

MILITARY CAREER

Key Throws		Skills							
Career		Service Skills		Personal Development		Advanced Education		Leadership Ranks	
Qualification: STR 5+		1	Firearms	1	+1 STR	1	Electronics	1	Firearms-1
Survival: END 5+		2	Heavy Weapons	2	+1 AGI	2	Mechanics	2	—
Re-enlistment: 5+		3	Drive	3	+1 END	3	Navigation	3	+1 Retirement Roll
Leadership		4	Gunnery	4	Athletics	4	Medicine	4	Tactics-1
Commission: INT 6+		5	Sensors	5	Scout	5	Tactics	5	+1 Retirement Roll
Promotion: EDU 7+		6	Zero-G	6	Firearms	6	Investigation	6	+1 Retirement Roll

Retirement Benefits							
Cash				Material Benefits			
1	1,000 cr	2	5,000 cr	1	Middle Passage	2	Speeder Bike (1 ton)
3	5,000 cr	4	10,000 cr	3	Weapon	4	Weapon
5	10,000 cr	6	15,000 cr	5	+1 INT	6	+1 SOC

MERCHANTILE CAREER

Key Throws		Skills							
Career		Service Skills		Personal Development		Advanced Education		Leadership Ranks	
Qualification: INT 7+		1	Broker	1	+1 END	1	Pilot	1	Broker-1
Survival: EDU 4+		2	Carousing	2	+1 INT	2	Navigation	2	—
Re-enlistment: 4+		3	Diplomacy	3	+1 EDU	3	Sensors	3	+1 Retirement Roll
Leadership		4	Bureaucracy	4	+1 SOC	4	Academics	4	Steward-1
Commission: EDU 7+		5	Streetwise	5	Broker	5	Medicine	5	+1 Retirement Roll
Promotion: INT 6+		6	Steward	6	Blades	6	Electronics	6	+1 Retirement Roll

Retirement Benefits							
Cash				Material Benefits			
1	5,000 cr	2	10,000 cr	1	Middle Passage	2	High Passage
3	10,000 cr	4	15,000 cr	3	+1 EDU	4	+1 SOC
5	20,000 cr	6	25,000 cr	5	Grav Car (2 tons)	6	Shuttlecraft (10 tons)

FRONTIER CAREER

Key Throws	
Career	
Qualification:	AGI 5+
Survival:	STR 5+
Re-enlistment:	4+
Leadership	
Commission:	END 7+
Promotion:	AGI 6+

Skills							
Service Skills		Personal Development		Advanced Education		Leadership Ranks	
1	Scout	1	+1 STR	1	Animals	1	Mechanics-1
2	Firearms	2	+1 AGI	2	Medicine	2	—
3	Athletics	3	+1 END	3	Electronics	3	+1 Retirement Roll
4	Bushcraft	4	+1 INT	4	Sensors	4	Pilot-1
5	Mechanics	5	Stealth	5	Gunnery	5	+1 Retirement Roll
6	Zero-G	6	Brawling	6	Drive	6	+1 Retirement Roll

Retirement Benefits							
Cash				Material Benefits			
1	1,000 cr	2	1,000 cr	1	Low Passage	2	Middle Passage
3	5,000 cr	4	5,000 cr	3	+1 INT	4	+1 EDU
5	10,000 cr	6	20,000 cr	5	Weapon	6	Surface Vehicle (2 tons)

NOBLE CAREER

Key Throws	
Career	
Qualification:	SOC 8+
Survival:	EDU 4+
Re-enlistment:	6+
Leadership	
Commission:	EDU 8+
Promotion:	INT 5+

Skills							
Service Skills		Personal Development		Advanced Education		Leadership Ranks	
1	Diplomacy	1	+1 AGI	1	Pilot	1	Carousing-1
2	Carousing	2	+1 END	2	Electronics	2	—
3	Performer	3	+1 INT	3	Navigation	3	+1 Retirement Roll
4	Academics	4	+1 EDU	4	Investigation	4	Bureaucracy-1
5	Broker	5	Academics	5	Medicine	5	+1 Retirement Roll
6	Blades	6	Athletics	6	Steward	6	+1 Retirement Roll

Retirement Benefits							
Cash				Material Benefits			
1	10,000 cr	2	15,000 cr	1	Stipend (100 Cr/week)	2	Stipend (200 Cr/week)
3	15,000 cr	4	20,000 cr	3	High Passage	4	Institutional Membership
5	25,000 cr	6	25,000 cr	5	+1 INT	6	+1 EDU