



13 Careers



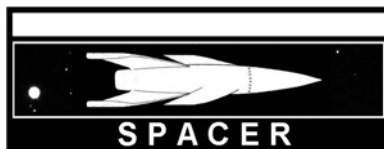
SOLDIER
Someone who serves in an army or fighting force. A fighter. A warrior.



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



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



SPACER
One who serves in a navy or works on an armed (star) ship or (space) ship.



ENTERTAINER
One who uses his talents or abilities in performance. A person who participates in the arts.



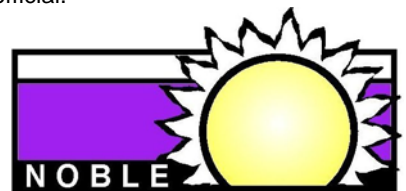
FUNCTIONARY
One who holds an office or a trust or performs a particular function; an official.



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



CRAFTSMAN
A skilled worker. An artificer; a mechanic; an artisan. A professional with great skill in the manual arts.



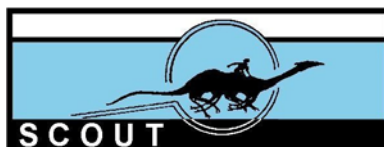
NOBLE
Noble. Someone possessing a higher level rank in a political or social class system.



MERCHANT
Someone who engages in the business; a shopkeeper. Especially, the operator of a (star) ship engaged in trade and commerce.



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



SCOUT
One who travels to unknown territory. An explorer.



AGENT
One with power to act for another, especially for a megacorporation or a government. A spy.

Citizens

Which career should you play? If you can't decide, then you should become a Citizen.
There's a chance you will find a career or a hobby that will bring out your true potential.
Citizen: One loyal to the state. Employee, Civilian, Clerk, Resident.



CITIZENS

To Begin automatic
Citizen Life Str C2 C3 Int
Continue 10

THE ULTIMATE ADVENTURE

When a Citizen fails his **Continue** roll, he has lost his Job and is thrust out into the role of a player-character...

SKILL ELIGIBILITY

Per Term 4 Skills
Job Skill-4 *
Hobby Skill-2 *

*on first receipt; Skill-1 thereafter.

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Cr 5,000	Secret
3	Cr 10,000	Wafer Jack
4	Cr 15,000	Str +1
5	Cr 20,000	C2 +1
6	StarPass	C3 +1
7	Cr 30,000	Int +1
8	Cr 40,000	Life Insurance
9	Cr 50,000	Soc +1
10	Cr 50,000	TAS Fellow

DM +Terms

CAREER CHANGE OPTIONS

Scholar, Entertainer, Craftsman, Scout, Merchant, Spacer, Soldier, Noble, Marine, Functionary.

subject to eligibility

CITIZEN LIFE

		C					
A	B	1	2	3	4	5	6
1	1	Recon	Aeronautic	Admin	Advocate	SoundMimi	ACV
1	2	Spines	Aquanautic	Artillery	Artist	Biologics	Author
1	3	Sensors	Automotive	Astrogation	Beams	Computer	Broker
1	4	Actor	Bureaucrat	Craftsman	Compute	Driver	Mole
1	5	Flyer	BattleDress	Dancer	Diplomat	Explosives	Medic
1	6	Empath	Engineer	Designer	Exotics	G-Drive	Grav
2	1	Flapper	Fluidics	Electronic	Forensics	J-Drive	Math
2	2	Leader	Hvy Wpn	Engineer	Legged	Liaison	JOT
2	3	Tracked	Launcher	Gravitics	Mechanic	Athlete	Trader
2	4	Pilot	Magnetics	Hostile Env	Ordinance	Blades	LTA
2	5	Animals	Life Spt	Language	P-Plant	Counsellor	Sail
2	6	Tactics	Photonics	Musician	Sapper	Ortillery	Ship
3	1	Turrets	Programm	Strategy	Small Craft	Fighting	Rotor
3	2	Seafarer	Slug Throw	M-Drive	Stealth	Chef	Rider
3	3	Survey	Naval Arch	Navigate	Survival	Wheeled	Sprays
3	4	Comms	Streetwise	Polymers	Trainer	Screens	Sub
3	5	Teacher	Teamster	Spacecraft	Animals	Steward	Wing
3	6	Unarmed	Vacc Suit	Starships	No Skill	Zero-G	WMD

Roll A ((reroll if >3), Roll B, Roll C.

CITIZEN LIFE

The focus of the Citizen is participation in local society.

If Citizen Life is Successful...

The Citizen's first Success provides a Job, randomly rolled (with Dice A, B, C) on Citizen Life, and he receives Skill-4 (subsequent receipts provide Skill-1).

The Citizen's second Success provides a Hobby, selected by the player from Citizen Life; he receives Skill-2 (subsequent receipts are Skill-1).

Once determined, Job and Hobby cannot be changed. In subsequent Terms, successes alternate in providing Job or Hobby skills

If Citizen Life Fails...

The Citizen continues the term stuck in a dull, boring, unfulfilling life (and receives no Job or Hobby skills), hoping that someday things will be different.

CITIZEN SKILLS

	1 Personal	2 Academic	3 Travel	4 Desk Job	5 Interaction	6 Vocation	7 Avocation	
1	C1 +1	Major*	Seafarer	Admin	Counsellor	Job***	One Art	1
2	C2 +1	Major*	Vacc Suit	Advocate	Designer	Job***	One Science	2
3	C3 +1	Major*	Flyer	Broker	Forensics	Job***	One Trade	3
4	C4 +1	Minor*	Driver	Bureaucrat	Gambler	Job***	Athlete	4
5	C5 +1	Minor*	Navigation	Comms	Streetwise	Job***	Hobby****	5
6	C6** +1	Minor*	Survival	Computer	Teacher	Job***	Hobby****	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

If the character does not have a Job, this benefit is lost. *If the character does not have a Hobby, this benefit is lost.



Scholars

Which career should you play? If you want to explore the realms of research and knowledge, then Scholar is the answer.

Scholar: A master of an area of academic study. A learned person. Teacher. Professor. Researcher. Scientist.



SCHOLARS	
To Begin	Edu or Tra
Risk and Reward	Str C2 C3 Int
Scholar Promotion	Int (if Edu 8+)
	Mod +1 per Pub
Tenure	Publication x 3
Continue	Edu
	Mod +1 per Pub

SKILL ELIGIBILITY	
Per Term	4 skills
Per Promotion	1 skill
Successful Research	Major +2

MUSTERING OUT BENEFITS		
1D	Money	Benefits
1	Low Psg	C5 +1
2	Mid Psg	Wafer Jack
3	High Psg	Edu +1
4	Cr 15,000	Str +1
5	StarPass	C2 +1
6	Cr 25,000	C3 +1
7	Cr 30,000	Int +1
8	Cr 35,000	Fame +1
9	Cr 40,000	Ship Share
10	Cr 50,000	Life Insurance
DM + Scholar Level		

CAREER CHANGE OPTIONS	
Citizen, Entertainer, Craftsman, Scout, Spacer, Soldier, Rogue, Noble, Marine, Functionary.	
subject to eligibility	

TABLE OF SCHOLAR RANKS			
Level	Title		
X	ScholarX	Non-Traditional	If C5 = Tra. Scholar Level = 0.
0	Scholar0	Amateur	If less than Edu 8.
1	Scholar1	Lecturer	Automatic if Edu 8.
2	Scholar2	Instructor	
3	Scholar3	Assistant Professor	Eligible for Tenure.
4	Scholar4	Associate Professor	
5	Scholar5	Professor	
6	Scholar6	Distinguished Professor	
Each title is <of Major>.			

THE SCHOLAR'S MAJOR

Every Scholar has a Major and a Minor. If no degree (and an associated Major and Minor) then select any Skill, Knowledge, or Talent from the Skills List.

Scholar Position and Promotion. A Scholar with Edu 8+ is automatically Scholar1 when he Begins. Promotion is available only those with Edu 8+.

Amateur Scholars (Scholar0). A character with Edu 7 or less is an Amateur Scholar. He can resolve Risk and Reward, but is ineligible for Promotion.

Non-Traditional Scholars (ScholarX). A character with C5= Tra is a Non-Traditional Scholar. He can resolve Risk and Reward, but is ineligible for Promotion. A character with C5= Ins cannot become a Scholar.

Waivers. A Scholar attending who receives an adverse die roll or decision (in Prerequisite, Admission, Pass/Fail, Honors) may try for a Waiver. Check Soc (2D); Mod minus number of previous waivers (successful or not). Waivers are unique to the Education Process and apply only to Schools and Education (and the Scholar career, but not other careers).

THE SCHOLAR'S LIFE

The focus of the Scholar's life is research (=risk) and publication (=reward).

If The Risk Roll Fails... The Scholar's Research has been unproductive. There are no results to publish. The Reward roll cannot be made.

If The Reward Roll Succeeds... The Scholar successfully publishes the results of his research. He adds one Publication to his record.

Award Winning. If Characteristic minus Reward roll (disregarding Mods) is 4 or more, the Publication is <Award-Winning> and counts as TWO Publications.

PROFESSORSHIP AND TENURE

A Scholar with Edu 10+ may apply for Tenure upon reaching Scholar3 and in every Term in which the Character is Scholar3 (Promotion beyond Scholar3 is not possible without Tenure).

SCHOLAR SKILLS

	1 Personal	2 Academic	3 Travel	4 Day Job	5 Night Job	6 Vocation	7 Avocation	
1	C1 +1	Major	Seafarer	Programmer	Broker	Academia	One Art	1
2	C2 +1	Major	Navigation	Designer	Trader	Comms	One Science	2
3	C3 +1	Major	Astrogation	Medic	Language	Forensics	One Trade	3
4	C4 +1	Minor	Survival	Diplomat	Craftsman	Teacher	Athlete	4
5	C5 +1	Minor	Survey	Advocate	Driver	Survey	Animals	5
6	C6* +1	Minor	Vacc Suit	Counsellor	Flyer	Bureaucrat	Gambler	6

*If the character has C6=Caste, this benefit is lost.



Entertainers

Which career should you play? If you enjoy performing and want to travel the universe, then Entertainer is the answer.

Entertainer: A Performer. A person who participates in the arts. Actor. Writer. Dancer. Storyteller. Shugilii. Singer. Musician. Chef.



ENTERTAINERS

Actor To Begin	C2 or C3
Artist To Begin	Str or C2 or C3
Author To Begin	Int or C5
Dancer To Begin	C2 or C3
Musician To Begin	C2
Chef To Begin	C2
Determine Fame for the Term	
Continue	Fame

SKILL ELIGIBILITY

Per Term	4 skills
Per Good Review	2 skill

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Low Psg	Secret
3	Mid Psg	Wafer Jack
4	High Psg	C5 +1
5	Cr 10,000	Str +1
6	StarPass	C2 +1
7	Cr 30,000	C3 +1
8	Cr 40,000	Int +1
9	Cr 50,000	Ship Share
10	Cr 60,000	Life Insurance
11	Cr 70,000	TAS Fellow
DM + Terms		

CAREER CHANGE OPTIONS

Citizen, Scholar, Craftsman,
Spacer, Soldier,
Noble, Marine, Functionary.

subject to eligibility

ENTERTAINER SPECIALTIES

State A Specialty:

- 1 Artist.** Painter. Videographer. Sculptor.
- 2 Actor.** Voice. Broadcaster. Orator.
- 3 Author.** Writer. Journalist. Reporter.
- 4 Dancer.** Choreographer.
- 5 Musician.** Singer. Instrumentalist.
- 6 Chef.** Smell Artist. Shugilii. Osmancer.

THE ENTERTAINER'S GOAL

An Entertainer's success depends entirely on his reputation: his Fame.

Stage or Artist's Name. An Entertainer with Fame 10+ should create a stage name. If Fame 12+ it should be a single name.

CALCULATING FAME

At Start	T Talent = 2D (+ Flux [optional])
Every Term	P Performance = 2D R Reviews = (Performance-Talent) / 2 F Fame = Talent + All Reviews T Adjust Talent + Review
Once	The Big Break Increase Fame OR Performance +D
Round to the character's advantage	

CALCULATING ENTERTAINER FAME

	T	P	R	F
Term	Talent=	Perfor=	Review=	Fame=
1	2D	2D	(P-T)/2	T+R(1)
2	T1 + R1	2D	(P-T2)/2	T2+R(1,2)
3	T2 + R2	2D	(P-T3)/2	T3+R(1,2,3)
Round to the character's advantage				

FAME

F	Description
0	Unknown
1	Mother
2	Close Family
3	Family
4	Neighborhood
5	Town
6	City
7	Urban
8	Regional
9	Continental
10	World
11	World Complex
12	World System
13	Inner System
14	Outer System
15	Remote System
16	Neighbor Systems
17	Several Systems
18	Many Systems
19	Subsector
20	Sector
21	Sectors
22	Domain
23	Domains
24	Empire
25	Beyond Empire
26	Several Empires
27	This Spiral Arm
28	Many Spiral Arms
29	The Galaxy
30	Several Galaxies
31	Many Galaxies

ENTERTAINER SKILLS

	1 Personal	2 Academic	3 Travel	4 Interaction	5 Business	6 Vocation	7 Avocation	
1	C1+1	Major*	Zero-G	Comms	Comms	Performer	One Art	1
2	C2+1	Major*	Hi-G	Computer	Bureaucrat	One Art	One Science	2
3	C3+1	Minor*	Hostile Env	Advocate	Diplomat	One Art	One Trade	3
4	C4+1	Minor*	Flyer	JOT	Leader	New Art***	Athlete	4
5	C5+1	One Trade	Driver	Language	Liaison	New Art***	Animals	5
6	C6** +1	One Trade	Vacc Suit	Streetwise	Trader	New Art***	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

***Any Art not already held; if all 6 are already held; this benefit is lost.





Entertainer Fame

Entertainer Fame is a special case: its calculation is complex to reflect the interaction of Talent, Accomplishment, and Expectations.

Entertainer Fame

ENTERTAINER FAME

Fame is the central focus of the Entertainer career. It controls continuing in the career and it reflects the Entertainer's overall success.

At The Start Of The Career. The character rolls 2D for **Talent**. The character, in addition, has the option of adding Flux to this roll.

Every Term. In the course of each Term as an Entertainer, the player makes a series of Performances, which are then critically reviewed, and which translate into current Fame. For a musician, Performances are the concerts and recordings he makes; for an artist, they are his paintings or sculptures; for a chef, they are the gourmet meals he prepares.

Performances. Roll 2D for the relative value of the Performances for the Term. Higher values are better.

Reviews. Critics (consumers and media) evaluate Performances for their intrinsic value and in light of their expectations. Critics often have higher expectations for those with greater Talent. Reviews equal Performance minus Talent divided by two.

Current Fame. The Entertainer's current Fame at the end of the Term is Talent plus all Reviews (all Reviews ever received).

Adjusted Talent. After Fame is calculated, Talent is adjusted to reflect the Reviews for the Term.

CALCULATING FAME	
At Start	T Talent = 2D (+ Flux [optional])
Every Term	P Performance = 2D R Reviews = (Performance-Talent) /2 F Fame = Talent + All Reviews Adjust Talent + Review
Once	The Big Break. Increase Fame +D
Round to the character's advantage	

CALCULATING FAME					
	Talent	Performance	Reviews	Fame	Adjusted Talent
		2D	$=(P-T)/2$	$=T+Rs$	$=T+R$
Term	T	P	R	F	aT
1					
2					
3					
4					
5					
6					

CALCULATING FAME FOR DIVA					
	Talent	Performance	Reviews	Fame	Adjusted Talent
		2D	$=(P-T)/2$	$=T+Rs$	$=T+R$
Term	T	P	R	F	aT
1	7	8	1	8	8
2	8	8	0	9	8
3	8	8	0	9	8

FAME	
F	Description
0	Unknown
1	Mother
2	Close Family
3	Family
4	Neighborhood
5	Town
6	City
7	Urban
8	Regional
9	Continental
10	World
11	World Complex
12	World System
13	Inner System
14	Outer System
15	Remote System
16	Neighbor Systems
17	Several Systems
18	Many Systems
19	Subsector
20	Sector
21	Sectors
22	Domain
23	Domains
24	Empire
25	Beyond Empire
26	Several Empires
27	This Spiral Arm
28	Many Spiral Arms
29	The Galaxy
30	Several Galaxies
31	Many Galaxies
Entertainer Fame is calculated using the Entertainer Fame process.	

THE FAMOUS SINGER DIVA

For example, Diva is a singer with Talent=7. Up until this point, she is an unknown.

In her first Term, she rolls Performance =8. Her Reviews = $(8 - 7) / 2 = 1/2$ rounded to 1. Her Fame at the end of the Term is $(7 + 1) = 8$ (she is known Regionally). Her Talent-7 is adjusted by her Reviews to $(7 + 1) = 8$.

In her second Term, she rolls 2D for Performance = 8. Her Reviews = $(8 - 8) / 2 = 0$. Her Fame at the end of the Term is $8 + 1 + 0 = 9$ (and is known Continentally). Her current Talent-8 is adjusted by her current Reviews-0 and remains Talent-8.

In her third Term, she rolls 2D for Performance = 8 (she's consistent at least). Her Reviews = $(8 - 9) / 2 = -1/2$ rounded to 0. Her Fame at the end of the third Term is $8 + 1 + 0 + 0 = 9$ (unchanged). Her current Talent-8 is adjusted by her current Reviews-0 and remains Talent-8.



Craftsmen

Which career should you play? If you want to create new high quality objects, then you should be a Craftsman.

Craftsman: A skilled creator. An artisan. A master of a trade or manual art. An artificer. A craftsperson. A craftsophont.



Craftsman
is never a first career.

CRAFTSMAN	
To Begin	Automatic*
Masterpiece	Str C2 C3 Int
Continue	Craftsman x 2
*If TWO Skill-6+ and Craftsman-1+	

SKILL ELIGIBILITY	
Per Term	4 skills
Per Success	1 skill
Per Success	Craftsman-3
Per Failure	Craftsman-1

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Low Psg	Forbidden Knowle
3	Mid Psg	Wafer Jack
4	High Psg	C5 +1
5	Cr 15,000	Str +1
6	StarPass	C2 +1
7	Cr 25,000	C3 +1
8	Cr 30,000	Int +1
9	Cr 35,000	Ship Share
10	Cr 40,000	TAS Fellow
DM + Terms		

CAREER CHANGE OPTIONS	
Citizen, Scholar, Entertainer, Spacer, Soldier, Rogue, Noble, Marine, Functionary.	
subject to eligibility	

THE CRAFTSMAN'S PASSION

The focus of a Craftsman's activity is creating Masterpieces.

The Controlling Characteristic governs creating the current Masterpiece (and cannot be used again until all of the others have been used as well).

Master Points. In each Term, the Craftsman totals available Master Points which will be used toward the current Masterpiece. Roll 9D for Masterpiece Points or less for success in creation. If the Craftsman cannot show at least 40 Masterpiece points, he cannot attempt a Masterpiece (treat as failure).

MASTER POINTS	
Master Points =	Controlling Characteristic Craftsman Up to FIVE skills at Skill-6+
9D < Master Points Masterpiece attempt not possible if Master Points <40.	

For example, the Craftsman has 45 Master Points when creating a Masterpiece; he must roll 45 or less (on 9D) for success.

If The Creation Is Successful,

A beautiful Masterpiece has been created. Name an object capable of being lifted or carried by the Character, and reasonably created using the Skills applied. Allocate the Masterpiece points to QREBS (for the ranges -5 to +5, -5 = 1 point; +5 = 11 points). If all QREBS values are set at the Maximum, excess Master Points can be allocated equally in excess of +5.

A Perfect Masterpiece has 55 or more Master Points.

If The Creation Fails,

The Craftsman receives Craftsman +1 (it's called learning from experience).

The Value of a Masterpiece

The Craftsman has spent most of three years conceiving and creating the Masterpiece. Simple living expenses and cost of labor (=Cr25 an hour for 6000 hours) puts the cost of the Masterpiece at Cr150,000. The Masterpiece can be sold at Cr150,000 plus Cr10,000 per Master Point over 39. A Perfect Masterpiece (=55 points) sells for Double (= Cr600,000).

Vintage Masterpieces. A Masterpiece increases in value about 5% per year, but are subject to Flux when sold.

CRAFTSMAN SKILLS

	1 Personal	2 Academic	3 Travel	4 General	5 Business	6 Vocation	7 Avocation	
1	C1 +1	Major*	Seafarer	Animals	Comms	One Art	One Art	1
2	C2 +1	Major*	Navigation	Comms	Bureaucrat	One Trade	One Science	2
3	C3 +1	Minor*	Hostile Env	Designer	Diplomat	One Trade	One Trade	3
4	C4 +1	Minor*	Flyer	Computer	Leader	New Trade***	Athlete	4
5	C5 +1	One Trade	Driver	Designer	Liaison	New Trade***	Animals	5
6	C6** +1	One Trade	Vacc Suit	Designer	Trader	Naval Architect	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

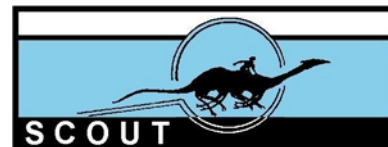
***Any Trade not already held; if all are already held; this benefit is lost.



Scouts

Which career should you play? If you want to discover and explore fascinating new worlds, then Scout is the answer.

Scout: One engaged in exploration, mapping, and development of a territory. Explorer. Courier. Hunter. Runner. Messenger. Prospector.



SCOUTS

To Begin	6
To Retry	C5
Risk and Reward	Str C2 C3 Int
Continue	Int
	Mod +1 per Term

SCOUT RANKS

Scouts do not have Rank.

SANITY

Because of the long-term isolation a Scout must endure, reduce San by -1 for each TWO Terms served.

SKILL ELIGIBILITY

Per Term 8 skills
OR- If Courier Duty 4 skill

THE SCOUT'S DUTIES

The Scout is a solitary explorer, equipped with a small ship and a hold full of supplies, sent to seek out and explore new worlds. Scouts are also tasked with courier duties: carrying messages and data between worlds.

THE SCOUT'S LIFE

The focus of the Scout's life is consumed with long voyages beyond the borders of civilization: the risky flights just may discover that one world in a thousand that holds great reward.

Avoiding Risk. A Scout may avoid the Risk Roll (and the Reward Roll) by volunteering for Courier Duty.

If The Risk Roll Fails...

The Scout is injured (hit points equal to the difference between the roll and the characteristic). Roll for recovery (= 1D, but not to exceed original injury). Unrecovered injury permanently reduces the characteristic.

Service May End. Permanent injury of 3 points or more (even if from more than one injury) **requires** a disability discharge. Roll 1D for the number of years served in the current term (maximum 4 years) and receive double mustering out benefits.

If The Reward Roll Succeeds...

The Scout is recognized as the Discoverer of a valuable new world or a valuable feature on a known world (a Discovery).

Name the Discovery. Create and name the Discovery. It is traditional for the first discovered world or feature to be named *by* the Discoverer.

The Discoverer receives Fame +4.

Landgrant. The Scout receives a Land Grant.

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Low Psg	Wafer Jack
3	Mid Psg	C5 +1
4	Mid Psg	Str +1
5	Cr 15,000	C2 +1
6	StarPass	C3 +1
7	Cr 25,000	Int +1
8	Cr 30,000	Ship Share
9	Cr 35,000	Life Insurance
10	Cr 40,000	Soc +1
11	Cr 45,000	TAS Fellow
12	Cr 50,000	Fame +2
13	Cr100,000	Knighthood
DM + Terms		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Spacer, Soldier, Rogue, Noble, Marine, Functionary.

subject to eligibility

SCOUT SKILLS

	1 Personal	2 Academic	3 Space	4 Surface	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Astrogation	Navigation	Fighting	Scout	One Art	1
2	C2 +1	Major*	Zero-G	Hostile Env	Fighting	Survey	One Science	2
3	C3 +1	Minor*	Vacc Suit	Animals	Gunner	Survival	One Trade	3
4	CS (San) +1	Minor*	Pilot	Survey	Gunner	Starship Skill	Athlete	4
5	C5 +1	One Trade	Driver	Seafarer	Heavy Wpns	Starship Skill	Animals	5
6	C6** +1	One Trade	Vacc Suit	Driver	Heavy Wpns	Starship Skill	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Scouts

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Merchants

Which career should you play? If you want to travel, picking and choosing which world to visit next, then Merchant is the answer.

Merchant: The operator of a (star) ship engaged in trade and commerce. Trader. Broker. Entrepreneur.



MERCHANTS

To Begin	Int
Risk and Reward	Str C2 C3 Int
Rank 0 Promotion	9
	Mod +2 if Int 6+
Officer Promotion	Terms x 2
	Mod +3 if Int 8+
Continue	Str

TABLE OF MERCHANT RANKS

Level	Title	Automatic Skill
0 Merchant0	Officer Apprentice	automatic
1 Merchant1	4th Officer	Steward
2 Merchant2	3rd Officer	Engineer
3 Merchant3	2nd Officer	Astrogator
4 Merchant4	First Officer	Pilot
5 Merchant5	Captain	
6 Merchant6	Senior Captain	

SKILL ELIGIBILITY

Per Term	4 skills
When Promoted	1 Skill
Automatic	By Rank

THE MERCHANT'S GOAL

Every Merchant is working toward a specific goal: his own Free Trader. Risk and Reward for a Merchant are focused on accumulating shares in a merchant starship.

If The Risk Roll Fails...

The Merchant is injured (hit points equal to the difference between the roll and the characteristic). Roll for recovery (= 1D, but not to exceed original injury). Unrecovered injury permanently reduces the characteristic.

Service May End. Permanent injury of 3 points or more (even if from more than one injury) **requires** a disability discharge and double mustering out benefits.

If The Reward Roll Succeeds...

Every instance of Reward gives the character Ship Shares, redeemable toward ownership of a Trader, upon mustering out (a typical merchant starship has between 10 and 20 shares).

Escalating Ship Shares. The first Reward receipt provides one Share. The second receipt provides TWO Shares (and so on). The fifth receipt of a Share provides 5 Shares.

MUSTERING OUT BENEFITS

1D	Money	Benefits
1	StarPass	Forbidden Knowle
2	High Psg	Secret
3	High Psg	Wafer Jack
4	Cr 15,000	Str +1
5	StarPass	C2 +1
6	Cr 25,000	C3 +1
7	Cr 30,000	Int +1
8	Cr 35,000	Ship Share
9	Cr 40,000	Life Insurance
10	Cr 45,000	Directorship
11	Cr100,000	TAS Fellow
DM + Rank		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Scout, Spacer, Soldier, Rogue, Noble, Marine, Functionary.
subject to eligibility

MERCHANT SKILLS

	1 Personal	2 Academic	3 Frontier	4 Corporate	5 Security	6 Freighter	7 Liner	
1	C1 +1	Major*	Zero-G	Admin	Fighting	Merchant	Steward	1
2	C2 +1	Major*	Vacc Suit	Broker	Fighting	Trader	Starship Skill	2
3	C3 +1	Minor*	Pilot	Trader	Gunner	Bureaucrat	One Trade	3
4	C4 +1	One Science	Starship Skill	Trader	Gunner	Computer	Language	4
5	C5 +1	One Trade	Comms	Driver	Driver	Starship Skill	Animals	5
6	C6** +1	One Trade	Gunner	Flyer	Flyer	One Art	Gambler	6

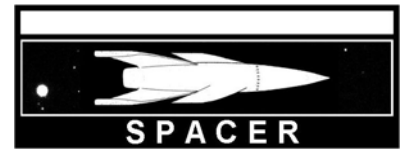
*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Spacers

Which career should you play? If you want to see new worlds while serving the Empire, then you should be a Spacer.

Spacer. Someone who serves in a navy or works on an armed (star) ship. Naval Officer. Rating. Sailor (archaic).



SPACERS

To Begin	C3
	Mod +2 if Edu 9+
Risk and Reward	Str C2 C3 Int
Rating Promotion	C2
	Mod + Rank
Commission	Int
Officer Promotion	Soc
	Mod +1 per Medal
Continue	Int

SKILL ELIGIBILITY

Per Term	4 skills
When Commissioned	1 skill
When Promoted	1 Skill
Automatic	By Rank

MUSTERING OUT BENEFITS

1D	Money	Benefits
1	Low Psg	Secret
2	StarPass	Wafer Jack
3	Mid Psg	Str +1
4	High Psg	C2 +1
5	Cr 20,000	C3 +1
6	Cr 25,000	Life Insurance
7	Cr 30,000	Ship Share
8	Retire x 2	Knighthood
DM + Officer Rank		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Rogue, Noble, Functionary.

subject to eligibility

TABLE OF NAVAL RANKS

	Level	Rank	Auto Skill	Level	Rank	Auto Skill
1	Rating1	Spacehand	Fighting	Officer1	Ensign	Astrogation
2	Rating2	Able Spacehand		Officer2	Sublieutenant	
3	Rating3	PO Second		Officer3	Lieutenant	Engineer
4	Rating4	PO First	Gunnery	Officer4*	Lt Commander	Pilot
5	Rating5	Chief PO	Sensors	Officer5	Commander	
6	Rating6	Master CPO		Officer6	Captain	Leader
7				Officer7	Admiral	

*Auto: Command College

THE NAVAL CAREER

The focus of the Naval career is service: protecting and defending his homeworld and the Empire. Each term, he participates in naval operations.

At Begin, roll 1D (DM+2 if Edu 10+) for Branch. Officers may reroll Branch every Term. Ratings may reroll Branch when promoted.

Every Year, roll 1D (DM+2 if Edu 10+) for the type of Military Operation.

If The Risk Roll Fails...

The Spacer is wounded (hit points = C-R); recovery points = 1D (unrecovered injury is permanent) and receives a Wound Badge. Permanent injury of 3+ points **requires** disability discharge and awards double mustering out benefits.

If The Reward Roll Succeeds...

The spacer receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Strike, Siege, Patrol, or Mission.

NAVAL BRANCH

D	Officers	Mod	Crew	Mod
1	Line	1	Crew	1
2	Line	1	Crew	1
3	Line	1	Engineering	0
4	Engineering	0	Engineering	0
5	Gunnery	1	Gunnery	1
6	Flight*	2	Gunnery	1
7	Technical	0	Technical	0
8	Medical	0	Medical	0

DM +2 if Edu 10+ *Auto if Pilot

NAVAL OPERATIONS

D	Officers	Mod	Crew	Mod
1	Battle	2	Battle	2
2	Strike	2	Strike	2
3	Siege	0	Siege	0
4	Patrol	1	Patrol	1
5	Mission	3	Shore Duty	0
6	ANM School	-	ANM School	-
7	Shore Duty	0	ANM School	-
8	Shore Duty	0	OCS	-

DM +2 if Edu 10+.

The Mods shown (- for Risk; + for Reward) are required.

SPACER SKILLS

1 Personal	2 Base	3 Patrol	4 Shore	5 Strike	6 Vocation	7 Technical	
1 C1 +1	Major*	Zero-G	Survey	Fighting	Navy	One Art	1
2 C2 +1	Major*	Vacc Suit	Survival	Fighting	Admin	One Science	2
3 C3 +1	Minor*	Pilot	Hostile Env	Flyer	Bureaucrat	One Trade	3
4 C4 +1	Minor*	Starship Skill	Animals	Stealth	Language	Athlete	4
5 C5 +1	One Trade	Gunner	Bureaucrat	Gunnery	Starship Skill	Seafarer	5
6 C6** +1	One Trade	Sensors	Navigation	Sensors	Comms	Gambler	6

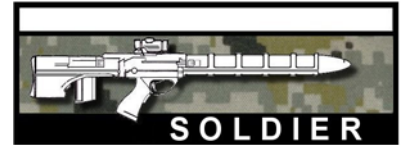
*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Soldiers

Which career should you play? If you want to visit new worlds while serving the Empire, then you should be a Soldier.

Soldier. One who serves in an army or fighting force. A fighter. A warrior. Militiaman. Man-at-arms.



SOLDIERS

To Begin	Str
Risk and Reward	Str C2 C3 Int
Soldier Promotion	C2
	Mod +1 per WB
Commission	C3
Officer Promotion	Soc
	Mod +1 per Medal
Continue	7
	Mod + Terms

TABLE OF ARMY RANKS

Level	Rank	Auto Skill	Level	Rank	Auto Skill	
1	Soldier1	Private	Fighting	Officer1	2nd Lieutenant	
2	Soldier2	Corporal		Officer2	1st Lieutenant	
3	Soldier3	Sergeant	Hvy Wpns	Officer3	Captain	
4	Soldier4	Staff Sergeant	Gunnery	Officer4*	Major	Flyer
5	Soldier5	Master Sergeant		Officer5	Lt Colonel	
6	Soldier6	Sergeant Major		Officer6	Colonel	Leader
7				Officer7	General	
* Auto: Command College.						

* Auto: Command College.

SKILL ELIGIBILITY

Per Term	4 skills
When Commissioned	1 skill
When Promoted	1 Skill
Automatic	By Rank

THE ARMY CAREER

The focus of the Army career is keeping the peace and defending the Empire. Each term, he participates in military operations.

At the beginning, roll 1D (DM+2 if Edu 10+) for Branch. Officers may not change Branch. Soldiers may reroll Branch when promoted.

Every Year, roll 1D (DM+2 if Edu 10+) for the type of Military Operation.

If The Risk Roll Fails...

The soldier is wounded (hit points = C-R); recovery points = 1D (unrecovered injury is permanent). Permanent injury of 3+ points **requires** disability discharge and awards double mustering out benefits.

If The Reward Roll Succeeds...

The Soldier receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Combat, Insurgency, or Mission.

MUSTERING OUT BENEFITS

1D	Money	Benefits
1	Low Psg	Forbidden Knowle
2	Mid Psg	Secret
3	High Psg	Str +1
4	Cr 15,000	Life Insurance
5	StarPass	C5 +1
6	Cr 25,000	Wafer Jack
7	Cr 30,000	Int +1
8	Retire x 2	Knighthood
DM + Officer Rank		

BRANCH

D	Branch	Mod
1	Infantry	1
2	Infantry	1
3	Artillery	1
4	Cavalry	1
5	Protected	2
6	Commando	2
7	Technical	0
8	Medical	0
DM+2 if Edu 10+		

MILITARY OPERATIONS

D	Inf Art Cav	Mod	Cdo Prot	Mod	Tech Med	Mod
1	Combat	2	Battle	3	Rear Area	0
2	Combat	2	Combat	2	Relief	1
3	Peace Keeper	1	Peace Keeper	1	Peace Keeper	1
4	Insurgency	1	Insurgency	1	Insurgency	1
5	Occupation	0	Mission	2	Mission	2
6	ANM School	-	ANM School	-	ANM School	-
7	ANM School	-	ANM School	-	ANM School	-
8	Garrison	0	Garrison	0	Garrison	0
DM +2 if Edu 10+						

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Rogue, Noble, Functionary.
subject to eligibility

The Mods shown (- for Risk; + for Reward) are required.

SOLDIER SKILLS

	1 Personal	2 Academic	3 Space	4 Surface	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Driver	Fighting	Army	One Art	1
2	C2 +1	Major*	Vacc Suit	Flyer	Fighting	Fighting	One Science	2
3	C3 +1	Minor*	Computer	Vacc Suit	Heavy Wpns	Heavy Wpns	One Trade	3
4	C4 +1	Minor*	Starship Skill	Computer	Sapper	Gunnery	Athlete	4
5	C5 +1	One Trade	Gunner	Soldier Skill	Explosives	Explosives	Fighting	5
6	C6** +1	One Trade	Sensors	Medic	Battle Dress	Battle Dress	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Agents

Which career should you play? If you want intrigue and adventure across a variety of situations, then you should be an Agent.

Agent. The representative of a government or powerful organization. Deputy. Operative. Samurai. Enforcer. Diplomat. Emissary. Paladin.



AGENT	
To Begin	C3
Risk and Reward	Str C2 C3 Int
Continue	Str
	Mod + Terms

SKILL ELIGIBILITY	
Per Term	2 Skills
Per Undercover	1 Skill
Per Successful Mission	4 Skill

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Low Psg	Forbidden Knowle
3	Mid Psg	Secret
4	High Psg	Wafer Jack
5	Cr 15,000	Str +1
6	StarPass	C2 +1
7	Cr 25,000	C3 +1
8	Cr 30,000	Int +1
9	Cr 35,000	Ship Share
10	Cr 40,000	Life Insurance
11	Cr 45,000	Soc +1
12	Cr 50,000	Knighthood
DM + Terms and Commendations		

CAREER CHANGE OPTIONS	
Citizen, Scholar, Entertainer, Craftsman, Spacer, Soldier, Rogue, Noble, Marine, Functionary.	
subject to eligibility	

UNDERCOVER OPERATIONS						
	Officer	Enlisted		Merchant		Noble
D	1	2	3	4	5	6
1	Army	Army	Citizen	4th Officer	Entertainer	Knight
2	Army	Army	Citizen	3rd Officer	Entertainer	Baronet
3	Marine	Marine	Functionary	2nd Officer	Scholar	Baron
4	Marine	Marine	Rogue	1st Officer	Scholar	Marquis
5	Navy	Navy	Scout	Captain	Craftsman	Viscount
6	Navy	Navy	Scout	Functionary	Craftsman	Count

AGENT MISSIONS

The focus of the Agent is completion of Missions. Each is a single Term in length: for the first half of the Term, the Agent is **Undercover**, serving in a different career (investigating, gathering information, preparing); in the second half of the Term, the Agent is completing the **Mission**.

Undercover (the Risk)

Roll D and D for Undercover career. Select (not Roll) one skill from the skill table of that Career.

If The Risk Roll Fails...

The Agent is injured (hit points equal to the difference between the roll and the characteristic). Roll for recovery (= 1D, but not to exceed original injury). Unrecovered injury permanently reduces the characteristic.

Service May End. Permanent injury of 3 points or more (even if from more than one injury) **requires** a disability discharge and awards double mustering out benefits.

Mission (the Reward)

Roll the Controlling Characteristic or less.

If the Reward Roll Succeeds...

Successful Agent activities are recognized and rewarded with Commendations: official documents which express the appreciation of the organizations involved. A Commendation is recorded as <Service> Commendation-N (N= Risk and Reward Characteristic minus Reward Roll [ignore any Mods]).

For example, If the Undercover Operation = Scout, Risk and Reward Characteristic=9, and the Reward Roll =5, he receives (=9 - 5 = 4):

Scout Commendation-4.

AGENT								
	1 Personal	2 Academic	3 Space	4 Interaction	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Language	Fighting	Agent	One Art	1
2	C2 +1	Major*	Vacc Suit	Leader	Fighting	Streetwise	One Science	2
3	C3 +1	Minor*	Computer	Liaison	Diplomat	Forensics	One Trade	3
4	C4 +1	Minor*	Starship Skill	Strategy	Liaison	Diplomat	Athlete	4
5	C5 +1	One Trade	Gunner	Survival	Counsellor	Liaison	Fighting	5
6	C6** +1	One Trade	Sensors	Tactics	Advocate	Stealth	Gambler	6
*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.								

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Rogues

Which career should you play? If you delight in schemes and swindles, then you may already be a Rogue.

Rogue: A scoundrel, rascal, or deceiver. Knave. A Non Conformist. Scamp. Bandit. Highwayman. Pirate. Corsair. Brigand. Thief. Robber.



ROGUE

Before Beginning: pick one
Controlling Characteristic CC

To Begin	CC
Risk and Reward	CC
	Mod - 2 per Term
Continue	CC
	Mod - 2 per Term

*Controlling Characteristic

SKILL ELIGIBILITY

Per Term	2 Skills
Abandoned Scheme	1 Skill
Successful Scheme	3 Skills
In Prison	1 Skill

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Low Psg	Forbidden Knowle
3	Mid Psg	Secret
4	High Psg	Wafer Jack
5	Cr 15,000	C2 +1
6	StarPass	C3 +1
7	Cr 25,000	TAS Fellow
8	Cr 30,000	Life Insurance
9	Cr 35,000	Int +1
10	Cr 40,000	Directorship
11	Cr 50,000	Knighthood

DM + Terms

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer,
Craftsman, Spacer, Soldier, Agent,
Noble, Marine, Functionary.

subject to eligibility

ROGUE SCHEMES

Choose one column and roll 1D

1	Citizen	Cr 10,000*	1	Navy	Cr 30,000*
2	Scholar	Cr 20,000*	2	Army	Cr 30,000*
3	Entertainer	Cr100,000*	3	Agent	Cr100,000*
4	Craftsman	Cr100,000*	4	Noble	Cr200,000*
5	Scout	Type S Scout	5	Marine	Cr 30,000*
6	Merchant	1 Ship Share	6	Functionary	Cr 20,000*
		* times 1D			* times 1D

THE ROGUE

The focus of the Rogue is Schemes to amass wealth at the expense of others. A Rogue selects one Controlling Characteristic which is use throughout his career.

In each Term, the Rogue masterminds a Scheme within another Career. He rolls on the Rogue Schemes table to determine its potential (the * times 1D roll is deferred until after the Scheme is determined to be Successful).

Rogue <Former Career>. A character who has become a Rogue from a previous career (Scholar, Craftsman, Scout, Merchant, Naval, Solider, Agent, or Marine) automatically picks that former career on the Rogue Schemes table.

If The Risk Roll Fails...

The Rogue is caught and serves the current Term and the next Term in Prison. He receives Fame +1 (actually Infamy, but he is more widely known than before). A Rogue who has served in Prison is ineligible for a Knighthood or Directorship mustering out benefit (substitute No Benefit).

If The Reward Roll Succeeds...

The Rogue's Scheme is successful. He rolls the * times 1D to determine the precise outcome.

ROGUE SKILLS

	1 Personal	2 Academic	3 Space	4 Interaction	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Language	Fighting	Agent	One Art	1
2	C2 +1	Major*	Vacc Suit	Leader	Fighting	Streetwise	One Science	2
3	C3 +1	Minor*	Computer	Liaison	Diplomat	Forensics	One Trade	3
4	C4 +1	Minor*	Starship Skill	Strategy	Liaison	Diplomat	Athlete	4
5	C5 +1	One Trade	Gunner	Survival	Counsellor	Liaison	Fighting	5
6	C6* - 2	One Trade	Sensors	Tactics	Advocate	Stealth	Gambler	6

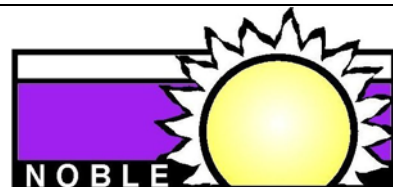
*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Nobles

Which career should you play? If you want to be a socially powerful character with the freedom to travel, then Noble is the answer.

Noble. One with a higher rank in a political or social class system. Ruler. Politician. Chief. Dilettante. Heir. Heiress.



NOBLES

To Begin	Automatic*
Return and Intrigue	C2 C3 Int C5
Elevation	Soc
	Mod - Intrigues
	Mod + Exiles
Continue	Soc

*If Soc A+

SKILL ELIGIBILITY

Per Term	4 skills
When Elevated	2 skill

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Cr 20,000	Wafer Jack
3	Cr 30,000	Str +1
4	StarPass*	C2 +1
5	StarPass*	C3 +1
6	StarPass*	Int +1
7	Cr100,000	Ship Share
8	Cr100,000	Proxy (2D)
9	Cr100,000	Proxy (2D)
10	Cr100,000	Life Insurance
11	Cr200,000	Int +1
12	Cr200,000	Directorship
13	Cr200,000	TAS Life Member
DM + Terms		

*Upgraded to High as a courtesy.

CAREER CHANGE OPTIONS

a Noble cannot change careers

TABLE OF NOBLE RANKS

Soc	Title	TC*	Hexes	Where?	Base Fame
A	Gentleman	Any	1	Any	
B	Knight	Any	1	Homeworld	13
c	Baronet**	Pa, Pr	2	Same system	14
C	Baron	Ag, Ri	4	Same system	15
D	Marquis	Pi	8	Same Subsector	16
e	Viscount**	Ph	16	Same Subsector	17
E	Count	Hi	32	Same Sector	18
f	Duke**	In	64	Same Sector	19
F	Duke	Any	128	Same Sector	20

* **Preferred Worlds.** The Empire prefers to award noble titles associated with worlds with these Trade Classifications.

** **Similar Titles.** A Character with Soc C is initially a Baronet (and the first Elevation raises him to Baron). A Character with Soc E is initially a Viscount (and the first Elevation raises him to Count). A Character with Soc F is initially a Subsector Duke (and the first Elevation raises him to higher level Sector Duke).

NOBLE INTRIGUE

Intrigue is a political fight for some important policy within the government; intrigue is central to the life of the Noble.

Return From Exile. A Noble in Exile at the start of a Term rolls the current Controlling Characteristic to **Return from Exile**. If he fails, he may not roll for Intrigue or Elevation. Exile is a banishment of a noble to the edges of the empire (orchestrated by the political enemies).

Intrigue. A Noble (not in Exile) rolls the Controlling Characteristic. If he fails, he is sent into Exile and may not roll for Elevation.

ELEVATION

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

Total successful Intrigues (in the Noble's lifetime) is a Mod for Elevation.

Flux. Once during character generation after a successful intrigue, a Noble may invoke Flux as a Mod on the Elevation roll.

NOBLE SKILLS

	1 Personal	2 Academic	3 Space	4 General	5 Noble	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Animals	Leader	Noble	One Art	1
2	C2 +1	Major*	Vacc Suit	Fighting	Leader	Advocate	One Science	2
3	C3 +1	Minor*	Hi-G	JOT	Leader	Bureaucrat	One Trade	3
4	C4 +1	Minor*	Starship Skill	Language	Language	Diplomat	Pilot	4
5	C5 +1	One Trade	Gunner	Battle Dress	Strategy	Liaison	Fighting	5
6	Soc +1	One Trade	Sensors	Strategy	JOT	Counsellor	Gambler	6

*If the character does not have a Major/Minor this benefit is lost.



Marines

Which character type should you play? If you want to be part of an elite fighting force, then the Marines is the answer.

Marine. One who serves in a naval infantry unit. An elite fighter. A commando. A soldier serving aboard a starship.



MARINES		
To Begin	Str	
Risk and Reward	Str C2 C3 Int	
Soldier Promotion	C2	
	Mod +1 per Rank	
Commission	C3	
Officer Promotion	Edu	
	Mod +1 per Medal	
Continue	Str	
	Mod +1 per Term	

SKILL ELIGIBILITY		
Per Term	4 skills	
When Commissioned	1 skill	
When Promoted	1 Skill	
Automatic	By Rank	

MUSTERING OUT BENEFITS		
1D	Money	Benefits
1	Low Psg	Forbidden Knowle
2	Mid Psg	Secret
3	Mid Psg	Wafer Jack
4	High Psg	C2 +1
5	StarPass	C3 +1
6	Cr 25,000	Life Insurance
7	Cr 30,000	Int +1
8	Retire x2	Knighthood
DM + Officer Rank		

CAREER CHANGE OPTIONS		
Citizen, Scholar, Entertainer, Craftsman, Rogue, Noble, Functionary.		
subject to eligibility		

TABLE OF MARINE RANKS						
Level	Rank	Auto Skill	Level	Rank	Auto Skill	
1	Marine1	Private	Fighting	Officer1	2nd Lieutenant	
2	Marine2	Corporal		Officer2	1st Lieutenant	
3	Marine3	Sergeant	Hvy Wpns	Officer3	Captain	
4	Marine4	Staff Sergeant	Gunnery	Officer4*	Force Commander	Pilot
5	Marine5	Master Sergeant		Officer5	Lt Colonel	
6	Marine6	Sergeant Major		Officer6	Colonel	Leader
7				Officer7	General	
*Auto: Command College						

THE MARINE CAREER

The focus of the Marines is keeping the peace and defending the Empire. Each term, he participates in marine operations.

At the beginning, roll 1D (DM+2 if Edu 10+) for Branch. Officers may not change Branch. Enlisted may reroll Branch when Promoted.

Every Year, roll 1D (DM+2 if Edu 10+) for the type of Military Operation.

If The Risk Roll Fails...

The Marine is wounded (hit points = Characteristic - Roll); recovery = 1D (unrecovered injury is permanent) and receives a Wound Badge. Permanent injury of 3+ **requires** disability discharge and awards 2X muster out benefits.

If The Reward Roll Succeeds...

The Marine receives a Campaign Ribbon (name the campaign involved) and may consult the Medals Table if Battle, Combat, Insurgency, or Mission.

BRANCH		
D	Branch	Mod
1	Infantry	1
2	Infantry	1
3	Artillery	0
4	Cavalry	1
5	Protected	2
6	Commando	3
7	Technical	0
8	Medical	0
DM+2 if Edu 10+		

MARINE OPERATIONS						
D	Inf Art Cav	Mod	Cdo Prot	Mod	Tech Med	Mod
1	Combat	2	Battle	3	Rear Area	0
2	Combat	2	Combat	2	Relief	1
3	Peace Keeper	1	Peace Keeper	1	Peace Keeper	1
4	Insurgency	1	Insurgency	1	Insurgency	1
5	Occupation	0	Insurgency	1	Mission	2
6	ANM School	-	ANM School	-	ANM School	-
7	ANM School	-	ANM School	-	ANM School	-
8	Garrison	0	Garrison	0	Garrison	0
DM +2 if Edu 10+						

The Mods shown (- for Risk; + for Reward) are required.

MARINE SKILLS

Marines are Fighters: A Marine may always choose Fighting skill instead of using this Table.

	1 Personal	2 Academic	3 Space	4 Surface	5 Fighting	6 Vocation	7 Avocation	
1	C1 +1	Major*	Zero-G	Driver	Comms	Marine	One Art	1
2	C2 +1	Major*	Vacc Suit	Flyer	Forward Obs	Fighting	One Science	2
3	C3 +1	Minor*	Hi-G	Battle Dress	Recon	Heavy Wpns	One Trade	3
4	C4 +1	Minor*	Starship Skill	Survival	Sapper	Heavy Wpns	Athlete	4
5	C5 +1	One Trade	Gunner	Navigation	Explosives	Battle Dress	Fighting	5
6	C6** +1	One Trade	Sensors	Comms	Stealth	Battle Dress	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



Functionaries

Which career should you play? Circumstances may thrust you into a Functionary position.

Functionary: One who holds an office or a trust or performs a particular function; an official. Administrator. Bureaucrat. Manager.



FUNCTIONARIES		
To Begin	Total Terms x3	
Office Politics	Str C2 C3 Int	

SKILL ELIGIBILITY	
Per Term	4 Skills
Per Promotion	1 skill
From the Citizen Life Table	

MUSTERING OUT BENEFITS			
1D	Money		Benefits
2	Cr	5,000	Forbidden Knowle
3	Cr	10,000	Secret
4	Cr	15,000	Wafer Jack
5	Cr	20,000	Str +1
6		StarPass	C2 +1
7	Cr	30,000	C3 +1
8	Cr	40,000	Int +1
9	Cr	50,000	Life Insurance
10	Cr	60,000	TAS Fellow
11	Pension x 2		Knighthood
12	Pension x2		Directorship
DM +Terms			
Automatic: A Gold Watch Value= Cr100 x Terms			

CAREER CHANGE OPTIONS	
Scholar, Entertainer, Craftsman, Spacer, Soldier, Noble, Marine.	
subject to eligibility	

TABLE OF FUNCTIONARY RANKS			
Level	Rank	Skills	
0	Functionary0	Clerk	Bureaucrat-1
1	Functionary1	Supervisor	
2	Functionary2	Senior Supervisor	
3	Functionary3	Manager	
4	Functionary4	Senior Manager	
5	Functionary5	Assistant Director	
6	Functionary6	Director	

OFFICE POLITICS RISK AND REWARD

The focus of a Functionary is Office Politics. Success at Risk allows the Functionary to Continue; Success at Reward provides a Promotion.

Risk

If the Risk roll fails... the Functionary career ends. The character may not Continue.

If the Risk Roll succeeds... the Functionary may continue in the career. A Functionary MUST succeed on the Risk Roll to continue in the career.

Reward

If the Reward roll fails... the Functionary is not promoted.

If the Reward roll succeeds... the Functionary is promoted one rank.

If Risk fails and Reward succeeds, the character is promoted, but still may not continue.

FUNCTIONARY SKILLS

	1 Personal	2 Academic	3 Travel	4 Desk Job	5 Interaction	6 Vocation	7 Avocation	
1	C1 +1	Major*	Seafarer	Admin	Counsellor	Functionary	One Art	1
2	C2 +1	Major*	Vacc Suit	Advocate	Designer	Career***	One Science	2
3	C3 +1	Major*	Flyer	Broker	Forensics	Career***	One Trade	3
4	C4 +1	Minor*	Driver	Bureaucrat	Gambler	Career***	Athlete	4
5	C5 +1	Minor*	Navigation	Comms	Streetwise	Career***	Hobby****	5
6	C6** +1	Minor*	Survival	Computer	Teacher	Career***	Hobby****	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

If the character does not have a Career, this benefit is lost. *If the character does not have a Hobby, this benefit is lost.

