

STANDARD

These are the standard careers. There are a lot of them as each career also has three branches that differentiates it from the others.

The nicety of going the standard route is that you can change careers. The downside is that there are few guarantees you will get the skills you want. From my experience, most of the time you get between 50% - 75% of what you are looking for. But you can increase skills and learn new skills during the game, it just takes time.

Players trying to get the extra skills they want is where the saying "*I died in chargen*" / "*I died in character generation*" came from. But that is no longer a problem. Also, the more terms you take, the greater the chance of age taking its toll on you and your physical stats declining.

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AGENT

Law enforcement agencies, corporate operatives, spies and others who work in the shadows.

Qualification: INT 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following:

Law Enforcement: You are a police officer or detective.

Intelligence: You work as a spy or saboteur.

Corporate: You work for a corporation, spying on rival organisations.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Law Enforcement	END 6+	INT 6+
Intelligence	INT 7+	INT 5+
Corporate	INT 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr2000	INT +1
3	Cr5000	Ship Share
4	Cr7500	Weapon
5	Cr10000	Cybernetic Implant
6	Cr25000	SOC +1 or Cybernetic Implant
7	Cr50000	TAS Membership

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Gun Combat	Streetwise	Advocate
2	DEX +1	Drive	Language
3	END +1	Investigate	Explosives
4	Melee	Flyer	Medic
5	INT +1	Recon	Vacc Suit
6	Athletics	Gun Combat	Electronics

1D	LAW ENFORCEMENT	INTELLIGENCE	CORPORATE
1	Investigate	Investigate	Investigate
2	Recon	Recon	Electronics (computers)
3	Streetwise	Electronics (comms)	Stealth
4	Stealth	Stealth	Carouse
5	Melee	Persuade	Deception
6	Advocate	Deception	Streetwise

RANKS AND BONUSES

RANK	LAW ENFORCEMENT	SKILL OR BONUS
0	Rookie	—
1	Corporal	Streetwise 1
2	Sergeant	—
3	Detective	—
4	Lieutenant	Investigate 1
5	Chief	Admin 1
6	Commissioner	SOC +1

RANK	INTELLIGENCE/CORPORATE	SKILL OR BONUS
0	—	—
1	Agent	Deception 1
2	Field Agent	Investigate 1
3	—	—
4	Special Agent	Gun Combat 1
5	Assistant Director	—
6	Director	—



ARMY

Members of the planetary armed fighting forces. Soldiers deal with planetary surface actions, battles and campaigns. Such individuals may also be mercenaries for hire.

Qualification: END 5+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:

Support: You are an engineer, cook or in some other role behind the front lines.

Infantry: You are one of the Poor Bloody Infantry on the ground.

Cavalry: You are one of the crew of a gunship or tank.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Infantry	STR 6+	EDU 6+
Cavalry	DEX 7+	INT 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr2000	Cybernetic Implant
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr10000	Weapon
5	Cr10000	Armour
6	Cr20000	END +1 or Cybernetic Implant
7	Cr30000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Drive or Vacc Suit	Tactics (military)	Tactics (military)
2	DEX +1	Athletics	Electronics	Leadership
3	END +1	Gun Combat	Navigation	Advocate
4	Gambler	Recon	Explosives	Diplomat
5	Medic	Melee	Engineer	Electronics
6	Melee	Heavy Weapons	Survival	Admin

1D	SUPPORT	INFANTRY	CAVALRY
1	Mechanic	Gun Combat	Mechanic
2	Drive or Flyer	Melee	Drive
3	Profession	Heavy Weapons	Flyer
4	Explosives	Stealth	Recon
5	Electronics (comms)	Athletics	Heavy Weapons (vehicle)
6	Medic	Recon	Electronics (sensors)

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Private	Gun Combat 1
1	Lance Corporal	Recon 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	—
6	Sergeant Major	—

RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Major	Tactics (military) 1
4	Lieutenant Colonel	—
5	Colonel	—
6	General	SOC 10 or SOC +1, whichever is higher



CITIZEN

Individuals serving in a corporation, bureaucracy or industry, or who are making a new life on an untamed planet.

Qualification: EDU 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following:

Corporate: You are an executive or manager in a large corporation.

Worker: You are a blue collar worker on an industrial world.

Colonist: You are building a new life on a recently settled world that still needs taming.

Note: Use you assignment skill table for basic training, not service skills.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Corporate	SOC 6+	INT 6+
Worker	END 4+	EDU 8+
Colonist	INT 7+	END 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Ship Share
2	Cr5000	Ally
3	Cr10000	INT +1
4	Cr10000	Gun
5	Cr10000	EDU +1
6	Cr50000	Two Ship Shares
7	Cr100000	TAS Membership

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	EDU +1	Drive	Art
2	INT +1	Flyer	Advocate
3	Carouse	Streetwise	Diplomat
4	Gambler	Melee	Language
5	Drive	Steward	Electronics (computers)
6	Jack-of-all-Trades	Profession	Medic
1D	CORPORATE	WORKER	COLONIST
1	Advocate	Drive	Animals
2	Admin	Mechanic	Athletics
3	Broker	Electronics	Jack-of-all-Trades
4	Electronics (computers)	Engineer	Drive
5	Diplomat	Profession	Survival
6	Leadership	Science	Recon

RANKS AND BONUSES

RANK	CORPORATE	SKILL OR BONUS
0	—	—
1	—	—
2	Manager	Admin 1
3	—	—
4	Senior Manager	Advocate 1
5	—	—
6	Director	SOC +1

RANKS AND BONUSES	RANK	WORKER	SKILL OR BONUS	RANK	COLONIST	SKILL OR BONUS
	0	—	—	0	—	—
	1	—	—	1	—	—
	2	Technician	Profession 1	2	Settler	Survival 1
	3	—	—	3	—	—
	4	Craftsman	Mechanic 1	4	Explorer	Navigation 1
	5	—	—	5	—	—
6	Master Technician	Engineer 1	6	—	Gun Combat 1	

On the following page, the Drifter career from Traveller is being replaced by the Drifter career from 2300 A.D. The Traveller Drifter had the *Barbarian* as an assignment, which never made any sense to me. A neanderthal as a regular in star-faring society? 2300 A.D. replaced the barbarian with the *Freelancer* which does make sense, much more sense. Otherwise, the two Drifter careers are exactly the same.

THE DRIFTER

Drifters are wanderers and Travellers, moving across colony worlds and the built-up cities of the Core. They live from job to job, relying on their wits and skills. Many are products of the extreme labour crisis of the Core, with 40%+ unemployment in most developed nations.

Qualification: Automatic

Assignments

Choose one of the following:

Freelancer: You are a professional who works contract-to-contract, skilled in technical work but unable or unwilling to obtain steady employment.

Wanderer: You are a consummate nomad, living hand to mouth in slums and spaceports across human space.

Scavenger: You work as a belter (asteroid miner) or on a salvage crew.

Career Progress

	Survival	Advancement
Freelancer	EDU 7+	INT 7+
Wanderer	END 7+	INT 7+
Scavenger	DEX 7+	END 7+

Mustering Out Benefits

1D	Cash	Benefits
1	None	Contact
2	None	Weapon
3	Lv1000	Ally
4	Lv2000	Weapon
5	Lv3000	EDU +1
6	Lv4000	Ship Share
7	Lv8000	Two Ship Shares

1D	Personal Development	Service Skills
1	STR +1	Athletics
2	END +1	Melee (unarmed)
3	DEX +1	Recon
4	Language	Streetwise
5	Profession	Stealth
6	Jack-of-all-Trades	Survival

1D	Freelancer	Wanderer	Scavenger
1	Profession	Drive	Pilot (small craft)
2	Electronics	Deception	Mechanic
3	Streetwise	Recon	Astrogation
4	Admin	Stealth	Vacc Suit
5	Deception	Streetwise	Profession
6	Jack-of-all-Trades	Survival	Gun Combat

Ranks and Bonuses

Rank	Freelancer	Skill or Bonus	Wanderer	Skill or Bonus	Scavenger	Skill or Bonus
0	—	—	—	—	—	—
1	—	Profession 1	—	Streetwise 1	—	Vacc Suit 1
2	—	Carouse 1	—	—	—	—
3	—	—	—	Deception 1	—	Profession (belter) 1 or Mechanic 1
4	—	—	—	—	—	—
5	—	Admin 1	—	—	—	—
6	—	—	—	—	—	—

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ENTERTAINER

Individuals who are involved with the media, whether as reporters, artists or celebrities.

Qualification: DEX or INT 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following:

Artist: You are a writer, holographer or other creative.

Journalist: You report on local or galactic events for a news feed, the TAS or other organisation.

Performer: You are an actor, dancer, acrobat, professional athlete or other public performer.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Artist	SOC 6+	INT 6+
Journalist	EDU 7+	INT 5+
Performer	INT 5+	DEX 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Contact
2	None	SOC +1
3	Cr10000	Contact
4	Cr10000	SOC +1
5	Cr40000	INT +1
6	Cr40000	Two Ship Shares
7	Cr80000	SOC +1 and EDU +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	DEX +1	Art	Advocate
2	INT +1	Carouse	Broker
3	SOC +1	Deception	Deception
4	Language	Drive	Science
5	Carouse	Persuade	Streetwise
6	Jack-of-all-Trades	Steward	Diplomat
1D	ARTIST	JOURNALIST	PERFORMER
1	Art	Art (holography or write)	Art (performer or instrument)
2	Carouse	Electronics	Athletics
3	Electronics (computers)	Drive	Carouse
4	Gambler	Investigate	Deception
5	Persuade	Recon	Stealth
6	Profession	Streetwise	Streetwise

RANKS AND BONUSES

RANK	ARTIST	SKILL OR BONUS
0	—	—
1	—	Art 1
2	—	—
3	—	Investigate 1
4	—	—
5	Famous Artist	SOC +1
6	—	—

RANKS AND BONUSES

RANK	JOURNALIST	SKILL OR BONUS
0	—	—
1	Freelancer	Electronics (comms) 1
2	Staff Writer	Investigate 1
3	—	—
4	Correspondent	Persuade 1
5	—	—
6	Senior Correspondent	SOC +1

RANK	PERFORMER	SKILL OR BONUS
0	—	—
1	—	DEX +1
2	—	—
3	—	STR +1
4	—	—
5	Famous Performer	SOC +1
6	—	—

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MARINE

Members of the armed fighting forces carried aboard starships, marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the navy and supplement ground forces such as the army.

Qualification: END 6+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:

Support: You are a quartermaster, engineer or battlefield medic in the marines.

Star Marine: You are trained to fight boarding actions and capture enemy vessels.

Ground Assault: You are kicked out of a spacecraft in high orbit and told to 'capture that planet'.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Star Marine	END 6+	EDU 6+
Ground Assault	END 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Armour
2	Cr5000	INT +1
3	Cr5000	EDU +1
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr30000	Armour or END +1
7	Cr40000	SOC +2

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Medic	Electronics
2	DEX +1	Vacc Suit	Survival	Tactics
3	END +1	Tactics	Explosives	Admin
4	Gambler	Heavy Weapons	Engineer	Advocate
5	Melee (unarmed)	Gun Combat	Pilot	Diplomat
6	Melee (blade)	Stealth	Navigation	Leadership
1D	SUPPORT	STAR MARINE	GROUND ASSAULT	
1	Electronics	Vacc Suit	Vacc Suit	
2	Mechanic	Athletics	Heavy Weapons	
3	Drive or Flyer	Gunner	Recon	
4	Medic	Melee (blade)	Melee (blade)	
5	Heavy Weapons	Electronics	Tactics (military)	
6	Gun Combat	Gun Combat	Gun Combat	

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Marine	Gun Combat (any) 1 or Melee (blade) 1
1	Lance Corporal	Gun Combat (any) 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	END +1
6	Sergeant Major	—
RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Force Commander	Tactics 1
4	Lieutenant Colonel	—
5	Colonel	SOC 10 or SOC +1, whichever is higher
6	Brigadier	—



MERCHANT

Members of a commercial enterprise. Merchants may crew the ships of the huge trading corporations or they may work for independent free traders who carry chance cargoes and passengers between worlds.

Qualification: INT 4+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following:

Merchant Marine: You work on one of the massive cargo haulers run by the Imperium or a megacorporation.

Free Trader: You are part of the crew of a tramp trader.

Broker: You work in a planetside brokerage or starport.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Merchant Marine	EDU 5+	INT 7+
Free Trader	DEX 6+	INT 6+
Broker	EDU 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Blade
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr20000	Gun
5	Cr20000	Ship Share
6	Cr40000	Free Trader
7	Cr40000	Free Trader

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Drive	Engineer
2	DEX +1	Vacc Suit	Astrogation
3	END +1	Broker	Electronics
4	INT +1	Steward	Pilot
5	Language	Electronics	Admin
6	Streetwise	Persuade	Advocate
1D	MERCHANT MARINE	FREE TRADER	BROKER
1	Pilot	Pilot (spacecraft)	Admin
2	Vacc Suit	Vacc Suit	Advocate
3	Athletics	Deception	Broker
4	Mechanic	Mechanic	Streetwise
5	Engineer	Streetwise	Deception
6	Electronics	Gunner	Persuade

RANKS AND BONUSES

RANK	MERCHANT MARINE	SKILL OR BONUS
0	Crewman	—
1	Senior Crewman	Mechanic 1
2	4th Officer	—
3	3rd Officer	—
4	2nd Officer	Pilot 1
5	1st Officer	SOC +1
6	Captain	—

RANKS AND BONUSES

RANK	FREE TRADER	SKILL OR BONUS
0	—	—
1	—	Persuade 1
2	—	—
3	Experienced Trader	Jack-of-all-Trades 1
4	—	—
5	—	—
6	—	—

RANK	BROKER	SKILL OR BONUS
0	—	—
1	—	Broker 1
2	—	—
3	Experienced Broker	Streetwise 1
4	—	—
5	—	—
6	—	—



NAVY

Members of the interstellar navy that patrols space between the stars. The navy has the responsibility for the protection of society from foreign powers and lawless elements in the interstellar trade channels.

Qualification: INT 6+
DM-1 for every previous career
DM-2 if you are aged 34 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following:

Line/Crew: You serve as a general crewman or officer on a ship of the line.

Engineer/Gunner: You serve as a specialist technician on a starship.

Flight: You are a pilot of a shuttle, fighter or other light craft.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Crew	INT 5+	EDU 7+
Engineer/Gunner	INT 6+	EDU 6+
Flight	DEX 7+	EDU 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Personal Vehicle or Ship Share
2	Cr5000	INT +1
3	Cr5000	EDU +1 or two Ship Shares
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr50000	Ship's Boat or two Ship Shares
7	Cr50000	SOC +2

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Pilot	Electronics	Leadership
2	DEX +1	Vacc Suit	Astrogation	Electronics
3	END +1	Athletics	Engineer	Pilot
4	INT +1	Gunner	Flyer	Melee (blade)
5	EDU +1	Mechanic	Medic	Admin
6	SOC +1	Gun Combat	Admin	Tactics (naval)

1D	LINE/CREW	ENGINEER/GUNNER	FLIGHT
1	Electronics	Engineer	Pilot
2	Mechanic	Mechanic	Flyer
3	Gun Combat	Electronics	Gunner
4	Flyer	Engineer	Pilot (small craft)
5	Melee	Gunner	Astrogation
6	Vacc Suit	Flyer	Electronics

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Crewman	—
1	Able Spacehand	Mechanic 1
2	Petty Officer, 3rd class	Vacc Suit 1
3	Petty Officer, 2nd class	—
4	Petty Officer, 1st class	END +1
5	Chief Petty Officer	—
6	Master Chief	—

RANK	OFFICER	SKILL OR BONUS
1	Ensign	Melee (blade) 1
2	Sublieutenant	Leadership 1
3	Lieutenant	—
4	Commander	Tactics (naval) 1
5	Captain	SOC 10 or SOC +1, whichever is higher
6	Admiral	SOC 12 or SOC +1, whichever is higher
6	—	—



NOBLE

Individuals of the upper class who perform little consistent function but often have large amounts of ready money.

Qualification: SOC 10+
DM -1 for every previous career
Automatic qualification if your SOC is 10 or higher

ASSIGNMENTS

Choose one of the following:

Administrator: You serve in the planetary government or even ruled over a fiefdom or other domain.

Diplomat: You are a diplomat or other state official.

Dilettante: You are known for being known and have absolutely no useful function in society.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Administrator	INT 4+	EDU 6+
Diplomat	INT 5+	SOC 7+
Dilettante	SOC 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr10000	Ship Share
2	Cr10000	Two Ship Shares
3	Cr50000	Blade
4	Cr50000	SOC +1
5	Cr100000	TAS Membership
6	Cr100000	Yacht
7	Cr200000	SOC +1 and Yacht

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Admin	Science
2	DEX +1	Advocate	Advocate
3	END +1	Electronics	Language
4	Gambler	Diplomat	Leadership
5	Gun Combat	Investigate	Diplomat
6	Melee	Persuade	Art
1D	ADMINISTRATOR	DIPLOMAT	DILETTANTE
1	Admin	Advocate	Carouse
2	Advocate	Carouse	Deception
3	Broker	Electronics	Flyer
4	Diplomat	Steward	Streetwise
5	Leadership	Diplomat	Gambler
6	Persuade	Deception	Jack-of-all-Trades

RANKS AND BONUSES

RANK	ADMINISTRATOR	SKILL OR BONUS
0	Assistant	—
1	Clerk	Admin 1
2	Supervisor	—
3	Manager	Advocate 1
4	Chief	—
5	Director	Leadership 1
6	Minister	—

RANKS AND BONUSES

RANK	DIPLOMAT	SKILL OR BONUS
0	Intern	—
1	3rd Secretary	Admin 1
2	2nd Secretary	—
3	1st Secretary	Advocate 1
4	Counsellor	—
5	Minister	Diplomat 1
6	Ambassador	—

RANK	DILETTANTE	SKILL OR BONUS
0	Wastrel	—
1	—	—
2	Ingrate	Carouse 1
3	—	—
4	Black Sheep	Persuade 1
5	—	—
6	Scoundrel	Jack-of-all-Trades 1



ROGUE

Criminal elements familiar with the rougher or more illegal methods of attaining goals.

Qualification: DEX 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following:

Thief: You steal from the rich and give to... well, yourself, actually.

Enforcer: You are a leg breaker, thug or assassin for a criminal group.

Pirate: You are a space-going corsair.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Thief	INT 6+	DEX 6+
Enforcer	END 6+	STR 6+
Pirate	DEX 6+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Ship Share
2	None	Weapon
3	Cr10000	INT +1
4	Cr10000	1D Ship Shares
5	Cr50000	Armour
6	Cr100000	DEX +1
7	Cr100000	2D Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	Carouse	Deception	Electronics
2	DEX +1	Recon	Navigation
3	END +1	Athletics	Medic
4	Gambler	Gun Combat	Investigate
5	Melee	Stealth	Broker
6	Gun Combat	Streetwise	Advocate
1D	THIEF	ENFORCER	PIRATE
1	Stealth	Gun Combat	Pilot
2	Electronics	Melee	Astrogation
3	Recon	Streetwise	Gunner
4	Streetwise	Persuade	Engineer
5	Deception	Athletics	Vacc Suit
6	Athletics	Drive	Melee

RANKS AND BONUSES

RANK	THIEF	SKILL OR BONUS
0	—	—
1	—	Stealth 1
2	—	—
3	—	Streetwise 1
4	—	—
5	—	Recon 1
6	—	—

RANKS AND BONUSES

RANK	ENFORCER	SKILL OR BONUS
0	—	—
1	—	Persuade 1
2	—	—
3	—	Gun Combat 1 or Melee 1
4	—	—
5	—	Streetwise 1
6	—	—

RANK	PIRATE	SKILL OR BONUS
0	Lackey	—
1	Henchman	Pilot 1 or Gunner 1
2	Corporal	—
3	Sergeant	Gun Combat 1 or Melee 1
4	Lieutenant	—
5	Leader	Leadership 1
6	Captain	—

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SCHOLAR

Individuals trained in technological or research sciences who conduct scientific investigations into materials, situations and phenomena, or who practise medicine.

Qualification: INT 6+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following:

Field Researcher: You are an explorer or field researcher, equally at home in the laboratory or wilderness.

Scientist: You are a researcher in some corporation or research institution or a mad scientist in an orbiting laboratory.

Physician: You are a doctor, healer or medical researcher.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Field Researcher	END 6+	INT 6+
Scientist	EDU 4+	INT 8+
Physician	EDU 4+	EDU 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	INT +1
2	Cr10000	EDU +1
3	Cr20000	Two Ship Shares
4	Cr30000	SOC +1
5	Cr40000	Scientific Equipment
6	Cr60000	Lab Ship
7	Cr100000	Lab Ship

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	INT +1	Drive or Flyer	Art
2	EDU +1	Electronics	Advocate
3	SOC +1	Diplomat	Electronics
4	DEX +1	Medic	Language
5	END +1	Investigate	Engineer
6	Language	Science	Science
1D	FIELD RESEARCHER	SCIENTIST	PHYSICIAN
1	Electronics	Admin	Medic
2	Vacc Suit	Engineer	Electronics
3	Navigation	Science	Investigate
4	Survival	Science	Medic
5	Investigate	Electronics	Persuade
6	Science	Science	Science

RANKS AND BONUSES

RANK	FIELD RESEARCHER	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANKS AND BONUSES

RANK	SCIENTIST	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANK	PHYSICIAN	SKILL OR BONUS
0	—	—
1	—	Medic 1
2	—	—
3	—	Science 1
4	—	—
5	—	Science 2
6	—	—



SCOUT

Members of the exploratory service. Scouts explore new areas, map and survey known or newly discovered areas and maintain communication ships which carry information and messages between the worlds of the galaxy.

Qualification: INT 5+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following:

Courier: You are responsible for shuttling messages and high value packages around the galaxy.

Surveyor: You visit border worlds and assess their worth.

Explorer: You go wherever the map is blank, exploring unknown worlds and uncharted space.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Courier	END 5+	EDU 9+
Surveyor	END 6+	INT 8+
Explorer	END 7+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr20000	Ship Share
2	Cr20000	INT +1
3	Cr30000	EDU +1
4	Cr30000	Weapon
5	Cr50000	Weapon
6	Cr50000	Scout Ship
7	Cr50000	Scout Ship

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Pilot (small craft or spacecraft)	Medic
2	DEX +1	Survival	Language
3	END +1	Mechanic	Seafarer
4	INT +1	Astrogation	Explosives
5	EDU +1	Vacc Suit	Science
6	Jack-of-all-Trades	Gun Combat	Jack-of-all-Trades

1D	COURIER	SURVEYOR	EXPLORER
1	Electronics	Electronics	Electronics
2	Flyer	Persuade	Pilot
3	Pilot (spacecraft)	Pilot	Engineer
4	Engineer	Navigation	Science
5	Athletics	Diplomat	Stealth
6	Astrogation	Streetwise	Recon

RANKS AND BONUSES

RANK	TITLE	SKILL OR BONUS
Rank	Title	Skill or Bonus
0	—	—
1	Scout	Vacc Suit 1
2	—	—
3	Senior Scout	Pilot 1
4	—	—
5	—	—
6	—	—



PRISONER

Every society has its bad apples and even in the far future punishments usually take place within faceless institutions where criminals can be conveniently forgotten.

Qualification: Special. One does not 'qualify' for prison; you got sentenced there for a crime you may or may not have committed.

ASSIGNMENTS

Choose one of the following:

Inmate: You just try to get through your time in prison without getting into trouble.

Thug: You are part of a gang in prison, terrorising the other inmates.

Fixer: You can arrange anything – for the right price.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Inmate	END 7+	STR 7+
Thug	STR 8+	END 6+
Fixer	INT 9+	END 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	None	Contact
2	None	Blade
3	Cr100	Deception, Persuade or Stealth
4	Cr200	Ally
5	Cr500	Melee, Recon or Streetwise
6	Cr1000	STR +1 or END +1
7	Cr2500	Deception, Persuade and Stealth

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS
1	STR +1	Athletics
2	Melee (unarmed)	Deception
3	END +1	Profession
4	Jack-of-all-Trades	Streetwise
5	EDU +1	Melee (unarmed)
6	Gambler	Persuade

1D	INMATE	THUG	FIXER
1	Stealth	Persuade	Investigate
2	Melee (unarmed)	Melee (unarmed)	Broker
3	Streetwise	Melee (unarmed)	Deception
4	Survival	Melee (blade)	Streetwise
5	Athletics (strength)	Athletics (strength)	Stealth
6	Mechanic	Athletics (strength)	Admin

RANKS AND BONUSES

RANK	SKILL OR BONUS
0	Melee (unarmed) 1
1	—
2	Athletics 1
3	—
4	Advocate 1
5	—
6	END +1

Qualification: None.
Anyone of any background can be a truther.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Truther	FOL 4+	N/A

MUSTERING OUT BENEFITS

Minor Following: The truther has gained a small but avid audience, who devour his vidcasts and loudly repeat his assertions. A Minor Following provides one Contact and in addition adds D3 to the truther's FOL.

Major Following: The truther has established a following who lap up whatever nonsense he spouts, no matter how outrageous. A Major Following provides an Ally and adds 1D+1 to the Truther's FOL.

Patronage: The truther has won the patronage of a body or individual. This comes with a Cr10000 per year stipend, though the patron may want the truther to make the occasional appearance or vid presentation. Patronage also grants access to the patron's social circle, who might view the truther as an amusing oddity or become followers themselves.

1D	CASH	BENEFITS
1	Cr1000	INT +1
2	Cr2000	Minor Following
3	Cr5000	Patronage
4	Cr10000	SOC +1
5	Cr25000	Major Following
6	Cr50000	TAS Membership
7	Cr100000	3 Ship Shares

* Truthers with FOL 10+ add +1 to their Benefit rolls.

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	SPECIALIST SKILLS
1	INT +1	Investigate	Profession (any)
2	EDU +1	Art (writing)	Science (any) or Medic
3	FOL +1	Language (any)	Science (any)
4	Admin	Electronics (computers)	Investigate
5	Carouse	Diplomat	Science (any)
6	Persuade	Persuade	Science (any)

FOLLOWING

FOL	TRUTHER'S REPUTATION	INTERACTION DM
0-3	Harmless crank	0
4-6	Typical minor truther	1
7-9	Notable figure	2
10-12	Highly influential truther	3
13+	Legend or public menace, depending on your viewpoint	4

Qualification: None.

The Believer career is open to anyone.

ASSIGNMENTS

Choose one of the following.

Mainstream Believer: You belong to a widespread church, and are sure of your place in the universe.

Missionary/Humanitarian: You spread the word of your faith across the stars, to anyone willing to listen to the good message.

Holy Warrior: There are too many unbelievers in the universe. You will make them believe.

**When gaining skills for basic training, use the table for the Traveller's specialism (mainstream, humanitarian or holy warrior) rather than service skills.*

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Mainstream Believer	SOC 3+	SOC 8+
Missionary/ Humanitarian	INT 6+	SOC 7+
Holy Warrior	INT 8+	INT 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	None	The knowledge that your soul is saved
2	Cr1000	You will be rewarded in the next life
3	Cr2500	INT +1
4	Cr5000	SOC +1
5	Cr10000	A prominent statue and SOC +1
6	Cr25000	3 Ship Shares
7	Cr50000	Sainthood candidacy

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN EDU 8)
1	INT +1	Profession (religion)	Profession (religion)
2	EDU +1	Science (belief)	Science (any)
3	SOC +1	Admin	Medic
4	Science (belief)	Electronics (computers)	Investigate
5	Profession (religion)	Diplomat	Electronics (computers)
6	Persuade	Persuade	Advocate
ID	MAINSTREAM RELIGION	MISSIONARY/HUMANITARIAN	HOLY WARRIOR
1	Profession (any)	Jack-of-all-Trades	Gun Combat (any)
2	Profession (religion)	Medic	Melee (any)
3	Science (belief)	Persuade	Explosives
4	Drive (any)	Diplomacy	Heavy Weapons
5	Persuade	Carouse	Tactics (military)
6	Admin	Leadership	Athletics (any)

RANKS AND BONUSES

RANK	MAINSTREAM BELIEVER	SKILL OR BONUS
0	Lay Person	—
1	Initiate	Science (belief)
2	Lay Preacher	Persuade
3	Priest	—
4	Senior Priest	SOC +1
5	Bishop	—
6	Archbishop	SOC +1

RANKS AND BONUSES CONT...

RANK	MISSIONARY/HUMANITARIAN	SKILL OR BONUS
0	Junior Project Worker	—
1	Project Worker	Jack-of-all-Trades
2	Team Leader	Leadership
3	Project Leader	—
4	Project Coordinator	Admin
5	Department Director	—
6	Director	SOC +1

RANK	HOLY WARRIOR	SKILL OR BONUS
0	Hopeful	—
1	Fighter	Gun combat (any)
2	Combat Leader	Leadership
3	Force Commander	—
4	Area Commander	Tactics (military)
5	Movement Sub-Leader	—
6	Movement Leader	—



PSION

A career for Travellers who choose to focus on their psionic potential instead of more conventional lifestyles.

Qualification: PSI 6+
DM-1 for every previous career

Assignments

Choose one of the following:

Wild Talent: You developed your powers without formal training.

Adept: You are a scholar of the psionic disciplines.

Psi-Warrior: You combine combat training with psionic warfare.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Wild Talent	SOC 6+	INT 8+
Adept	EDU 4+	EDU 8+
Psi-Warrior	END 6+	END 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Gun
2	Cr2000	2 Ship Shares
3	Cr4000	Contact
4	Cr4000	TAS Membership
5	Cr8000	Contact
6	Cr8000	Combat Implant
7	Cr16000	10 Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	EDU +1	Telepathy	Language
2	INT +1	Clairvoyance	Art
3	STR +1	Telekinesis	Electronics
4	DEX +1	Awareness	Medic
5	END +1	Teleportation	Science
6	PSI +1	Any Talent	Mechanic
1D	WILD TALENT	ADEPT	PSI-WARRIOR
1	Telepathy	Telepathy	Telepathy
2	Telekinesis	Clairvoyance	Awareness
3	Deception	Awareness	Teleportation
4	Stealth	Medic	Gun Combat
5	Streetwise	Persuade	Vacc Suit
6	Melee or Gun Combat	Science	Recon

RANKS AND BONUSES

RANK	WILD TALENT	SKILL OR BONUS
0	—	—
1	Survivor	Survival 1 or Streetwise 1
2	—	—
3	Witch	Deception 1
4	—	—
5	—	—
6	—	—

RANKS AND BONUSES	RANK	ADEPT	SKILL OR BONUS	RANK	PSI-WARRIOR	SKILL OR BONUS
	0	—	—	0	Psi-Soldier	—
	1	Initiate	Science (psionics) 1	1	—	Gun Combat (any) 1
	2	—	—	2	Knight	Leadership 1
	3	Acolyte	Any Talent skill 1	3	—	—
	4	—	—	4	—	—
	5	—	—	5	Master of Wills	Tactics (any) 1
6	Master	Any Talent skill 1	6	—	—	

Yes, I am well aware I have not said anything about psionics so far. They are very rare. There are only two ways to get to be a psion. 1) Through a life event; 2) Being tested at birth. If the latter, then the psion option will be open to you, but it isn't all flips and giggles. Psionics are outlawed in the Imperium. There is a real chance you will go to prison if caught, or worse, lobotomized.