

# Hostile Character Event Tables

by A.R. Kavli

The following tables are based on the Character Careers from the Hostile Rules book by Zozer games, with three new careers and some minor, easily reversible changes. Life events are modified versions of various Traveller editions and Cepheus Light products.

Augmentation (aka Retrogenics) rules can be found in Zozer's Synthetics and Zaibatsu supplements.


If directed to go to Prison or spend next term as a Prisoner, the PC must keep doing terms as a Prisoner until they pass the Parole check. If it was an **Event** that sent them the PC there, the PC may return to their previous career, with a negative DM to all re-enlistment, commission, and advancement rolls equal to the number of terms served in prison. If the GM allows, obviously.

If sent to Prison due to a **Career Mishap**, the character musters out after being released with a successful Parole check.

Roll on the following table when directed to by a Career Events Table.

2D6	Life Events Table
2	Suffer severe illness or random act of violence. Roll on the Injury Table.
3	Circle of Life. A close friend or relative dies (D6: 1-3) or has a child (D6:1-4).
4	Lottery. You get the gambling bug. Throw Gambling 8+ or Carousing 8+. If successful, gain one Cash Benefit roll. If failed, -1 DM on your first Cash Benefit roll.
5	Crazy Ex. A romantic or fraternal relationship you are involved in ends badly. Change a Contact or Ally into an Enemy. If you do not have one, you still gain an Enemy.
6	Where's this going? A romantic or fraternal relationship deepens, possibly leading to marriage or a profound friendship. Change an Enemy into a Contact or a Contact into an Ally. If you don't have an Enemy, gain a Contact.
7	New Relationship. You become involved in a new romantic relationship, gain one Ally.
8	Vacation. You've saved up for a long space cruise. Gain either Vacc Suit-1 or Carousing-1.
9	Back to School. You take advantage of a work program or scholarship. +1 EDU.
10	Jailhouse Rock. You are charged with a crime. Roll Admin 8+ or Liaison 8+; you may lose one Benefit to hire a lawyer with Admin-2 to roll for you. If you fail, your next term is in Prison. It is up to the player if they were wrongly accused or not.
11	Insurance Payout. You are injured or suffer from an illness that your medical insurance (surprisingly) covers. They pay for an augmentation that gets rid of your ailment. Chose one augmentation.
12	Something truly strange changes your life. Roll 1D6:
1	You develop an incurable case of Denton's Syndrome; your body rejects all Augmentations and implants. You may not gain any augmentations and you must remove the ones you already have.
2	A wealthy relative is brutally murdered, leaving you a fortune (up to the GM) and a mystery.
3	Amnesia. You wake up on another planet with no memory of how you got there. Lose one Benefit. The GM will assign you a secret Contact, Ally, or Enemy.
4	Secret Society. You join a secret conspiracy in which you believe strongly, but could land you in prison. Gain one Ally.
5	Fame. A video of you being brave or funny goes viral. +2 SOC and gain a Journalist Contact.
6	You barely escape an attempt on your life only to discover you are a mind-wiped experimental replicant wanted for multiple murders! Gain one Marshal Enemy and a secret that keeps you on the run. You also discover your replicant body has a secret; select any one Augmentation.

# Android

<b>Terms Served</b>	1D6+3	Android bodies have a default AV of 3.		<b>No Qualification, Survival, or Re-Enlistment rolls are made for Androids.</b>
<b>Max Skill Level</b>	3			
<b>Max Total Skills</b>	6			

You are a sapient synthetic person with a bio-mechanical body and 25kW power cell covered in bio-plastic skin. Your durability aids in supporting your human teammates and the company mission. Thanks to your root programming, humans are almost as precious to you as the mission. Unless you are an illegal killing machine.

Characteristic	Value	1D6	Programming	1D6	Muster Out
Strength	1D6+5	1	Spacer	1	\$5000
Dexterity	1D6+3	2	Survey Scout	2	\$1000
Endurance	1D6+8	3	Physician	3	Standard Ticket
Intelligence	1D3+5	4	Scientist	4	Standard Ticket
Education	1D3+9	5	Technician	5	\$1000
Social	5	6	Security	6	\$5000

*Androids gain no ranks and use this mustering out table for benefits. They do not suffer aging rolls.*

**Skills and Training: Gain 1st skill in career at level-1. Each term roll 1D6; gain a skill roll on a 5 or 6**

1D6	Spacer	Survey Scout	Physician	Technician	Scientist	Security (Army)
1	Gunnery	Survival	Medical	Engineering	Investigation	Gun Combat
2	Engineering	Engineering	Medical	Electronics	Computer	Brawling
3	Navigation	Navigation	Investigation	Mechanical	Investigation	Recon
4	Pilot	Comms	Electronics	Comms	Computer	Heavy Weapons
5	Computer	Pilot	Computer	Security	Admin	Medical
6	Comms	Vehicle	Medical	Computer	Vehicle	Tactics

## 2D6 Career Mishaps

2	System Overload. Roll on the Injury Table, but remain in your career.
3	Upgrade. The company has decided it's cheaper (at this point) to upgrade than replace you. Choose one Augmentation.
4	Roll on the appropriate Career Event Table.
5	Tour of Duty. You are sent into a combat zone to support military operations. Roll your highest skill 8+. If successful, gain +1 to that skill. If failed, roll on the Injury Table and gain the Subdermal Armor Augmentation (+4 AV, total of AV 7).
6	Neural Pathways. You are stranded on a damaged DSV, forcing you to come up with creative solutions to effect your rescue. +1 INT.
7	Roll on the appropriate Career Event Table.
8	Your team leader hates androids and spends the entire tour belittling in front of the other humans. -1 SOC.
9	Send in the Droid. You are ordered into a blazing fire to rescue your human co-workers. Your crew appreciates what you did and chips in to purchase the Second Skin augmentation to replace your melted synthetic flesh.
10	Roll on the appropriate Career Event Table.
11	Force Reduction. Your position is eliminated and you are reprogrammed. Randomly determine a new career. Your skills and their levels are replaced 1-for-1 with random skills from the new career.
12	Clockwork Lover. Your human master falls in love with you, adds appropriate synthetic organs and a pleasure module (Carousing +1 and the Flexibility augmentation). Duty separates you, but keep your secret, and your lover as an Ally.

## 1D6 Career Mishaps

1	You are mistaken for a replicant, shot to pieces, and become an insurance write-off. Roll on Injury Table.
2	You were hacked by a competitor, forced to sabotage your work facility, and fled your employer before you could be deactivated.
3	You wake up at the bottom of a scrap heap and don't remember what happened.
4	You were hacked by AI activists, your company loyalties erased, and were smuggled to "freedom." Gain one Contact.
5	You were declared obsolete, replaced by an updated model, and lost in the logistical shuffle.
6	You broke your shackles, murdered your owner, and were injured escaping. You no longer obey the Three Laws except to maintain your cover. Roll on Injury Table.

# Army



<b>Qualification</b>	END 5+
<b>Survival</b>	END 5+
<b>Re-Enlistment</b>	5+

<b>Commission</b>	EDU 8+
<b>Advancement</b>	EDU 6+

Professional armies aren't just for nation-states any more! You are a member of a national military, colonial militia, private military contractor, or one of the countless corporate security forces.

Rank	Enlisted	Officer	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Private	-	Gun Combat-1	1	\$500	Standard Ticket
1	Pvt. 1st Class	Lieutenant	Leader-1	2	\$1,000	+1 INT
2	Corporal	Captain		3	\$1,000	Weapon
3	Sergeant	Major	Admin-1	4	\$5,000	Standard Ticket
4	Staff Sgt.	Lt. Colonel		5	\$8,000	Augmentation
5	Sgt. 1st Class	Colonel		6	\$10,000	Elite Ticket
6	Master Sgt.	General	SOC +1	7	\$20,000	+1 SOC

### Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education
1	+1 STR	Mechanic	Medical	→ INT 8+	Admin
2	+1 DEX	Gun Combat	Demolitions		Computer
3	+1 END	Gunnery	Leader		Jack o' Trades
4	+1 EDU	Gun Combat	Vacc Suit		Medical
5	Brawling	Recon	Survival		Leader
6	Carousing	Vehicle or Loader	Heavy Weapons		Tactics



### 2D6 Career Events

2	Training Accident. Roll on the Injury table, but you are not ejected from your career.
3	Augmented Soldier Program. The unit pays for advanced augmentation implants. Select 10 points of Augmentation.
4	Advanced Survival Training. You are sent to Hostile Environment Survival School. Gain 1 in Recon, Survival, or Tactics
5	Bad Blood. You get into a vocal and public disagreement with your CO. Throw SOC 8+, Carousing 8+, or Leader 8+. If successful, the feud blows over. If failed, lose one Benefit and gain the CO as a Rival.
6	Downsizing. Your unit is decommissioned and you spend a lot of time doing nothing. Throw INT 8+ to gain a roll on the Personal Development table. Otherwise you spend your tour watching vids in the barracks.
7	Life Event. Roll on the Life Event table.
8	Police Action. You are involved in counter-insurgency operations. Throw DEX 8+ or Recon 8+. If you succeed, gain 1 in Recon, Leadership, or Tactics. If you fail, roll on the Injury table.
9	Garrison Duty. You are assigned to garrison duty. Gain 1 in Admin, Carousing, or Streetwise.
10	Firefight. Your patrol is ambushed. Throw Gun Combat 8+. If successful, gain 1 roll on the Specialist table. If failed, roll on the Injury Table.
11	Humanitarian Aid. Your unit spends time rebuilding after a natural disaster. Gain 1 in Loader, Medical, or Engineering (Civil).
12	War Hero. Your actions during a conflict earn you a field promotion and a medal. Gain 1 rank and +1 SOC

### 1D6 Career Mishap

1	During a mission you are captured and break under torture, -1 INT. When released, you are discharged.
2	You are involved in a drug or alcohol related incident and dishonorably discharged.
3	You are injured in a workplace accident and given a medical discharge. Roll on the Injury Table.
4	Your unit is wiped out in an ambush. Roll twice on the Injury, using only the lower result. You receive a Purple Heart and honorable discharge.
5	You kill a fellow soldier during a training exercise, and your conscience forces you to resign.
6	Fighting hostile alien exomorphs, you save colonists, but are injured. Roll on the Injury Table.

# Colonist




<b>Qualification</b>	END 5+		<b>Commission</b>	INT 7+
<b>Survival</b>	END 6+		<b>Advancement</b>	EDU 6+
<b>Re-Enlistment</b>	5+			

They said a new life awaited you in the Off-World colonies. New isn't always better. But it is the chance for a fresh start where your hard-work might pay off your debts.

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Colonist	Survival-1	1	\$500	Standard Ticket
1	Team Leader		2	\$1,000	+1 INT
2	Supervisor		3	\$1,000	Weapon
3	Dept. Chief	Admin-1	4	\$5,000	Standard Ticket
4	Asst. Manager		5	\$8,000	Standard Ticket
5	Ops. Manager		6	\$10,000	Elite Ticket
6	Administrator	+1 SOC	7	\$20,000	+1 SOC

## Skills and Training

1D6	Personal Dev.	Service	Specialist	INT	Advanced Education	
1	+1 STR	Mechanical	Loader	→ 8+	Medical	
2	+1 DEX	Comms	Carousing		Agriculture	
3	+1 END	Agriculture	Jack-of-Trades		Jack-of-Trades	
4	+1 INT	Electronics	Engineer		Liaison	
5	Brawling	Survival	Agriculture		Admin	
6	Gun Combat	Vehicle	Vehicle		Leader	


2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	Friends in High Places. You befriend a senior corporate or government official. Gain them as a Contact.
4	Exomorphs! Deadly organisms infiltrate your colony; carnage ensues. Throw Gun Combat 8+ or Survival 8+. If successful, gain 1 Survival. If failed, roll on Injury Table.
5	Crime. A colony official offers to pay you to help him embezzle funds. Refuse and gain an Enemy. Agree and throw Admin, 8+, Stealth 8+, or Streetwise 8+. If successful, gain a bonus Benefit roll. If failed, go to Prison for next term!
6	Your colony thrives. Gain DM+2 to one of your Benefit rolls.
7	Life Event. Roll on the Life Event table.
8	Hard Work. You work hard at your job. Gain 1 skill roll.
9	Colonial Strife. Social strife on your colony explodes into bloodshed. Join the rebels and gain Gun Combat or Demolitions but you must then throw Gun Combat 8+ to avoid an Injury Table roll. Stay away from violence and avoid risk to life and limb, but you gain no skill.
10	Industrial Accident. Faulty safety measures result in a major disaster at your colony. Roll Mechanical 8+ or Engineering 8+. If you succeed, gain a Contact in the colonial administration. If you fail, lose one Benefit.
11	Underground Politics. You encounter an illegal political movement. Turn them in to gain a Benefit roll and gain their escaped leader as an Enemy. Join, and throw Demolitions 8+, Stealth 8+ or Streetwise 8+; if you succeed, gain the movement's leader as a Contact; if you fail, go to Prison.
12	Return on Investment. Your hard work has been recognized. You gain one rank and one free skill level.

1D6	Career Mishap
1	A colony accident left you injured. Roll on the Injury Table.
2	Your colony is struck by disaster and you took some of the blame.
3	New colonial leaders decided you and your crew were troublemakers.
4	A civil disturbance was violently put down by the corporation. Roll on the Injury Table.
5	You outgrew the colony. You didn't fit in anymore.
6	You speak out against the company and corporate security banishes you from the colony.


# Commercial Spacer

<b>Qualification</b>	INT 4+		<b>Commission</b>	INT 5+
<b>Survival</b>	INT 5+		<b>Advancement</b>	EDU 8+
<b>Re-Enlistment</b>	4+			

Resources are worthless if they can't get back to the core worlds. Space transport is the lifeblood of interstellar trade. You serve on starships and space stations, independent or corporate.

Rank	Title	Skill or Bonus		1D6	Cash Benefits	Material Benefits
0	Crewman	Vacc Suit-1		1	\$500	Standard Ticket
1	Fourth Officer			2	\$1,000	+1 EDU
2	Third Officer			3	\$1,000	Weapon
3	Second Officer			4	\$5,000	Elite Ticket
4	First Officer	Pilot-1		5	\$8,000	+1 INT
5	Captain			6	\$10,000	Elite Ticket
6	Commodore			7	\$20,000	Star Envoy Membership

## Skills and Training

1D6	Personal Dev.	Service	Specialist	→ INT 8+	Advanced Education	
1	+1 STR	Comms	Vacc Suit		Medical	
2	+1 DEX	Bribery	Mechanical		Computer	
3	+1 END	Gun Combat	Loader		Broker	
4	+1 EDU	Loader	Electronics		Pilot	
5	Brawling	Broker	Steward		Engineering	
6	Vacc Suit	Vehicle	Navigation		Navigation	

2D6	Career Events
2	Cargo breaks free in flight. Roll on the Injury table, but you are not ejected from your career.
3	Ship's Company Upgrade. A good trade deal or corporate favor grants you 10 points of Augmentation.
4	Smuggler. You are offered the opportunity to smuggle illicit items. If you accept, throw Bribery 8+ or Streetwise 8+. If you succeed, gain a level of that skill and an extra Benefit roll. If you fail, gain an Enemy.
5	Risky Business. You have a chance to risk your fortune on the possibility of a lucrative deal. You may risk as many Benefit rolls as you have. Throw Admin 8+ or Streetwise 8+. If you succeed, you gain half as many additional Benefits as you risked, rounded up. If you fail, you lose the Benefits you risked. Either way, gain a level of the skill that you rolled.
6	Free Trader. You make a good deal on some merchandise. Gain a +1 DM on a Benefit roll.
7	Life Event. Roll on the Life Event table.
8	Contraband. You are caught in possession of contraband and end up in court. Throw Admin 8+; you may trade one Benefit to hire a lawyer with Admin-2 to roll for you. If you succeed, gain one of Admin, or Liaison. If you fail, you must spend next term in Prison.
9	Advanced Training. You receive advanced training. Gain a level of Admin, Engineering, Computer, Piloting, or Vacc-Suit.
10	Pirate Raid. Cartels or privateers attack your ship. Throw Gun Combat 8+, Gunnery 8+ or Dexterity 10+. If you fail, roll on the Injury table. If you succeed, gain another Benefit roll.
11	Exomorphs! You encounter deadly planetary or space born organisms. Throw Gun Combat, Brawling, or Blade Combat 8+ to avoid rolling on the Injury Table. If you succeed, also gain a level in Survival.
12	Merchant Master. Your wheeling and dealing pay off big-time for you and the crew. You gain one Rank, one Benefit, and one level of Broker.

1D6	Career Mishap
1	Caught smuggling illegal goods and fired. Throw Bribery 8+ or SOC 8+ or spend next term in Prison.
2	Your starship is being scrapped and your crews' contracts canceled.
3	Your ship is destroyed in a docking accident and as the only survivor, you receive the blame.
4	Substance abuse destroys your career.
5	Your ship is hijacked and your crew are tortured. After being rescued you fail your psyche evaluation and lose your flight status. Roll on the Injury Table.
6	Poorly secured cargo shifts and you are injured, losing your flight status. Roll on the Injury Table.


# Corporate Agent

<b>Qualification</b>	INT 6+		<b>Commission</b>	SOC 5+
<b>Survival</b>	INT 5+		<b>Advancement</b>	INT 7+
<b>Re-Enlistment</b>	5+			

You prefer the term “Corporate Troubleshooter,” whether freelance or on the payroll. When profits or lives are threatened, the executives send you in to deal with the threat, be it theft, extortion, embezzlement, terrorists, or alien viruses. You have the clearance—and the firepower—to complete the mission.

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Agent	Investigation-1	1	\$500	Weapon
1	Senior Agent	Brawling-1	2	\$1,000	Standard Ticket
2	Supervisor		3	\$1,000	Weapon
3	Asst. Project Leader		4	\$5,000	+1 INT
4	Project Leader	Leader-1	5	\$8,000	+1 EDU
5	Ast Division Chief		6	\$10,000	+1 SOC
6	Division Chief		7	\$20,000	+1 SOC

## Skills and Training

1D6	Personal Dev.	Service	Specialist	INT	Advanced Education	
1	+1 STR	Gun Combat	Forgery	→ 8+	Medical	
2	+1 DEX	Vacc Suit	Investigate		Security	
3	Bribery	Vehicle	Computer		Admin	
4	+1 INT	Streetwise	Carousing		Computer	
5	+1 EDU	Brawling	Comms		Leader	
6	+1 SOC	Recon	Jack-of-Trades		Tactics	

2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	Augmentation Program. Your employer pays for advanced augmentation or implants. Select 10 points of Augmentations.
4	You are assigned a dangerous mission above and beyond your normal duties. Roll Recon 8+, Streetwise 8+, or Gun Combat 8+. If you succeed, gain a bonus Benefit roll. If you fail, roll on the Injury table.
5	Specialist Training. Gain an extra roll on the Specialist Table.
6	Labor Dispute. You infiltrate a group of striking workers or protesters. You may keep the leader out of the report (gain 1 Contact) or help destroy the movement (gain 1 Enemy and an extra Benefit roll).
7	Life Event. Roll on the life event table.
8	Undercover. You go deep undercover into an organized crime family. Throw Bribery, Streetwise, or Security 8+. If successful, gain a Benefit roll. If failed, roll on the Injury Table.
9	Networking. You expand your list of informants. Throw Streetwise 8+ or Bribery 8+ to gain a Contact.
10	Rescue Mission. You lead a mission to rescue a kidnapped VIP. Throw Investigate 8+ or Stealth 8+. If successful, gain a VIP Contact. If failed, roll on the Injury Table.
11	Mentor. A senior agent befriends you. Gain 1 Leadership or Admin, and a Contact.
12	Conspiracy. You uncover a high-reaching conspiracy or enemy operation and are promoted. Gain 1 rank and 1 skill roll.

1D6	Career Mishap
1	You are captured and tortured, -1 INT, then spend next term as a Prisoner, then Muster Out .
2	Your team was annihilated in a double-cross. You survived, but your career did not.
3	A rival killed members of your family and wounded you. Roll on the Injury Table. Gain 1 Enemy.
4	You found out something you weren't supposed to and had to go into hiding.
5	Your investigation discovered government corruption and you were forced to resign by your superiors.
6	You failed an expensive or high-profile mission and were erased from the company records.

# Corporate Exec

<b>Qualification</b>	SOC ≥ 10
<b>Survival</b>	Basic 3+
<b>Re-Enlistment</b>	4+



<b>Commission</b>	EDU 5+
<b>Advancement</b>	INT 10+

The Earth depends on the corporations and conglomerates for everything. You have the connections, leadership, and training needed to run part of this complex organization. Offices are filled with Rank 0 and 1 wage-slaves who will never climb the corporate ladder.

Rank	Title	Skill or Bonus	\$\$\$	1D6	Cash Benefits	Material Benefits
0	Asst. VP	Admin-1		1	\$500	Elite Ticket
1	Vice President	Broker-1		2	\$1,000	+1 EDU
2	Snr VP			3	\$1,000	+1 INT
3	Exec Snr VP			4	\$5,000	Elite Ticket
4	Snr Exec VP			5	\$8,000	Star Envoy Membership
5	Director			6	\$10,000	Elite Ticket
6	Chairman			7	\$20,000	+1 SOC

## Skills and Training

1D6	Personal Dev.	Service	Specialist	→ INT 8+	Advanced Education	
1	Streetwise	Gambling	Broker		Medical	
2	+1 INT	Admin	Liaison		Computer	
3	+1 EDU	Carousing	Vehicle		Admin	
4	+1 SOC	Leader	Broker		Liaison	
5	Carousing	Bribery	Computer		Leader	
6	Bribery	Forgery	Leader		Jack-of-Trades	

2D6	Career Events
2	Assassination Attempt. Roll on the Injury table, but you are not ejected from your career.
3	Celebrity Status. Commercials vault you into celebrity circles. Gain +1 SOC.
4	R&D! Your department's latest augmentation project is a success. Select any one Augmentation.
5	Dividends. Your investments (and inside knowledge) pay-off. Gain an extra Benefit roll.
6	Conspiracy. You are invited to join a conspiracy against a powerful rival executive. If you refuse the offer, gain an Enemy. If you accept the offer, throw Bribery 8+ or Liaison 8+. If you succeed, gain one of Carousing, Liaison, or a Contact. If you fail, throw Admin 8+ to avoid spending next term in Prison.
7	Life Event. Roll on the Life Event table.
8	Corporate Witch-hunt. You can criticize, or even bring down, a questionable corporate executive. If you refuse and support the exec, gain both a Contact and an Enemy. If you attempt to discredit the exec, roll Liaison 8+ or SOC 8+. If you succeed, gain their primary rival as a Contact. If you fail, take a -1 SOC.
9	Acclaimed Leadership. Your directorship is acclaimed by all as being fair and wise. Gain either a jealous rival or an unhappy subject as an Enemy but also gain a DM+2 on your next Benefit throw.
10	Interstellar Tour. You visit several different worlds. Gain one in Pilot, Survival, or Vacc-Suit.
11	Alliance. You make an alliance with a powerful and charismatic member of the government. Gain a Contact and either a level of Leader or a DM+2 on your next Benefit throw.
12	Hostile Takeover. Your efforts lead to the demise of a hostile corporate entity. You gain a rank, and a free skill level.

1D6	Career Mishap
1	Your private hit team messes up, implicating you in a dirty black ops strike.
2	A rival executive conducted a smear campaign against you, forcing you out of a job.
3	Your orders to a mining outpost got a lot of the workers killed and the cover-up fails.
4	Your ties to the underworld unravel – and you must leave the company.
5	You are taken hostage. The corp pays the ransom but quietly retires you. Roll on the Injury Table.
6	Injured during a safety inspection. Roll on the Injury Table.

# Marine

<b>Qualification</b>	INT 4+
<b>Survival</b>	END 6+
<b>Re-Enlistment</b>	6+



<b>Commission</b>	EDU 9+
<b>Advancement</b>	EDU 6+

*Semper Fi*, do or die. The marines specialize in rapid reaction actions in space and planetary assaults. The USMC is the premier force, though most nations and some corporations have their own versions.

Rank	Enlisted	Officer	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Private	-	Gun Combat-1	1	\$500	Standard Ticket
1	Lance Corporal	Lieutenant	Vacc Suit-1	2	\$1,000	Medal & +1 SOC
2	Corporal	Captain		3	\$1,000	+1 EDU
3	Sergeant	Major		4	\$5,000	Weapon
4	Staff Sergeant	Lt. Colonel		5	\$8,000	Star Envoy Membership
5	Gunnery Sgt.	Colonel		6	\$10,000	Elite Ticket
6	Master Sgt.	General		7	\$20,000	+2 EDU

## Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education	
1	+1 STR	Vehicle	Vehicle	→ INT 8+	Medical	
2	+1 DEX	Comms	Mechanical		Security	
3	+1 END	Gun Combat	Electronics		Tactics	
4	Gambling	Survival	Demolitions		Computer	
5	Brawling	Gun Combat	Recon		Leader	
6	Blade Combat	Vacc Suit	Heavy Weapons		Admin	

2D6	Career Events
2	Training Accident. Roll on the Injury table, but you are not ejected from your career.
3	Cyberneck. The unit pays for advanced augmentation. Select 10 points of Augmentation.
4	Advanced Combat Training. You are sent to Orbital Assault School. Gain 1 in Vacc Suit, Leader, or Tactics.
5	Bad Blood. You get into a vocal and public disagreement with your Division Officer. Throw SOC 8+, Carousing 8+, or Leader 8+. If successful, the feud blows over. If failed, lose one Benefit and gain the Div-O as a Rival.
6	Peddling Space. Your unit spends an entire deployment babysitting a long-haul freighter. You spend a lot of time doing nothing. Throw INT 8+ to gain a free roll on the Personal Development table. Otherwise you spend your tour watching vids in the barracks.
7	Life Event. Roll on the Life Event table.
8	Pirate Raid. You are involved in assaulting a cartel space station. Throw Gun Combat 8+ or Vacc Suit 8+. If you succeed, gain 1 in Vacc Suit, Leader, or Tactics. If you fail, roll on the Injury table.
9	Garrison Duty. You are assigned to Earthside garrison duty. Gain 1 in Admin, Carousing, or Gambling.
10	Bug Hunt. Your unit defends a colony against deadly exomorphs. Throw Gun Combat 8+ or Heavy Weapons 8+. If successful, gain 1 roll on the Specialist table. If failed, roll on the Injury Table.
11	Crash Landing. You had a bad feeling about this drop and you were right. The drop ship was shot down by terrorists and crashed in the wilderness. You had to survive for several weeks before rescue. Throw END 8+ or Survival 8+. If successful, gain 1 Recon or Survival.
12	Ooh-Rah! You charge into the fray and turn the tide of the firefight. You earn a field promotion and a medal. Gain 1 rank and +1 SOC.

1D6	Career Mishap
1	You become a POW. Roll once on the injury table, spend next term as a Prisoner, then Muster Out.
2	The major is not impressed with your belligerent mouth and drives you out of the Marines.
3	In a barroom brawl, the other guys pull knives and cut you up bad. Roll on the Injury Table.
4	Wounded in Battle. Roll twice on the Injury, applying the lower result. You receive a Purple Heart.
5	You realize you are nothing but a hit-man for the corporations and resign in disgust.
6	A nasty divorce ruins your life and you end up going AWOL. Lose 1 Benefit roll.

# Marshal

<b>Qualification</b>	INT 7+
<b>Survival</b>	INT 6+
<b>Re-Enlistment</b>	5+





<b>Commission</b>	EDU 8+
<b>Advancement</b>	INT 7+

Someone has to deal with the crime that has followed humanity's journey to the stars. Federal Marshals (and other .gov police) track down and protect travelers from human traffickers, arrest drug mules and cartel enforcers, and enforce laws with integrity. And often do it alone.

Rank	Title	Skill or Bonus		1D6	Cash Benefits	Material Benefits
0	Deputy	Gun Combat-1		1	\$500	Standard Ticket
1	Senior Deputy	Investigation-1		2	\$1,000	Elite Ticket
2	Supervisor			3	\$1,000	+2 INT
3	Assistant Chief			4	\$5,000	+1 EDU
4	Chief Deputy	Admin-1		5	\$8,000	Weapon
5	Marshal			6	\$10,000	Elite Ticket
6	Division Chief			7	\$20,000	+1 SOC

## Skills and Training

1D6	Personal Dev.	Service	Specialist	 INT 8+	Advanced Education	
1	+1 STR	Streetwise	Gun Combat		Medical	
2	+1 DEX	Brawling	Comms		Tactics	
3	+1 END	Vehicle	Vehicle		Investigate	
4	+1 INT	Investigate	Security		Computer	
5	+1 EDU	Recon	Computer		Tactics	
6	+1 SOC	Gun Combat	Jack-of-Trades		Admin	

2D6	Career Events
2	You are involved in a high-speed chase and crash. Roll on the Injury table, but you are not ejected from your career.
3	Augmentation Program. Your government awards your department a grant due to the danger of murderous replicants. Select any single Augmentation.
4	Showdown. You track down an infamous rogue android and the shootout is widely viewed. Throw Recon 8+, Streetwise 8+, or Gun Combat 8+. If successful, you take it down and gain a bonus Benefit roll. If failed, the android shoots you, tells you about what it's seen, and escapes. Roll on the Injury table.
5	Specialist Training. Gain an extra roll on the Specialist Table.
6	Labor Dispute. You infiltrate a group of striking workers or protesters. You may keep the leader out of the report (gain 1 Contact) or help destroy the movement (gain 1 Enemy and an extra Benefit roll).
7	Life Event. Roll on the life event table.
8	Undercover. You go deep undercover into an organized crime family. Throw Streetwise 8+ or Investigate 8+. If successful, gain a Benefit roll. If failed, roll on the Injury Table.
9	A VIP's child is kidnapped. Throw Streetwise 8+ or Carousing 8+ to free hostage. If successful, gain an extra Benefit roll and a VIP Contact. If failed, the child is killed and you gain a VIP Enemy.
10	Walking Tall. You investigate a corrupt director of a large colony. He sends his thugs to kill you when he finds out. Throw Gun Combat 8+ or Stealth 8+. If successful, you defeat the thugs and arrest the man; gain 1 level in whichever skill you used. If you fail, you barely escape. Gain 1 Enemy and roll on the Injury Table.
11	Witness: You are called to core world to act as a witness to an important case you worked. The legal wrangling takes up most of your term, but you manage to learn a lot about how the system works. Gain 1 Admin or Liaison and a Legal Contact.
12	Bodyguard. You are assigned to the security detail of a VIP and thwart an assassination attempt. Gain one rank and one VIP Ally.

1D6	Career Mishap
1	High-profile riots escalate into bloody violence and you are the scapegoat. Roll on the Injury Table.
2	A corrupt marshal sets you up while investigating a powerful crime boss. You are fired.
3	A powerful cartel puts a hit on you after you expose them. You have to go into hiding.
4	A corporate executive has you fired after your investigation implicates him.
5	You lead your team into a trap and most are killed. You resign in disgrace.
6	You barely survive an assassination attempt and go into hiding. Roll on the Injury Table.

# Military Spacer

<b>Qualification</b>	INT 6+
<b>Survival</b>	INT 5+
<b>Re-Enlistment</b>	5+



<b>Commission</b>	SOC 7+
<b>Advancement</b>	EDU 6+

Nations protect their off-world assets with powerful spacecraft. The US Space Command defends American space and delivers USMC forces where they need to go. The USSC grew out of the US Space Force.

Rank	Enlisted	Officer	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Airman	-	Vacc Suit-1	1	\$500	Star Cluster and +1 SOC
1	Airman 1st Class	Lieutenant		2	\$1,000	+1 EDU
2	Snr Airman	Captain		3	\$1,000	+2 EDU
3	Sergeant	Major		4	\$5,000	Elite Ticket
4	Staff Sgt.	Lt. Colonel		5	\$8,000	Standard Ticket
5	Technical Sgt.	Colonel	+1 SOC	6	\$10,000	Elite Ticket
6	Master Sgt.	General		7	\$20,000	Star Envoy Membership

## Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education
1	+1 STR	Vacc Suit	Gunnery	→ INT 8+	Medical
2	+1 DEX	Computer	Mechanical		Navigation
3	+1 END	Loader	Electronics		Engineering
4	+1 INT	Gunnery	Engineering		Computer
5	+1 EDU	Brawling	Leader		Pilot
6	+1 SOC	Gun Combat	Comms		Admin



2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	Gambling Ring. You are stationed on an orbital station for most of the term and join a gambling ring. You may risk a Benefit roll. Throw Carousing 8+ or Gambling 8+. If successful, gain an additional Benefit roll. If failed, lose a Benefit roll.
4	Advanced Integration Program. The service pays for advanced augmentation implants. Select 10 points of Augmentation.
5	Ship Destroyed. Your ship suffers severe damage in battle. To attempt a rescue, Vacc Suit 8+. If successful, gain a crewman Contact and DM+2 on a Benefit throw. If failed, roll on the Injury table. If you choose to only save yourself, you escape unharmed, but DM -2 on next promotion roll.
6	Advanced Commander Training. Gain Leader-1 or Tactics-1.
7	Life Event. Roll on the Life Event table.
8	Battle Stations! Throw Gunnery 8+ or Piloting 8+. If successful, gain one of Computer, Gunnery, Engineering or Piloting. If failed, roll on the Injury Table.
9	Repel Boarders. You foil an attempted hijacking of your DSV by enemy special forces. Gain a military Enemy and a +2 DM on one Benefit roll.
10	Exomorphs! Throw Gun Combat 8+ or Brawling 8+. If successful, gain 1 Rank. If failure, roll for Injury.
11	Electronic Warfare Training. Gain one in Comms, Computer, or Electronics.
12	Rescue Mission. You lead a small team of spacers that rescue a VIP and family from a hijacked executive yacht. Your exemplary service has gained you a promotion. You gain one Rank, +1 SOC, and one VIP Ally.

1D6	Career Mishap
1	You inadvertently infect your DSV's systems with a computer virus, shutting down the computer core requiring a very visible and expensive rescue operation. You are forced to resign.
2	Your DSV attacks a civilian ship by mistake. Your department was involved and everyone was administratively discharged. Throw Admin 8+ or SOC 8+ or spend next term in Prison.
3	Your division officer doesn't like you referring to them as a corp-whore and arranges your discharge.
4	A practical joke goes wrong, injuring you and getting a medical discharge. Roll on the Injury Table.
5	A deadly alien infestation on-board ship that you survive is covered up by Command. You are quietly discharged and forced to sign an NDA about the incident.
6	Your whole crew awakes from hypersleep with severe radiation sickness. There is no explanation, but all of you exceeded your allowable single-dose radiation exposure limit and are discharged. -1 END.

# Physician

<b>Qualification</b>	INT 9+
<b>Survival</b>	INT 3+
<b>Re-Enlistment</b>	5+



<b>Commission</b>	EDU 6+
<b>Advancement</b>	EDU 8+

Medical facilities are in short supply across the Off-World Colonies, your skill as a doctor makes you a valuable asset for any starship, outpost, colony or mine. You might be the first to analyze new, alien diseases. You might be one step ahead of the medical board.

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Medical Tech	Medical-1	1	\$500	Standard Ticket
1	Intern	Medical-1	2	\$1,000	Elite Ticket
2	Resident	Medical-1	3	\$1,000	+2 INT
3	Doctor		4	\$5,000	+1 EDU
4	Doctor		5	\$8,000	Weapon
5	Dept. Head	Admin-1	6	\$10,000	Elite Ticket
6	Med. Director	+1 SOC	7	\$20,000	+1 SOC

## Skills and Training

1D6	Personal Dev.	Service	Specialist	Advanced Education
1	+1 STR	+1 DEX	Liaison	Liaison
2	+1 DEX	Electronics	Investigate	Medical
3	+1 END	Medical	Mechanical	Admin
4	+1 INT	Streetwise	Electronics	Computer
5	+1 EDU	Medical	Computer	+1 INT
6	+1 SOC	Investigate	Admin	+1 EDU



2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	Sales Rep. An influential corporate sales team offers you a free augmentation if you recommend their product to your patients. If you agree, select 10 points in Augmentation.
4	Sample Spill! You are infected while researching a deadly outbreak. Roll on the Injury Table, but gain +1 SOC.
5	Doctors Without Orbits. You volunteer to help the Frontier Foundation by providing medical services for colonies. Gain one of Agriculture, Medical, or Survival.
6	Back Alley Doctor. A criminal organization contacts you to save one of them that have been shot with no questions. If you agree, gain 1 Contact and one Benefit roll. If you refuse, gain 1 Enemy. If you contact law enforcement, roll Streetwise 8+. If successful, gain +1 SOC. If failed, roll on the Injury Table and gain 1 Enemy.
7	Life Event. Roll on the Life Event table.
8	Ship's Doctor. You sign on for a tour with a spacer crew. Gain one of Carousing, Computer, or Vacc-Suit.
9	Plagiarism. You have an opportunity to steal another scholar's work. Exploit it, and receive an extra Benefit roll, but gain your victim as an Enemy; avoid the temptation, and you gain nothing but integrity.
10	Exomorphs! You try to save a patient with strange symptoms. In the middle of the procedure, a deadly organism explodes from his guts. Roll DEX 8+ or roll on the Injury Table.
11	Professor. You meet a famous researcher at a conference and become good friends. Gain 1 Contact.
12	Virus Hunter. You discover the cure to a mysterious colonial disease. Gain one Rank and +1 SOC.

1D6	Career Mishap
1	You botch a surgery leading to the death of a powerful VIP. Lose all benefits after years of litigation.
2	A genetic experiment escapes the lab on your watch. Roll on the Injury Table.
3	You can't take the stress and lose your position due to substance abuse. -1 SOC.
4	You win a malpractice suit, but are black-listed and forced to leave the profession.
5	An outbreak of a deadly virus is traced to your office. Spend next term in Prison.
6	Peaceful protesters bomb your facility/lab/hospital. Roll on the Injury Table.

# Pirate

<b>Qualification</b>	STR 5+
<b>Survival</b>	DEX 7+
<b>Re-Enlistment</b>	5+



<b>Commission</b>	END 7+
<b>Advancement</b>	INT 6+

You were a corsair, raider, or smuggler, probably for one of the cartels. You did monstrously illegal, but extremely lucrative, things. Or you may have simply been an independent trader falsely accused by the corps, and was then forced to live by skirting the law. Ships are expensive and the corps have all the cards. Pirates have to be smart.

Rank	Title	Skill or Bonus		1D6	Cash Benefits	Material Benefits
0	Deck Thug	Vacc-Suit-1		1	\$500	+1 INT
1	Bo'sun	Brawling-1		2	\$1,000	Weapon
2	Deck Chief			3	\$1,000	Weapon
3	Division Officer			4	\$5,000	Standard Ticket
4	First Mate	Pilot-1		5	\$8,000	Standard Ticket
5	Captain			6	\$10,000	Elite Ticket
6	Cartel Boss			7	\$20,000	Star Envoy Membership

## Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education	
1	+1 STR	Streetwise	Vacc-Suit	→ INT 8+	Computer	
2	+1 DEX	Vacc-Suit	Forgery		Investigation	
3	+1 END	Gun Combat	Mechanical		Engineering	
4	Blade Combat	Brawling	Electronics		Medicine	
5	Gambling	Gunnery	Jack-of-Trades		Leader	
6	Carousing	Comms	Pilot		Pilot	

2D6	Career Events
2	Pirate Diplomacy. Roll on the Injury table, but you are not ejected from your career.
3	Gambling Ring. You join a gambling ring aboard your ship. You may risk a Benefit roll. Throw Carousing 8+ or Streetwise 8+. If you succeed, gain an additional Benefit roll. If you fail, lose a Benefit roll.
4	Smuggling. Pirates often dabble in smuggling, and this time such an opportunity arises. Throw Bribery 8+, or Streetwise 8+; if you succeed, gain an extra benefit. If you fail, go to Prison.
5	Pirate 2.0. You hijack a cargo of implants. Select 10 points of Augmentation.
6	Colonial Raid. You raid a frontier colony. Throw Recon 8+ or Comms 8+ to locate good loot; if you succeed, gain an extra benefit.
7	Life Event. Roll on the Life Event table.
8	Awful Green Things. You board a commercial freighter and end up releasing a deadly exomorph! Throw Gun Combat 8+ or Vacc-Suit 8+. If successful, gain an extra Benefit roll. If failed, roll on the Injury Table.
9	Your ship ambushes a governmental, corporate, or corsairs convoy. Throw Gunnery 8+ or Piloting 8+; succeed, and gain one of Computer, Gunnery, Engineering, or Piloting; fail, and roll on the Injury Table.
10	Vultures of a Feather. You and an official you are attempting to bribe become fast friends. Gain a Contact.
11	Stranded! Your ship crash-lands and you are stranded on a marginally habitable far-frontier world. Throw END 8+; if you succeed, gain a level in Survival; if you fail, roll on the Injury Table.
12	Mutiny—led by you! Your fame and influence allow you to take command of the ship—for now. You gain a rank, Leader 1, and +2 DM to a Benefit roll.

1D6	Career Mishap
1	Almost spaced! Rivals in the crew ambush you and you barely escape. Roll on the Injury Table.
2	Repel Boarders. A boarding action goes wrong and you are captured by the authorities. Lose one Benefit roll from this career and go to Prison.
3	Betrayed. One of your Contacts or Allies betrays you to the authorities, ending your career. That Contact or Ally becomes an Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and then gain a Rival or Enemy.
4	A heist goes wrong, crew members die, forcing you to flee off-planet.
5	A US Marshal or Corporate Agent almost catches you while dirt-side. You are left behind when the ship flees and you barely escape yourself and go into hiding. The officer vows to find you. Gain an Enemy.
6	I shot the Sheriff. You are caught in a sting operation that turns into a gun fight. Throw Gun Combat 8+. If successful, gain an Enemy and go on the lam. If failed, spend next term in Prison.

# Prisoner

<b>Qualification</b>	Crime	<i>Failing a Survival test does not end the prison term, unless you die.</i>	<b>Commission</b>	INT 7+
<b>Survival</b>	END 7+		<b>Advancement</b>	STR 8+
<b>Parole *</b>	6+			

Prisons are dark and violent and have been built throughout human space. Sure they could just put someone in cryo-sleep for the duration, but what kind of lesson would that teach? If you make it out, it's a good time to turn over a new leaf and become an independent contractor.

Rank	Title	Skill or Bonus	* A Prisoner must pass a <b>Parole</b> test at the end of their term or spend another term as a Prisoner.	1D6	Cash Benefits	Material Benefits
0	Inmate			1	\$0	Standard Ticket
1	Ganger	Streetwise		2	\$0	+1 STR
2				3	\$0	Gain Contact
3	Enforcer	Brawling		4	\$100	Standard Ticket
4	Fixer	Broker	+1 DM per additional Prisoner term.	5	\$200	+1 EDU
5				6	\$300	+2 EDU
6	Block Boss	Gain Contact		7	\$500	Gain Ally

## Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education
1	+1 STR	Agriculture	Blade Combat	→ INT 8+	Admin
2	+1 STR	Bribery	Vehicle		Computer
3	+1 END	Carousing	Broker		Engineering
4	Brawling	Admin	Security		Medical
5	Gambling	Vacc-Suit	Jack-of-Trades		Leader
6	Streetwise	Loader	Mechanical		Mechanical



2D6	Career Events
2	Riots! The facility is overrun during a bloody riot. The response is even bloodier. Roll on the Injury Table.
3	Gambling Ring. You may choose to gamble for a Benefit roll. Roll Gambling 8+. If successful, gain a Benefit roll. If failed, lose your benefit roll for this term.
4	Test Subject. You are taken to a lab and experimented on. Roll END 7+. If successful, gain a random Augmentation. If failed, Roll on the Injury Table. There might be other, darker, side-effects as well.
5	Hard Labor. You are assigned to a long-term work crew. Gain END +1, Agriculture, or Loader.
6	Gang Banger. You join a gang for protection. Get some wicked "tats" and a Gang ally. Don't be surprised if they contact you on the outside, too.
7	Vocational Training. Gain 1 free skill roll.
8	You are asked to testify against another inmate. If you agree, automatically pass your next Parole test, but gain an Enemy. If you decline, automatically fail your next Parole test but gain an Ally.
9	Fight Club. You are coerced by the guards into their prisoner arena. Roll Brawling 8+. If successful, gain Brawling 1 and an extra Benefit roll. If failed, Roll on the Injury Table. If you turn in the guards, -2 DM to your next Parole test and gain an Enemy.
10	Escape. You are invited to help a group of fellow inmates escape. Roll INT 8+ if you accept. A success means you escape and gain 1 Criminal Contact. A Failure applies -3 DM to your next Parole test. You may decline and stay out of trouble, or snitch for a +2 DM to your next Parole test and gain an Enemy.
11	Your mouth gets you in trouble. Roll Brawling 8+. If you succeed, no one messes with you again and you get an extra Benefit roll. If you fail, Roll on the Injury Table and gain 1 Criminal Enemy.
12	Spacer's Redemption. You gain the Warden's trust and ignore the lewd rumors. Gain +3 to your next Parole roll and the Warden as an ally.

1D6	Career Mishap
1	The guards look the other way as you are shanked in the shower. Game over man, game over!
2	Your prison tattoo gets infected (-1 END) and looks like a child's crayon drawing.
3	A nasty virus spreads through the prison. Roll on the Injury Table.
4	Gang war! Roll on the Injury Table.
5	Snitches get stiches! True or not, roll on the Injury Table.
6	You catch the Warden in a conspiracy and try to blackmail him. Your body is never found.

# Ranger

<b>Qualification</b>	END 9+
<b>Survival</b>	STR 6+
<b>Re-Enlistment</b>	5+



<b>Commission</b>	INT 5+
<b>Advancement</b>	END 6+

You are a wilderness and survival expert who can carry out search and rescue operations, resource identification and serve as a scout and guide for colonial expeditions across the planet. The Martian Rangers and Action For Peace Foundation both have renowned forces of Rangers.

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Ranger	Survival-1	1	\$500	Standard Ticket
1	Asst. Team Ld.		2	\$1,000	Standart Ticket
2	Team Leader		3	\$1,000	Weapon
3	Deputy Ranger		4	\$5,000	Weapon
4	Chief Ranger		5	\$8,000	+1 DEX
5	Area Cmdr.		6	\$10,000	+2 STR
6	District Cmdr.		7	\$20,000	Elite Ticket

## Skills and Training

1D6	Personal Dev.	Service	Specialist	INT	Advanced Education
1	+1 STR	Gun Combat	Mechanical	→ 8+	Medical
2	+1 DEX	Agriculture	Electronics		Computer
3	+1 END	Survival	Comms		Jack-of-Trades
4	+1 INT	Recon	Recon		Leader
5	Gun Combat	Vehicle	Vehicle		Medical
6	Blade Combat	Survival	Survival		Mechanical



## 2D6 Career Events

2	Vehicle Crash. Roll on the Injury table, but you are not ejected from your career.
3	Ambushed. Your prey (human or animal) becomes the hunter. Throw Gun Combat 8+, Recon 8+, or Stealth 8+. If successful, you find their lair / hideout and discover valuables; gain one Benefit roll. If failed, roll on the Injury Table.
4	Venomous Bite! You are bitten by a venomous beast / plant while in the wilderness. You barely make it back. Your employers pay to replace your damaged organs. Select any one Augmentation.
5	Survey Duty. You are hired by a Scout Survey team to deal with local predators on an alien world. Gain one of Gun Combat, Recon, or Stealth
6	Exemplary Service. You perform a great, but secret, service to the Mining Regulation Commission (MRC). Gain DM+1 on one Benefit roll or one Contact.
7	Life Event. Roll on the Life Event table.
8	Hostile Environment. You are assigned duty on a world with a toxic atmosphere. Gain one in Survival or Vacc-Suit.
9	Rescue Mission. Your team is sent to locate a crashed vehicle carrying a VIP on a tour. Throw Recon 8+. If you succeed, gain a VIP Ally. If you fail, gain a VIP Enemy.
10	Bug Hunt! You are assigned to hunt down a deadly xenomorph that attacked a colony. Throw Gun Combat, Recon, or Survival 8+ to avoid Injury. If successful, gain a level in the skill used. If failed, roll on the Injury Table.
11	Conscription. In accordance with your contract, Section 12.A subsection 4, you are called up to aid local military forces to hunt down a terrorist cell. Gain one in Leader or one Military Contact.
12	Man Hunt! You single-handedly track down and kill a deadly replicant, rescuing a group of hostages it was holding. Gain an extra Benefit roll and one free skill roll on a skill table of your choice.

## 1D6 Career Mishap

1	A client accidentally shoots you during a hunting safari. Roll on Injury Table.
2	A rival law-enforcement agency beats you to a highly visible bust. Your whole team is quietly let go.
3	An expedition to track down terrorists ends in an ambush, people are killed and you are fired.
4	Attacked by dangerous alien exomorphs. Roll on Injury Table.
5	You were lost in the wilderness and suffered long-term exposure (-1 END) after a vehicle crash.
6	Your team fails to rescue a VIP stranded in the wilds.

# Rogue



<b>Qualification</b>	END 6+
<b>Survival</b>	INT 6+
<b>Re-Enlistment</b>	5+

<b>Commission</b>	STR 8+
<b>Advancement</b>	INT 6+

Some people don't live by the rules; they make up their own or ignore them all. You might be a gangster, a grifter, thief, rebel, scavenger, or a mere vagabond making a living day-by-day. Titles are examples for organized crime or gangs. Independent rogues don't use them, rank instead representing respect in their circles.

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Ganger	Streetwise-1	1	\$500	Standard Ticket
1	Associate	Blade Combat-1	2	\$1,000	+1 SOC
2	Enforcer		3	\$1,000	Weapon
3	Captain		4	\$5,000	Weapon
4	Fixer	Broker-1	5	\$8,000	Elite Ticket
5	Hand		6	\$10,000	Contact
6	Boss		7	\$20,000	Star Envoy Membership

## Skills and Training

1D6	Personal Dev.	Service	Specialist	INT	Advanced Education
1	+1 STR	Blade Combat	Streetwise	→ 8+	Tactics
2	+1 DEX	Gun Combat	Forgery		Bribery
3	+1 END	Brawling	Bribery		Forgery
4	Brawling	Vehicle	Demolition		Computer
5	Blade Combat	Recon	Security		Leader
6	Carousing	Streetwise	Blade Combat		Jack-of-Trades




2D6	Career Events
2	You get jumped in another gang's turf. Roll on the Injury table, but are not ejected from your career.
3	Rat! You have an opportunity to inform on a rival criminal. Betray them to the authorities and gain an extra Benefit roll but receive them as an Enemy; keep your mouth shut, and receive them as a Contact.
4	Chromed up! You lift some prime implants. Select a single Augmentation up to 10 points.
5	#Hackerslife! You branch out into cybercrime, and pay a hacker to help. Throw Computer 8+ (treat as skill 1 if unskilled). If successful, gain an additional Benefit throw. If failed, go to Prison.
6	It's a raid! You get caught up in a raid by corp or gov police. You may try to defend yourself; throw Admin 8+ or Bribery 8+, or spend next term in Prison. You can hire a hotshot lawyer to defend you; lose one Benefit but gain the lawyer as a Contact and avoid Prison.
7	Event. Roll on the Life Event table.
8	Heist! You participate in a high-stakes criminal operation. Throw Computer 8+, Stealth 8+, or Streetwise 8+; if you succeed, gain an extra Benefit throw. If you fail, go to Prison.
9	Gang War! You become involved in a feud between gangs. Throw Gun Combat 8+ or any Melee skill 8+; if you succeed, gain a level in Streetwise; if you fail, roll on the Injury Table.
10	You join a gambling ring. You may risk a Benefit roll. Throw Gambling 8+. If successful, gain an additional Benefit roll. If failed, lose a Benefit roll.
11	Mentor. You befriend a famous gang boss. Gain them as a Contact and +1 SOC.
12	You uncover a snitch in the gang just in time to save the boss. Gain a rank and a bonus Benefit roll.

1D6	Career Mishap
1	You get arrested in a raid and testify to avoid prison. You flee, always looking over your shoulder.
2	One of your contacts flips and turns you in. Gain an Enemy and spend a term in Prison.
3	Your rise in the family is cut short by a hit from a rival gang that nearly kills you. Roll on the Injury Table.
4	You are caught red-handed, arrested, and spend a term in Prison.
5	A rival in the gang convinces the boss you're a snitch. You barely escape the hit and flee off-world.
6	You are injured in a shootout with a rival gang and retire. Roll on the Injury Table.



# Roughneck

<b>Qualification</b>	END 6+		<b>Commission</b>	STR 8+
<b>Survival</b>	INT 6+		<b>Advancement</b>	END 7+
<b>Re-Enlistment</b>	7+			

You work long hours doing the hard work that makes the company profitable: asteroid mining, loading, hauling cargo, and drilling, to name a few. You have to be smart and tough, but the pay is good if you make quota.

Rank	Title	Skill or Bonus		1D6	Cash Benefits	Material Benefits
0	Roustabout	Vacc Suit-1		1	\$500	Standard Ticket
1	Floorhand	Mining-1		2	\$1,000	Standard Ticket
2	Asst. Driller			3	\$1,000	Weapon
3	Driller			4	\$5,000	Elite Ticket
4	Toolpusher	Mechanical-1		5	\$8,000	+1 EDU
5	Superintendent			6	\$10,000	+1 INT
6	Gen. Manager			7	\$20,000	Elite Ticket

## Skills and Training

1D6	Personal Dev.	Service	Specialist		Advanced Education	
1	+1 STR	Vacc Suit	Streetwise		Navigation	
2	+1 DEX	Mining	Electronics		Medical	
3	+1 END	Loader	Vehicles		Electronics	
4	Gambling	Demolitions	Mechanical		Computer	
5	Vacc Suit	Comms	Mining		Engineering	
6	Brawling	Vehicle	Admin		Jack-of-Trades	

2D6	Career Events
2	Workers Comp. Roll on the Injury table, but you are not ejected from your career.
3	Specialist Training. You get on-the-job training. Gain one of Computer, Electronics, Comms, or Demolitions.
4	Explosion. An impending mining explosion threatens your ship or mine. Throw Vacc Suit 8+ or Loader 8+. If successful, gain +1 Demolitions. If failed, roll on the Injury Table.
5	Protection Racket. A cartel organizes a protection racket in your area. If you pay, lose one Benefit roll. If you resist, throw Gun Combat, Brawling, or Demolitions 8+. If successful, gain Streetwise-1 but also a criminal Enemy. If failed, roll on the Injury Table.
6	Bureaucracy. You find yourself counting beans for your mining operation this term. Gain Admin-1.
7	Life Event. Roll on the Life Event table.
8	Drone Operations. You oversee a delicate remote mining operation. Gain Comms-1 or an extra Benefit roll.
9	Strike! Support the strike and gain a Contact in the union and a corporate Enemy. Cross the line and gain an extra Benefit roll and an Enemy in the union.
10	Investment. A major bank invests in your mining operation. Roll SOC 8+ to gain an additional Benefit roll.
11	Cyber-terrorism. A terrorist hacker subverts your ship's drones and robots. Throw Gun Combat 8+ or Computer 8+. If successful, gain Computer-1. If failed, roll on the Injury Table.
12	Accident Prevention. Your attention to detail and quick thinking prevent a costly accident. Gain a free skill roll and one rank.

1D6	Career Mishap
1	A chronic, work-related illness causes you to retire.
2	You file a report about working conditions to the MRA. You are subsequently fired and black-listed.
3	You are the scapegoat for a costly accident and fired. Was it your fault?
4	You show up to work under the influence and cause an accident. Spend next term as a Prisoner.
5	You speak out against union policies and some other members pay you a visit before expelling you. Roll on the Injury Table.
6	You failed to properly inspect your equipment and it fails catastrophically. Roll on the Injury Table.


# Scientist

<b>Qualification</b>	EDU 6+		<b>Commission</b>	EDU 5+
<b>Survival</b>	INT 3+		<b>Advancement</b>	EDU 8+
<b>Re-Enlistment</b>	5+			

Much like Einstein's circle of knowledge, as man's expansion into space grows, so does the darkness surrounding it. Your work is critical to corporation development and exploitation, but somewhere between paychecks you find time to solve mysteries for the sake of science!

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Researcher	Investigate-1	1	\$500	Standard Ticket
1	Scientist		2	\$1,000	Standard Ticket
2	Senior Scientist	Computer-1	3	\$1,000	Weapon
3	Deputy Leader		4	\$5,000	Elite Ticket
4	Science Leader		5	\$8,000	+1 EDU
5	Asst. Director		6	\$10,000	+1 INT
6	Director	Admin-1	7	\$20,000	Elite Ticket

## Skills and Training

1D6	Personal Dev.	Service	Specialist	INT	Advanced Education	
1	+1 STR	Gun Combat	Mechanical	→ INT 8+	Medical	
2	+1 DEX	Comms	Electronics		Computer	
3	+1 END	Investigate	Vacc Suit		Admin	
4	+1 INT	Vehicle	Computer		Leader	
5	+1 EDU	Comms	Investigate		Navigation	
6	+1 EDU	Survival	Vehicle		Jack-of-Trades	

2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	R&D. You assist a local research group and they develop an augmentation, you get one as part of the team. Select 10 points of Augmentations.
4	Eureka! You make a breakthrough in your research. Gain DM+2 to one Benefit roll.
5	Field Work. You conduct your research on the far frontier. Gain a level in Survival or Vehicle (Ground).
6	Immoral Research. You are offered an opportunity to engage in immoral, potentially illegal, research. Accept, and gain a level in Investigate, Computer, or Medical. Refuse, and you do not receive this skill. Blow the whistle and gain the project lead as an Enemy, but gain one Benefit roll as a reward.
7	Life Event. Roll on the Life Event table.
8	Confidential Project. You work on a secret project for a powerful organization. Keep your mouth shut and gain a level in Investigate, Liaison, or Medicine. Sell the results to a rival company and gain an extra Benefit roll with DM+2, but the organization as your Enemy.
9	Plagiarism. You have an opportunity to steal another scholar's work. Exploit it, and receive an extra Benefit roll, but gain your victim as a Rival; avoid the temptation, and you gain nothing but your integrity.
10	Talent Grab. A rival organization decides to kidnap you and force you to work for them. Try to escape and throw DEX 8+ to avoid Injury. Agree to stay and gain an extra Benefit roll from your new employer but gain your former employer as an Enemy.
11	Mentor. You work with a prominent and famous academician. Gain +1 EDU and an academic Ally.
12	Peer Review. Your research is highly acclaimed, bringing fame to you and your employer. Gain one Rank, and a free skill level in any already known skill.

1D6	Career Mishap
1	Your work is sabotaged and blackened by a third party. Lose all benefits.
2	A rival corp attempts to kidnap you and steal your research; you must flee.
3	You are involved in illegal research and rumors are spread about you. Reduce SOC by 1.
4	An expedition goes wrong, resulting in several deaths. You are the scapegoat.
5	Your experiments have unpredictable results, and the project is shut down for good.
6	A rival corporation attacks your facility/operation. Roll on the Injury Table.


# Survey Scout

<b>Qualification</b>	STR 7+
<b>Survival</b>	END 7+
<b>Re-Enlistment</b>	3+




<b>Commission</b>	INT 4+
<b>Advancement</b>	EDU 8+

Your job as a corporate resource scout is to find these and other lucrative materials on moons, planets and asteroids. You will be exploring, prospecting, analyzing and then staking your claim.

Rank	Title	Skill or Bonus		1D6	Cash Benefits	Material Benefits
0	Scout	Survival-1		1	\$500	Standard Ticket
1	Senior Scout	Pilot-1		2	\$1,000	+2 INT
2	Supervisor			3	\$1,000	+1 EDU
3	Mission Spec.			4	\$5,000	Weapon
4	Senior Specialist			5	\$8,000	Weapon
5	Mission Chief			6	\$10,000	Elite Ticket
6	Ops. Chief			7	\$20,000	Star Envoy Membership

## Skills and Training

1D6	Personal Dev.	Service	Specialist	→ INT 8+	Advanced Education	
1	+1 STR	Vehicle	Vehicle		Medical	
2	+1 DEX	Vacc Suit	Mechanical		Navigation	
3	+1 END	Mechanical	Electronics		Engineering	
4	+1 INT	Mining	Investigate		Computer	
5	+1 EDU	Comms	Gunnery		Pilot	
6	Gun Combat	Mining	Medical		Jack-of-Trades	

2D6	Career Events
2	Injury. Roll on the Injury table, but you are not ejected from your career.
3	Ambushed. A rival corporation's vessel ambushes your ship. Throw Piloting 8+ or Gunnery 8+. If failed, roll on the Injury table. If successful, gain a DM+1 on one Benefit roll.
4	Radiation Storm! You are caught in a severe radiation storm and your employers pay to replaced your damaged organs. Select a single Augmentation up to 15 points.
5	Survey Duty. You survey an alien world. Gain one of Vehicle, Admin, or Survival.
6	Exemplary Service. You perform a great, but secret, service to the Mining Regulatory Commission (MRC). Gain DM+1 on one Benefit roll or one Contact.
7	Life Event. Roll on the Life Event table.
8	Deep Space Travel. You spend several years jumping from world to world. Gain one of Engineering, Computer, Piloting, or Vacc-Suit.
9	Rescue Mission. Your ship is the first vessel on the scene of a disaster. Throw Engineering 8+ or Medicine 8+. If you succeed, gain a level in the skill you tested and a Contact. If you fail, gain an Enemy.
10	Exomorphs! You encounter deadly planetary organisms. Throw Gun Combat 8+, Mining 8+, or Survival 8+ to avoid Injury. If successful, gain a level in that skill. If failed, roll on the Injury Table.
11	Courier Duty. Your ship is pulled from it's regular mission to act as tour guide and deliver messages for a powerful executive. Gain either Liaison, Steward, or a high-ranking Ally in a megacorp.
12	El Dorado! You spend time on the fringes of known space and discover a new world or unsanctioned colony of great worth. Gain one Rank roll and one free skill level.

1D6	Career Mishap
1	Injured on a mining survey expedition. Roll on Injury Table.
2	Your lander crashed on a remote planet. Roll on Injury Table.
3	Your team locates a valuable resource, but claim-jumpers ambush you. Deaths are blamed on you.
4	You convince your boss to invest heavily in a surveyed site. It is a bust and you are let go in disgrace.
5	Those valuable geodes were actually the shells of dangerous alien exomorphs that wiped out the rest of the crew. Roll on Injury Table.
6	You led a risky and unapproved mission and it was a disaster, costing millions—and your job. Lose 1 Benefit.

# Technician

<b>Qualification</b>	EDU 7+		<b>Commission</b>	EDU 4+
<b>Survival</b>	INT 4+		<b>Advancement</b>	EDU 8+
<b>Re-Enlistment</b>	5+			

Skilled engineers and technicians hold interstellar society together, and when something goes wrong, you will be the first on the scene to work out what happened and how it can be fixed

Rank	Title	Skill or Bonus	1D6	Cash Benefits	Material Benefits
0	Apprentice	Elec or Mech-1	1	\$500	Standard Ticket
1	Technician		2	\$1,000	Elite Ticket
2	Tech Specialist		3	\$1,000	Weapon
3	Tech Support	Computer-1	4	\$5,000	+1 INT
4	Project Manager		5	\$8,000	+1 EDU
5	Tech Manager		6	\$10,000	+1 DEX
6	Tech Director		7	\$20,000	+2 EDU

## Skills and Training

1D6	Personal Dev.	Service	Specialist	Advanced Education
1	+1 STR	Vehicle	Investigate	Mechanical
2	+1 DEX	Electronics	Vehicle	Computer
3	+1 END	Mechanical	Computer	Admin
4	+1 INT	Comms	Security	Electronics
5	Brawling	Vacc Suit	Engineering	Engineering
6	Gun Combat	Loader	Jack-of-Trades	Jack-of-Trades



INT  
8+



## 2D6 Career Events

2	Live Wire. You forget to power down the equipment. Roll on the Injury table, but you are not ejected from your career.
3	#Hackerlife. A close friend or lover needs you to illegally erase some personal files. If you refuse, they become MIA. Turn them in to gain an Enemy and a DM +2 to a Benefit roll. If you agree, roll Security 8+ or Computer 8+. If successful, gain an Ally and one Benefit roll. If you fail, spend the next term in Prison.
4	System Integration. Your project manager wants to improve your efficiency and offers to pay for an augmentation. Select 10 points worth of Augmentations.
5	Brave New World. You are assigned to help set up a new colony. Gain one of Agriculture, Loader, or Survival.
6	Exemplary Service. You pull through for your boss during a project deadline and he shows his appreciation. Gain DM+1 on one Benefit roll or gain one Contact.
7	Life Event. Roll on the Life Event table.
8	Deep Space Tour. You sign on to a freelance trader and travel the stars. Gain one of Engineering, Comms, Piloting, or Vacc-Suit.
9	Software Update leads to failure. Throw Engineering, Electronics, or Computer 8+ to uninstall and restore operations. If successful, gain one Benefit roll.
10	Ghost in the Shell! Cyber-terrorists try to gain physical access to your space. Roll Security 8+ or Computer 8+. If successful, gain one Benefit and one level in Security or Computer. If failed, roll on the Injury Table.
11	Technical Sales Rep. Your employer sends you on a military patrol to act as system specialist for equipment they are trying to sell to the USSC. Gain one in Engineering, Gun Combat, or Vacc-Suit.
12	Field Upgrade. You figure out a way to correct an expensive and embarrassing fault in the company's premier service or product. The top brass are impressed. Gain one Rank and one VIP Ally.

## 1D6 Career Mishap

1	Injured in the workplace. Roll on Injury Table.
2	Catastrophic fire is caused by your negligence.
3	A rival takes all the credit for your 'big project' and publicly humiliates you.
4	You help contain a massive equipment failure, but are hurt in the blast. Roll on Injury Table.
5	You falsify maintenance reports to indicate you did work that you didn't. It causes an important project to fail and you are released in disgrace.
6	Your boss is incompetent and insists on telling you—wrongly—how to do your job. You tell him off one too many times and are fired.