T5.10 Character Generation – Career: Merchant p80 (unless otherwise noted) To begin career: 2D <= Int (4th Officer) 2D <= Dex (Spacehand) automatic (Temp) Former Organizations Roll 1D on table 6 of p96 Begin Term (+1Term) LIfe Motivations (optional) Roll 1D on table 6 of p94 $\mathsf{Choose}\,\mathsf{CC}$ (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 equalto +2 = 3 +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 p97 For each, select Money or Benefit: **Mustering Out** Personal weapon if Fighter-1+. For Money roll 1D + Terms 1 roll per Term Acquire secret = Roll 1D on table 6 of p95. For Benefit roll 1D + Officer Rank +1 roll if Fame 19+ Fame = Officer Rank + 1D if ship owner (optional +Flux). (Double if disabled) Reroll of duplicates is allowed