an important task and have disgraced yourself. Gain a Rival.
9	Scuttled – A vindictive officer ruins your career. Gain a Rival.
10	Incompetence – During a battle, you cause another ship to be severely damaged. Your career is ruined. You suffer a -1 DM on two different benefit throws. You also gain an Enemy.
11	Negligence – You are accused of negligence. Throw Education 9+. If you fail, you lose 1 rank. If you succeed, you do not lose any rank, but you still gain an Enemy.
12	Jump Sickness – You suffer from Jump Space Phobia. You must throw Endurance 10+ every time you enter Jump space to avoid becoming an emotional wreck for the entire voyage. Drugs and/or alcohol may provide positive DMs.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap table, but you are not ejected from your career.
12	Your vessel is involved in a major conflict with pirates. Throw Dexterity 8+. If you succeed, gain either Vacc Suit or Zero-G. If you fail, throw on the Injury Table.
13	You are assigned as escort for an important convoy. Before the mission, you are contacted by an enemy power. If you betray the convoy gain 1d3 extra benefit throws. You may also automatically transfer to the Agent or Rogue careers next term.
14	You are asked to volunteer for a hazardous mission. If you accept, throw Dexterity 8+. If you fail, throw on the Injury Table. If you succeed, gain one of Pilot (any), Astrogation, or Gunner (any) and +2 DM on your next Advancement throw.
15	You are assigned Shore Duty. Gain one of Melee (any) 1, Carouse 1, Gambler 1 or Admin 1.
16	You perform a tour of border worlds. Throw Intelligence 8+ to gain one of Animals, Survival, Astrogation or Recon.
21	You are assigned to a Ceremonial detail. Gain one of Diplomat 1, Steward 1 or +1 Social Standing.
22	You learn something embarrassing about a superior. If you choose to use it against him, gain +1 DM on a benefit throw. If you do not use it, gain an Ally.
23	You are involved in a major space battle. Throw Vacc Suit 8+ to avoid a roll on the Injury table. Gain an extra throw on your Specialty Table.
24	You are sent undercover. Gain one of Streetwise, Gambler, Deception or Stealth.
25	You are presented with the chance to keep some confiscated goods. If you attempt to keep them, throw Deception 8+ to gain +1DM on a benefit throw, if you fail your throw, loose one level of Rank.
26	You are tested for Psionic potential. If your Psionic strength is 7+, you may transfer to the Psion career without having to make a Qualification roll.
31 - 36	Life Event
41	Something mysterious happens. You wake with no memory of where you have been for the last 1d6 weeks.
42	You are assigned a secret mission. Throw on the Agent Event Table and throw once on the Agent (Intelligence) Specialist Skill table.
43	You are forced to make a decision that causes the death of 1d3 crewmembers in order to save the ship. Throw Intelligence 8+. You gain +4 DM on your next Advancement throw. Either way, you gain an Enemy for every crewmember who died.
44	During one of your tours, a high ranking member of the government, or a celebrity, notices you. Gain a Contact and either +1 Social Standing or Carouse 1.
45	Your ship is severely damaged and you are ordered to abandon ship. If you choose to stay at your post, throw Dexterity 8+. If you fail, lose your benefit throw for this term. If you succeed, gain an extra benefit throw. Either way, throw on the Injury Table.
46	You are captured and interrogated by the enemy. You manage to escape or be rescued (or did they let you go...). Gain either Streetwise 1 or Melee (any).
51	You serve among an alien race. Gain Language (any) 1 and a Contact.
52	You have the chance to save a senior officer. If you take the chance, throw Dexterity 8+. If you fail, throw on the Injury Table. If you succeed, gain an Ally and an automatic promotion.
53	You are ordered to attack a location near a civilian target. Obey and gain an Enemy and +2 DM on your next Advancement throw. Refuse and suffer -2 DM on your next Advancement throw.
54	You are part of an internal investigation into corruption. Gain one of Investigate, Persuade, or Advocate and a Rival.
55	You are part of a diplomatic mission. Gain one of Diplomat 1, Carouse 1 or Admin 1.
56	You have been noticed by a superior officer who takes you under his wing. Gain an Ally and +2 DM on your next Advancement throw.
61	You are cross-trained in another specialty. Throw on that Specialty Skill Table. You may transfer to that Specialty in your next term.
62	You are sent on a special assignment. Gain any new skill at level 1.
63	You gain +2 on your next promotion
64	You are selected for Officer School. Throw Intelligence 9+ to be Commissioned. If you are already an officer, gain +2 DM on your next advancement.
65	Your talents have been noticed; throw Intelligence 8+ to be Commissioned. If you are already an officer, gain +4 DM on your next advancement.
66	Your work has been exceptional; you are Commissioned as an Officer or are automatically promoted (Players Choice).

WORKER

The backbone of any industrialised society, the blue-collar worker keeps society functioning.

Qualification: Edu 4+.

–1 DM for every previous career.

Assignments: Choose one of the following:

- **Technician:** You service the equipment that keeps a company, or a city, functioning.
- **Service:** You are the shoe salesman or the travel agent. Whatever you do, your job is to deal directly with customers.
- **Labourer:** You are an unskilled labourer who uses the sweat off their backs to earn a meagre living.

CAREER PROGRESS

	Survival	Advancement
Technician	Dex 4+	Edu 9+
Service	Soc 4+	Soc 9+
Labourer	Str 5+	Int 8+

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	0	Contact
2	1,000	Ally
3	2,000	+1 Soc
4	5,000	+1 Int
5	5,000	+1 Edu
6	10,000	High Passage
7	20,000	1 Ship Share

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Drive (any)	Art (any)
2	+1 Dex	Flyer (any)	Advocate
3	+1 End	Seafarer (any)	Broker
4	Carouse	Streetwise	Language (any)
5	Gambler	Steward	Any Science (any)
6	Streetwise	Trade (any)	Medic

1d6	Technician	Service	Labourer
1	Drive (any)	Drive (any)	+1 Str
2	Mechanic	Trade (any)	+1 End
3	Trade (any)	Carouse	Drive (any)
4	Engineering (any)	Steward	Melee (any)
5	Computers	Steward	Carouse
6	Comms	Language (any)	Trade (any)

RANKS AND BENEFITS

Rank	Technician	Skill or Benefit	Service	Skill or Benefit	Labourer	Skill or Benefit
0						
1						
2	Technician	Trade 1	Server	Steward 1	Worker	Drive (any) 1
3						
4	Craftsman	Mechanic 1	Supervisor	Carouse 1	Supervisor	Leadership 1
5						
6	Master Tech.	Engineering (any) 1	Manager	Admin 1	Manager	Streetwise 1



MISHAPS

2d6	Mishap
2	Severely Injured – throw twice on the Injury Table and take the lower result.
3	A customer complains about your work or attitude and you lose your job. Gain an Enemy.
4	Your employer goes bankrupt and you are blamed. Gain a Rival.
5	You are harassed and your life is ruined by a criminal gang. Gain the gang as an Enemy.
6	Economic downsizing has eliminated your position. Reduce your Social Standing by one.
7	Injured – throw on the Injury Table.
8	A revolution or corporate upheaval throws your life into chaos and you are forced to leave the planet. Throw Streetwise 8+. If you succeed, gain DM +2 on your next Qualification throw.
9	One of your co-workers develops a hatred for you and sabotages your life. Gain a Rival.
10	An incompetent boss gets you fired. Take DM -1 on your next Qualification throw and gain an Enemy.
11	The workers try to unionise and you are caught in the backlash. Gain an Enemy and a Contact.
12	You are forced to file for bankruptcy. Lose an additional benefit throw and reduce your Social Standing by one.

EVENTS

d66	Events
11	Disaster! Throw on the Mishap Table, but you are not ejected from your career.
12	A union rally turns violent. Throw Streetwise 8+ to avoid a throw on the Injury Table.
13	A criminal gang tries to corrupt you. If you accept, you may enter the Rogue career next term. If you reject them, throw Streetwise 8+. If you fail, take DM -1 on one benefit throw.
14	Work conditions at your job are very poor. If you complain to management, throw Social Standing 8+ to avoid DM -1 on your next Advancement throw. If you do not complain, throw Dexterity 8+ to avoid a throw on the Injury Table.
15	You lose your job. Throw Education 8+. If you fail, reduce your Social Standing by one.
16	There is an accident at the work site. Throw Dexterity 8+ to avoid a throw on the Injury Table.
21	In an effort to improve your life, you enter the Draft next term.
22	Your co-workers want to unionise and you must decide if you will join them or join with management. If you choose to unionise, throw Education 8+. If you succeed, gain either Advocate 1 or Leadership 1. If you choose to join with management, throw Intelligence 8+. If you succeed, gain +1 DM on your next Advancement. If you fail either throw, you are reduced one rank and gain a Rival.
23	Bar Fight! Throw Dexterity 8+. If you succeed, gain either Gun Combat (any) 1 or Survival 1. If you fail, throw twice on the Injury Table and take the higher throw. Either way you gain Melee (any).
24	You are offered a deal by Law Enforcement to become an informer. If you accept, throw Intelligence 8+. If you succeed, gain one of Advocate 1, Investigate 1 or Deception 1. If you fail, gain an Enemy.
25	You get the chance to work off world. Throw Intelligence 8+. If you succeed, gain one of Vacc Suit 1, Zero-G 1 or Pilot (Small Craft) 1
26	You work amongst an ethnically diverse group. Gain Language (any) 1.
31-36	Life Event. Throw on the Life Events Table.
41-46	Nothing good happens. Luckily, nothing bad happens either.
51	You are part of a close group of friends. Gain 1d3 Contacts.
52	You spend a lot of time hanging out with your buddies. Gain one of Gambler, Carouse or Streetwise.
53	You gain experience in a technical field. Gain one of Comms, Computers, Engineer (any) or Sensors.
54	You are given advanced training in a specialist field. Increase any one skill that you already have by one.
55	You spend time working on or operating heavy equipment. Gain one of Mechanic 1, Drive (any) 1, Flyer (any) 1, Engineering (any) 1 or Seafarer (any) 1.
56	You learn something you shouldn't about a superior. If you decide to use that knowledge to your advantage, throw Intelligence 8+. If you succeed, gain DM +1 on one benefit throw. If you fail, gain a Rival. If you do not use the knowledge, gain an Ally.
61	You are rewarded for your diligence. Gain DM +1 on your next Advancement throw.
62	You receive special recognition by a customer. Gain DM +1 on one benefit throw and +1 DM on your next Advancement throw.
63	You are awarded a bonus by your company. Gain DM +1 on one benefit throw.
64	Your hard work is noticed by your superiors. Gain DM +2 on your next Advancement throw.
65	A superior takes a liking to you. Gain an Ally and DM +4 on your next Advancement throw due to their help.
66	Your hard work and dedication is rewarded. You are automatically promoted.

PRE-GENERATED CHARACTERS

On pages 33, 34 and 35 of this book are 48 pre-generated characters: one from each assignment of each of the new careers (24 characters) and 16 multi-career characters. These can be used as player or as non-player characters.

THE CHARACTER PROFILE

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

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

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

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

Basic Information: The next line of the profile shows the character's age in standard years and the total number of terms served. The next line or lines shows the careers and speciality assignments for the character. The character's Credit balance on mustering out and any Retirement Pay due (see below) is shown on the next line. Note that character **19** has a negative Credit balance.

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

Note that the *Adventurer* and *Bounty Hunter* careers do not qualify for retirement pay due to the high earnings characters undergoing these careers can achieve during the character generation process.

Skills: Skills for each character are listed in alphabetical order.

Wherever a skill has a speciality, this is shown as (any) after the skill name (e.g. Engineering (any)). This allows Referees and players to adjust the pre-generated character's skills to suit the game more readily with the minimum of effort.

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

The Social Science (Theology) skill speciality is new and has been pre-selected for the Clergy and Militant Religious careers. This new skill speciality is described below.

Psionic Talents: Psionic talents are listed in alphabetical order on a separate line, underneath the list of normal skills. Character numbers **19, 41, 42, 43, 44, 45, 46, 47 and 48** possess psionic talents.

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

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

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

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

NEW SKILL SPECIALITY

The Social Science (Theology) skill speciality is new. The Clergy and Militant Religious careers have this skill speciality pre-selected.

Social Science (Theology): The character has extensive knowledge of their chosen religion and has the ability to practically apply the tenets, values and beliefs of that religion to everyday life.

This includes being able to justify their actions by quoting references from religious texts, and using parables, stories and examples to provide illustrations of their chosen religion being superior to any other.

Higher levels of Social Science (Theology) skill indicate a deeper and more complex understanding of the religion.

Explaining the benefits of your chosen religion to a hostile crowd:

Intelligence or Education, 1–6 hours, Difficult (–2).

Creating religious fervour in an already converted congregation:

Intelligence or Education, 10–60 minutes, Average (+0).

01 Adventurer

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

Age 28, 2 Terms

Cr 100,000

Skills: Animals 0, Astrogation 2, Computers 0, Diplomat 1, Flyer (any) 1, Gun Combat 0, Life Science (any) 1, Pilot (any) 1, Recon 0, Space Science 0, Stealth 0, Streetwise 0, Survival 2.

Equipment: Ship Share.

02 Adventurer

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

Age 34, 4 Terms

Cr 50,000

Skills: Animals 0, Art (any) 1, Broker 2, Carouse 0, Comms 0, Flyer 0, Gun Combat (any) 2, Medic 0, Persuasion 1, Recon 1, Sensors 1, Social Science (any) 2, Stealth 0, Survival 1, Vacc Suit 0, Zero-G 0.

Equipment: Ally, TAS, Ship Share, Weapon.

03 Adventurer

Str 9 (+1) **Dex** 8 (+0) **End** 9 (+0)
Int 7 (+0) **Edu** 5 (-1) **Soc** 6 (+2)

Age 38, 5 Terms

Cr 50,000

Skills: Animals (any) 1, Carouse 0, Drive (any) 2, Gun Combat (any) 3, Leadership 1, Melee (any) 1, Recon 1, Tactics (any) 1, Stealth 0, Survival 4.

Equipment: Ally, ATV, Contact, 2 Ship Shares, TAS, Weapon.

04 Bounty Hunter

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

Age 42, 6 Terms

Cr 280,000

Skills: Admin 1, Advocate 0, Space Science (any) 1, Computers 1, Gun Combat (any) 1, Investigate 1, Jack-of All Trades 1, Melee (any) 2, Persuade 2, Recon 1, Sensors 0, Space Science 0, Streetwise 2, Vacc Suit 0, Zero-G 0.

Equipment: Armour, Scout Ship, TAS, 2 Weapons.

05 Bounty Hunter

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

Age 38, 4 Terms

Cr 90,000

Skills: Advocate 0, Astrogation 1, Comms 0, Computers 1, Drive 0, Gun Combat 0, Investigate 1, Language (any) 2, Melee (any) 1, Pilot (any) 1, Sensors 0, Streetwise 1, Survival 1, Vacc Suit 1.

Equipment: Armour, High Passage, Weapon.

06 Bounty Hunter

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

Age 42, 6 Terms

Cr 180,000

Skills: Admin 1, Advocate 1, Comms 1, Computers 1, Engineering (any) 1, Gun Combat (any) 2, Investigate 2, Language (any) 1, Medic 1, Melee (any) 1, Sensors 1, Streetwise 1, Trade 0, Vacc Suit 0.

Equipment: Armour, High Passage, Scout Ship, TAS, Weapon.

07 Clergy

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

Age 32, 3.5 Terms

Cr 0

Skills: Admin 1, Advocate 1, Animal 0, Art 0, Computers 0, Drive 0, Jack of All Trades 1, Language (any) 2, Medic 2, Persuade 1, Social Science (Theology) 1, Streetwise 0, Trade 0.

Equipment: Ally, Contact, Rival, Rival (Noble).

08 Clergy

Str 3 (-1) **Dex** 9 (+1) **End** 7 (+0)
Int 6 (+0) **Edu** 9 (+1) **Soc** 3 (-1)

Age 34, 4 Terms

Cr 22,000

Skills: Animals (any) 1, Art 0, Carouse 0, Comms 0, Computers 1, Drive (any) 1, Medic 1, Persuade 0, Social Science (Theology) 1, Stealth 1, Steward 0, Survival 2, Trade 0.

Equipment: Ship Share.

09 Clergy

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

Age 38, 5 Terms

Cr 30,000, Retirement Pay Cr 10,000

Skills: Admin 1, Art (any) 1, Computers 0, Diplomat 2, Drive 0, Gun Combat (any) 1, Language (any) 1, Life Science (any) 1, Persuade 2, Steward 0, Streetwise 0, Trade 0.

Equipment: 2 Allies, Contact (Alien), TAS.

10 Colonist

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

Age 38, 5 Terms

Cr 20,000, Retirement Pay Cr 10,000

Skills: Animals (any) 1, Athletics (any) 1, Computers 0, Deception 1, Drive 0, Engineering (any) 1, Gambling 0, Gun Combat (any) 1, Jack of All Trades 1, Mechanic 1, Medic 2, Recon 0, Streetwise 0, Survival 1, Vacc Suit 1.

Equipment: Ally, 3 Ship Shares, TAS.

11 Colonist

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

Age 24, 1.5 Terms
 Cr 10,000

Skills: Animals 0, Athletics 0, Carouse 0, Drive 0, Gambler 0, Melee (any) 1, Sensors 1, Survival 0, Streetwise 1, Trade 0, Vacc Suit 0.

Equipment: None.

12 Colonist

Str 7 (+0) **Dex** 7 (+0) **End** 6 (+0)
Int 9 (+1) **Edu** 4 (-1) **Soc** 5 (-1)

Age 34, 4 Terms
 Cr 65,000

Skills: Animals (any) 1, Athletics 0, Broker 1, Carouse 0, Deception 1, Drive 0, Engineer 0, Flyer (any) 1, Gambler 1, Recon 0, Steward 1, Streetwise 1, Survival 0, Vacc Suit 1, Zero-G 2.

Equipment: 2 Weapons.

13 Corporate Citizen

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

Age 34, 4 Terms
 Cr 11,000

Skills: Admin 1, Animals 0, Broker 2, Computers 1, Flyer (any) 1, Language (any) 1, Medic 0, Melee 0, Steward 1, Streetwise 0, Trade (any) 1.

Equipment: 2 Allies, Contact, High Passage.

14 Corporate Citizen

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

Age 38, 5 Terms
 Cr 20,000, Retirement Pay Cr 10,000

Skills: Admin 1, Advocate 3, Carouse 0, Comms 0, Computers 1, Deception 1, Diplomat 2, Drive 0, Engineer 0, Flyer 0, Leadership 1, Melee (any) 1, Persuade 1, Steward 0, Streetwise 0, Survival 1, Trade 0.

Equipment: 3 Ship Shares, Contact.

15 Corporate Citizen

Str 4 (-1) **Dex** 8 (+0) **End** 8 (+0)
Int 6 (+0) **Edu** 11 (+1) **Soc** 9 (+1)

Age 30, 3 Terms
 Cr 60,000

Skills: Admin 1, Carouse 1, Comms 0, Deception 1, Diplomat 1, Drive 0, Flyer 0, Language (any) 1, Melee (any) 1, Steward 1, Streetwise 0, Trade 0.

Equipment: 3 Ship Shares, Ally.

16 Militant Religious

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

Age 38, 5 Terms
 Cr 23,000, Retirement Pay Cr 10,000

Skills: Animals 0, Athletics 0, Battle Dress 1, Gun Combat (any) 2, Instruction 1, Leadership 1, Medic 0, Melee (any) 2, Sensors 1, Social Science (Theology) 1, Streetwise 1, Survival 1, Tactics (any) 2, Trade 0, Vacc Suit 1.

Equipment: Ally, Contact, Enemy, High Passage, Weapon.

17 Militant Religious

Str 7 (+0) **Dex** 9 (+1) **End** 7 (+0)
Int 10 (+1) **Edu** 6 (+0) **Soc** 5 (-1)

Age 34, 4 Terms
 Cr 5,000

Skills: Animals 0, Art (any) 1, Athletics 0, Gun Combat (any) 1, Leadership 1, Medic 0, Melee (any) 2, Sensors 1, Social Science (Theology) 1, Streetwise 0, Survival 1.

Equipment: Contact, Mid Passage, Rival, 2 Weapons.

18 Militant Religious

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

Age 34, 4 Terms
 Cr 8,000

Skills: Athletics (any) 2, Carouse 0, Explosives 1, Gun Combat (any) 2, Leadership 1, Medic 0, Melee (any) 2, Sensors 1, Streetwise 1, Survival 1, Vacc Suit 1.

Equipment: Contact, High Passage, Weapon.

19 Space Patrol

Str 8 (+0) **Dex** 9 (+1) **End** 6 (+0)
Int 12 (+2) **Edu** 11 (+1) **Soc** 5 (-1) **Psi** 4 (-1)

Age 30, 3 Terms
 Cr -35,000

Skills: Animals 0, Astrogation 2, Carouse 0, Comms 0, Computers 0, Gun Combat (any) 1, Investigate 0, Language (any) 2, Leadership 1, Medic 0, Pilot (any) 2, Sensors 1, Tactics (any) 1, Vacc Suit 1, Zero-G 0.

Psionic Talents: Awareness 0, Telekinesis 0.

Equipment: Air/Raft, Contact (Alien), Weapon.

20 Space Patrol

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

Age 42, 6 Terms
 Cr 20,000, Retirement Pay Cr 12,000

Skills: Battle Dress 2, Comms 0, Drive 0, Gun Combat (any) 2, Investigate 0, Leadership 1, Medic 0, Melee (any) 2, Persuade 1, Sensors 0, Steward 1, Tactics (any) 1, Vacc Suit 1, Zero G-0.

Equipment: Air/Raft, Enemy, Rival, 1 Ship Share, TAS.

21 Space Patrol

Str 6 (+0) **Dex** 6 (+0) **End** 8 (+0)
Int 13 (+2) **Edu** 8 (+0) **Soc** 8 (+0)

Age 34, 4 Terms

Cr 50,000

Skills: Admin 1, Comms 0, Computers 0, Engineering (any) 2, Gun Combat 0, Investigate 1, Language 0, Leadership 1, Medic 0, Pilot (any) 1, Sensors 2, Streetwise 0, Vacc Suit 1, Zero-G 0.
Equipment: Contact (Criminal), 2 Ship Shares, Weapon.

22 Worker

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

Age 42, 6 Terms

Cr 27,000, Retirement Pay Cr 12,000

Skills: Drive (any) 1, Flyer (any) 1, Life Science (Biology) 1, Mechanic 1, Melee Combat (any) 1, Physical Science (any) 1, Seafarer (any) 1, Steward 1, Streetwise 1, Trade (any) 2.
Equipment: Ally, Contact (Alien), High Passage.

23 Worker Service

Str 7 (+0) **Dex** 4 (-1) **End** 7 (+0)
Int 13 (+2) **Edu** 9 (+1) **Soc** 7 (+0)

Age 42, 6 Terms

Cr 20,000, Retirement Pay Cr 12,000

Skills: Animals (any) 1, Carouse 1, Drive (any) 1, Fly (any) 1, Gambler 1, Language (any) 1, Melee (any) 1, Science (any) 1, Seafarer 0, Steward 1, Trade (any) 1.
Equipment: Ally.

24 Worker

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

Age 54, 9 Terms

Cr 20,000, Retirement Pay Cr 18,000

Skills: Carouse 1, Drive (any) 2, Flyer (any) 1, Gambler 1, Language (any) 1, Leadership 1, Medic 1, Melee (any) 1, Seafarer (any) 1, Science (any) 1, Steward 1, Streetwise 1, Trade (any) 2.

Equipment: Ally, Contact, 2 High Passages.

25 Noble Adventurer

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

Age 34, 4 Terms

1 Term Noble

3 Terms Treasure Seeker

Cr 80,000

Skills: Art (Acting) 1, Admin 0, Advocate 0, Athletics (any) 1, Carouse 0, Comms 0, Computer 1, Diplomat 0, Driver (any) 1, Gun Combat (any) 1, Investigate 0, Persuade 0, Physical Science 0, Recon 1, Stealth 0, Streetwise 1, Survival 2.

Equipment: Ally, Rival, TAS, Weapon.

26 Worker Rogue

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

Age 42, 6 Terms

2 Terms Worker

4 Terms Rogue

Cr 20,000

Skills: Computers 1, Deception 1, Driver (any) 1, Flyer 0, Gun Combat (any) 1, Language 0, Melee 0, Recon 1, Seafarer 0, Stealth 1, Streetwise 1, Steward 0, Trade 0.

Equipment: Ally, 2 Contacts, 2 Ship Shares.

27 Navy Space Patrol

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

Age 34, 4 Terms

1.5 Terms Navy

2.5 Terms Space Patrol

Cr 30,000

Skills: Carouse 1, Comms 1, Computers 0, Engineering (any) 1, Gun Combat (any) 1, Gunner 0, Leadership 1, Mechanic 2, Medic 0, Melee (any) 1, Pilot 0, Remote Ops 1, Sensors 1, Streetwise 0, Vacc Suit 1, Zero-G 0.

Equipment: Enemy, Rival, Weapon.

28 Colonist Scholar

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

Age 38, 5 Terms

3 Terms Colonist

2 Terms Scholar

Cr 35,000

Skills: Animals (any) 2, Athletics 0, Any Science (any) 1, Driver 0, Engineering (any) 1, Gambler 1, Gun Combat (any) 1, Language 1, Life Science 0, Medic 1, Recon 1, Sensors 1, Survival 2, Trade 0, Vacc Suit 1.

Equipment: Scientific Equipment, 2 Weapons.

29 Clergy Militant Religious

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

Age 34, 4 Terms

2 Terms Clergy

2 Terms Militant Religious

Cr 8,000

Skills: Animals 0, Athletics (any) 1, Art 0, Carouse 0, Computers 0, Drive 0, Gambler 1, Gun Combat (any) 2, Jack of All Trades 0, Language (any) 1, Mechanic 1, Medic 1, Melee (any) 1, Persuade 0, Social Science (any) 1, Steward 0, Survival 1, Tactics (Military) 1, Trade 0.

Equipment: Ally, Contact, Rival, TAS, Weapon.

30 Corporate Citizen Adventurer

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

Age 42, 6 Terms

2 Terms Corporate Citizen (Administration)

4 Terms Adventurer (Treasure Seeker)

Cr 20,000

Skills: Admin 1, Art (any) 1, Comms 0, Computers 1, Deception 1, Diplomat 2, Flyer (any) 1, Gun Combat (any) 1, Melee 0, Recon 1, Sensors 2, Stealth 0, Steward 1, Streetwise 0, Survival 2, Trade 0, Vacc Suit 0.

Equipment: 2 Allies, High Passage, 3 Ship Shares, Vehicle.

31 Agent Space Patrol

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

Age 30, 3 Terms

1 Term Agent (Law Enforcement)

2 Terms Space Patrol (Trooper)

Cr 25,000

Skills: Animals 0, Astrogation 1, Battle Dress 1, Carouse 0, Comms 1, Computers 0, Drive 0, Engineer 0, Gun Combat (any) 2, Gunnery (any) 2, Investigate 0, Mechanic 1, Melee (any) 2, Recon 0, Streetwise 1, Survival 1, Vacc Suit 1.

Equipment: Ally, Combat Implant, 2 Ship Shares, TAS.

32 Scholar Adventurer

Str 7 (+0) **Dex** 5 (-1) **End** 9 (+1)
Int 8 (+0) **Edu** 10 (+1) **Soc** 5 (-1)

Age 34, 4 Terms

2 Terms Scholar (Physician)

2 Terms Adventurer (Explorer)

Cr 102,000

Skills: Any Science (any) 1, Astrogation 1, Comms 0, Computers 0, Diplomat 0, Engineer 0, Investigate 2, Jack of All Trades 1, Life Science (any) 1, Medic 2, Remote Operations 1, Pilot 1, Sensors 1, Survival 1, Space Science 0, Trade 0.

Equipment: 2 Contacts, Lab Ship, High Passage, Weapon.

33 Clergy Militant Religious

Str 12 (+2) **Dex** 11 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 10 (+1) **Soc** 5 (-1)

Age 30, 3 Terms

2 Terms Clergy

1 Term Militant Religious

Cr 50,000

Skills: Art 0, Athletics (any) 1, Computer 0, Drive 0, Instruction 1, Leadership 1, Melee 0, Persuade 0, Social Science (Theology) 1, Steward 0, Streetwise 1, Survival 1, Trade 0.

Equipment: Ally, Enemy, Mid Passage, 2 Rivals.

34 Corporate Citizen Adventurer

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

Age 34, 4 Terms

1 Term Corporate Citizen (Administration)

3 Terms Adventurer (Explorer)

Cr 80,000

Skills: Admin 1, Animals (any) 1, Carouse 1, Computer 1, Flyer (any) 1, Gun Combat (any) 1, Investigate 2, Language (any) 2, Melee 0, Recon 2, Survival 1, Streetwise 0, Trade 0.

Equipment: 2 Allies, Contact, Enemy (Cuckolded Spouse), High Passage, 2 Ship Shares, TAS, Vehicle.

35 Colonist Bounty Hunter

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

Age 38, 5 Terms

1 Term Colonist (Farmer)

4 Terms Bounty Hunter (Skip Tracer)

Cr 105,000

Skills: Animals (any) 1, Athletics 0, Carouse 1, Computers 1, Drive 0, Flyer (any) 1, Gambler 0, Gun Combat (any) 1, Investigate 1, Medic 1, Recon 1, Sensors 1, Streetwise, Survival 1.

Equipment: Armour, Weapon.

36 Worker Corporate Citizen

Str 4 (-1) **Dex** 7 (+0) **End** 5 (-1)
Int 6 (+0) **Edu** 6 (+0) **Soc** 8 (+0)

Age 30, 3 Terms

2 Terms Worker (Labourer)

1 Term Corporate Citizen (Finance)

Cr 52,000

Skills: Broker 1, Carouse 1, Drive (any) 1, Flyer 0, Melee (any) 2, Persuasion 1, Seafarer 0, Steward 0, Streetwise 1, Trade 0.

Equipment: Contact, Ship Share.

37 Space Patrol Clergy

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

Age 38, 5 Terms

2 Terms Space Patrol (Technical)

3 Terms Clergy (Monk)

Cr 31,000

Skills: Art (any) 1, Computers 1, Gun Combat 0, Investigate 0, Medic 0, Remote Ops 1, Sensors 1, Social Science (Theology) 2, Survival 1, Vacc Suit 1, Zero G 0.

Equipment: Holy Relic, TAS, Weapon.

38 Bounty Hunter Colonist

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

Age 34, 4 Terms

2 Terms Bounty Hunter (Repossessor)
 2 Terms Colonist (Settler)

Cr 155,000

Skills: Advocate 0, Athletics 0, Computers 0, Flyer 0, Gambler 1, Gun Combat (any) 1, Gunner 1, Investigate 0, Pilot (any) 1, Sensors 0, Streetwise 0, Survival 1, Vacc Suit 1.

Equipment: Enemy.

39 Worker Militant Religious

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

Age 42, 6 Terms

4 Terms Worker (Service)
 2 Terms Militant Religious

Cr 12,000

Skills: Admin 1, Carouse 1, Drive (any) 1, Flyer 0, Gun Combat (any) 2, Language 1, Melee 0, Science (any) 1, Seafarer 0, Sensors 1, Steward 1, Streetwise 0, Trade 0.

Equipment: 2 Allies, 2 Contacts, Rival.

40 Worker Drifter Merchant

Str 6 (+0) **Dex** 8 (+0) **End** 4 (−1)
Int 10 (+1) **Edu** 7 (+0) **Soc** 7 (+0)

Age 38, 5 Terms

2 Terms Worker (Technician)
 2 Terms Drifter (Wanderer),
 1 Term Merchant (Free Trader)

Cr 61,000

Skills: Broker 1, Comms 1, Computers 1, Drive 0, Engineering (any) 2, Flyer (any) 1, Mechanic 1, Melee (any) 1, Seafarer 0, Steward 0, Streetwise 2, Survival 1, Trade (any) 1.

Equipment: Ally, Enemy, Rival, 2 Ship Shares.

41 Scholar Clergy

Str 7 (+0) **Dex** 8 (+0) **End** 4 (−1)
Int 10 (+1) **Edu** 12 (+2) **Soc** 6 (+0)

Age 46, 7 Terms

2 Terms Scholar (Scientist, Rank 2)
 5 Terms Clergy (Monastic, Rank 4)

Cr 80,000

Skills: Art (any) 1, Admin 1, Advocate 1, Carouse 0, Comms 1, Computers 2, Diplomat 0, Engineer (any) 1, Flyer (any) 1, Investigate 1, Leadership 1, Medic 1, Pilot (any) 1, Life Science (any) 1, Social Science (any) 1, Sensors 1, Steward 2, Trade (any) 1, Vacc Suit 1.

Equipment: Contact, Holy Relic, Rival, Scientific Equipment, 3 Ship Shares, TAS.

42 Corporate Citizen Colonist

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

Age 30, 3 Terms

1 Term Corporate Citizen (Admin, Rank 1)
 2 Terms Colonist (Settler, Rank 1)

Cr 30,000

Skills: Admin 1, Carouse 1, Diplomat 1, Engineer (any) 1, Flyer 0, Medic 0, Melee 0, Social Science 0, Steward 1, Streetwise 1, Survival 0, Trade (any) 1, Vacc Suit 1.

Equipment: Ally, 3 Ship Shares, Weapon.

43 Psion

Str 4 (−1) **Dex** 7 (+0) **End** 9 (+1)
Int 9 (+1) **Edu** 6 (+0) **Soc** 6 (+0) **Psi** 11 (+1)

Age 30, 3 Terms

Psion (Wild Talent, Rank 3)

Cr 9,000

Skills: Computers 0, Deception 1, Engineering 0, Melee 0, Persuade 1, Stealth 0, Streetwise 3, Vacc Suit 0.

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

Equipment: Combat Implant, 2 Contacts, Enemy, 2 Ship Shares.

44 Psion

Str 5 (−1) **Dex** 8 (+0) **End** 10 (+1)
Int 8 (+0) **Edu** 9 (+1) **Soc** 7 (+0) **Psi** 12 (+2)

Age 42, 6 Terms

Psion (Adept, Rank 4)

Cr 11,000

Skills: Advocate 0, Astrogation 1, Computers 0, Deception 1, Language (any) 1, Medic 2, Melee (any) 1, Persuade 1, Life Science (Psionology) 1, Life Science (any) 1, Physical Science 0, Social Science 0, Streetwise 0.

Psionic Talents: Awareness 1, Telekinesis 1, Telepathy 2, Teleportation 2

Equipment: 2 Combat Implants, Contact (Alien), Contact (Other), 2 Ship Shares, Weapon.

45 Psion

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

Age 34, 4 Terms

Psion (Psi Warrior, Rank 4)

Cr 6,000

Skills: Animals 0, Battle Dress 0, Comms 1, Drive 0, Gun Combat (any) 3, Leadership 1, Medic 0, Recon 0, Trade (any) 1.

Psionic Talents: Awareness 1, Telepathy 1, Teleportation 2.

Equipment: 2 Combat Implants, Rival, TAS, Weapon.

46 Psion Bounty Hunter

Str 7 (+0) **Dex** 8 (+0) **End** 9 (+1)
Int 8 (+0) **Edu** 5 (-1) **Soc** 6 (+0) **Psi** 10 (+1)

Age 36, 4.5 Terms

1.5 Terms Psion (Wild Talent, Rank 1)

3 Terms Bounty Hunter (Skip Tracer, Rank 3)

Cr 56,000

Skills: Advocate 1, Animals 0, Computers 1,
Deception 0, Gun Combat (any) 1, Investigate 1,
Melee (any) 1, Persuade 1, Pilot (any) 1,
Recon 1, Sensors 0, Stealth 0,
Streetwise 2, Survival 1.

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

Equipment: 2 Allies, Enemy (former friend), Scout Ship, TAS,
Weapon.

47 Psion Clergy

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

Age 26, 2 Terms

1 Term Psion (Psi Warrior, Rank 1)

1 Term Clergy (Missionary, Rank 1)

Cr 20,000

Skills: Battle Dress 0, Computers 0, Engineer 0,
Gun Combat (any) 1, Mechanic 1, Medic 1,
Recon 0, Social Science (Theology) 1, Stealth 1,
Steward 1, Streetwise 0, Trade 0.

Psionic Talents: Teleportation 1, Clairvoyance 0,
Telepathy 1.

Equipment: Combat Implant, 2 Ship Shares

48 Psion Rogue

Str 4 (-1) **Dex** 11 (+1) **End** 8 (+0)
Int 9 (+1) **Edu** 5 (-1) **Soc** 2 (-2) **Psi** 11 (+1)

Age 32, 3.5 Terms

1.5 Terms Psion (Adept, Rank 1)

2 Terms Rogue (Thief, Rank 1)

Cr 22,000

Skills: Carouse 1, Computers 1, Deception 1,
Gambler 1, Life Science (Psionology) 1, Medic 0,
Persuade 0, Seafarer 0, Sensors 1,
Stealth 1, Streetwise 0, Social Science 0.

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

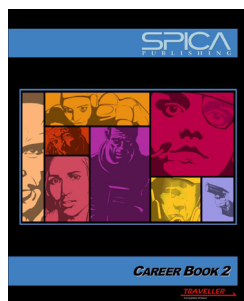
Equipment: Armour, Contact (Psion), Enemy, 2 Ship Shares.

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