## **T5.10** Character Generation – Career: Soldier p82 (unless otherwise noted) To begin career: OTC (Officer rank 1) Military Academy (Officer rank 1) or 2D <= C1 (Enlisted rank 1) LIfe Motivations (optional) Roll 1D on table 8 of p94 Choose Branch (2D <= Soc) or roll 1D (+2 if Edu 10+) Note Branch Mod and DM Begin Term (+1Term) Choose CC If first year of service, optional apply to Flight (Controlling Char) School for one year (-1 roll if accepted). C1, C3, C4 If promoted to Major last term, assigned to Command College for one year (-1 roll). For all others... **Army Operations** Roll 1D + Branch DM (+2 if Edu 10+) If ANM School, assigned to Army School 4 rolls (1 per year) for one year. If not ANM School, note Operations Mod. (Optionally roll 1D on table 8 of p96.) Cautious or Cautious-Brave Brave? Choose Mod Choose Mod +0 to +9 -1 to -9 Total Mod = Caution/Bravery Mod + Branch Mod + Highest Operations Mod of term Risk Roll 2D <= CC Total Mod <u>Injured</u> Yes Reduce CC by (Total Mod + Flux), Wound Badge awarded CC reduced to zero or less? No CC reduced by 4 or more? No <u>Disabled</u> Must muster out at $end\ of\ term$ eward Roll 2D <= CC Total Mod Medal(s) Campaign Ribbon, plus compare unmodified reward roll (+1 if officer) with table on p71 Officer? ·No **Promotion Roll** ommission Roll 2D <= Soc 2D <= C3 Medal Mod + WB Mods romotion Roll 2D <= C2 Yes Yes WB Mods No Yes +1 Rank +1 Rank If promoted to Major, must enter Officer rank Command College next turn May change Branch (unless muster out) Branch or Rank automaticskills (if relevant) Soldier Skills For each: 4 rolls Select column on Table C +1 roll if promoted Roll 1D +1 roll if gained commission **Aging** +4 age, Aging check Continue? On a roll of 2, mandatory continue. 2D <= 7 No (or voluntary end or disabled) Important event during career Roll 1D on table 8 of p97 Personal weapon if Fighter-1+. **Mustering Out** For each, select Money or Benefit: Acquired secret = Roll 1D on table 8 of p95.

1 roll per Term

+1 roll per MCG or SEH

+1 roll if Fame 19+

(Double if disabled)

TAS Life Membership if awarded an SEH medal.

Retirement Pay if 4+ active terms:

Fame = Officer Rank + medal Fame mods (option +Flux).

Officer (final rank) =  $Cr3,000 \times terms per year$ . Enlisted = Cr2,000 x terms per year.

For Money roll 1D + Terms

Reroll of duplicates is allowed

For Benefit roll 1D + Officer Rank