T5.09 Character Generation - Career: Merchant p60 (unless otherwise noted) To begin career: 2D <= Int (4th Officer) 2D <= Dex (Spacehand) automatic (Temp) **Employing Organization** Roll 1D on table 6 of p76 Begin Term (+1 Term) Long-Term Goal (optional) Roll 1D on table 6 of p74 $\mathsf{Choose}\,\mathsf{CC}$ (Controlling Char) C1, C2, C3, C4 Cautious or Cautious-Brave Brave? Choose Mod Choose Mod +0 to +9 -1 to -9 Risk Roll 2D <= CC -No-+ Mod <u>Injured</u> Yes Reduce CC by (Mod + Flux) CC reduced to -Yes zero or less? No CC reduced by 4 or more? <u>Disabled</u> No Must muster out at end of term eward Roll 2D <= CC -Yes - Mod No In other words: Ship Shares +1 = 1 Receive number +2 = 3 equalto +3 = 6 ... and so on. times reward received Officer? ·No Promotion Roll Commission Roll 2D <= (Terms x2) No 2D <= Int + (3 if Int 8+) Promotion Roll Yes Yes 2D <= Dex (3 if Int 8+) Yes +1 Rank Officer rank +1 Rank Rank automatic skills (if relevant) Merchant Skills For each: 4 rolls Select column on Table C +1 roll if promoted Roll 1D +1 roll if gained commission <u>Aging</u> +4 age, Aging check On a roll of 2: Continue? Reservists return to military service. All others, mandatory continue. (or voluntary end or disabled) Important event during career Roll 1D on table 6 of p77

For each, select Money or Benefit:

Reroll of duplicates is allowed

For Money roll 1D + Terms

For Benefit roll 1D + Officer Rank

Mustering Out

1 roll per Term

+1 roll if Fame 19+

(Double if disabled)

Personal weapon if Fighter-1+.

Acquire item = Roll 1D on table 6 of p75.

 $\label{eq:Fame of the continuous problem} \textit{Fame} = \textit{Officer Rank} + \textit{1D} \textit{ if ship owner (optional +Flux)}.$