

3. CAREERS

Characters starts at the age of 18. To become skilled adventurers ready to conquer the stars, they go through a career. Each career is comprised of four-year terms of service. Each career table presents the different throws needed for character generation.

Note that the total sum of a character's skill Levels can never exceed the sum of their INT + EDU characteristics.

This is how you go through a career:

3.1 Choose any of the six careers presented below.

3.2 RESOLVE EACH TERM OF SERVICE:

A) *Survival throw:* If you fail, you die; roll up a new character.

B) *Skill table:* Choose one of the three main tables (Personal Development, Service, or Specialist) and roll on it once. Acquired skill levels are cumulative; the first time you receive a skill, you receive it at level 1. On your first term only, roll twice and gain two skills. If you have EDU 8+, you may choose to roll on the Advanced Education table instead.

C) *Advancement:* If you succeed, you gain one rank and gain an additional skill roll on any table you are eligible to roll on.

D) *Rank Skills:* If promoted, some ranks have skills associated with that rank. Gain that skill rank, if eligible. These are cumulative with existing skills.

E) *Re-Enlistment and additional terms of service:* If you want to continue to another term of service, make this throw; if you succeed, continue to another term; fail - and you finish your career (proceed to step 3.3: Mustering Out).

3.3 MUSTER OUT:

Once you complete your career, roll for Mustering Out Benefits. Each term of service you completed allows you one roll on one of the two Mustering Out tables: Cash or Benefit. You gain one bonus roll if you are Rank O4, two if you are Rank O5, or three if you are Rank O6. Characters of Rank O5 or O6 enjoy DM+1 on the Material Benefits table; characters with the Carousing skill enjoy DM+1 on the Cash table. No more than 3 rolls may be made on the Cash Benefit table.

MUSTERING OUT BENEFITS:

- *Contact*: a useful relationship with a person or group who can provide significant favors and/or jobs.
- *Free Trader*: a 200-ton Free Trader starship. Purchased under a mortgage.
- *Explorer's Society*: Membership in the exclusive Explorer's Society, which entails one high passage ticket every two months and free stay at Society hostels.
- *Passage*: get the named ticket for one jump (up to two parsecs).
- *Scout Ship*: a 100-ton scout ship "loaned" to you by the Scout Service as part of your "Detached Duty".
- *Weapon*: gain a single weapon up to Cr1000 in value including ammunition.

4. ROUND OUT YOUR CHARACTER

Choose one skill you don't have yet; you receive it at level 1.

5. REACH OUT TO THE STARS AND BEGIN ADVENTURING!

