DRIFTER

| Key Throv | vs |
|-----------------|------|
| Career | |
| Qualification: | auto |
| Survival: | auto |
| Re-enlistment: | 2+ |
| Leadershi | ip |
| Commission: | n/a |
| Promotion: | n/a |
| Special | |
| Contact: | 7+ |
| Rumor: | 10+ |
| Rival: | 11+ |
| Exotic Pet: | 11+ |
| Psychic Talent: | 11+ |

| | Skills* | | | | | | | | |
|-------------------------------------|------------|---------------------|-----------|-------------------|-------------|---|---------------|--|--|
| Scoundrel Skills Exploration Skills | | Occupational Skills | | Specialist Skills | | | | | |
| 1 | Streetwise | 1 | Athletics | 1 | Pilot | 1 | Academics | | |
| 2 | Subterfuge | 2 | Bushcraft | 2 | Broker | 2 | Animals | | |
| 3 | Carousing | 3 | Scout | 3 | Medicine | 3 | Sensors | | |
| 4 | Performer | 4 | Drive | 4 | Bureaucracy | 4 | Navigation | | |
| 5 | Stealth | 5 | Zero-G | 5 | Mechanics | 5 | Investigation | | |
| 6 | Blades | 6 | Bows | 6 | Electronics | 6 | Heavy Weapons | | |

| | Retirement Benefits | | | | | | | |
|------------------------|---------------------|---|-----------|---|------------------------|---|------------------------|--|
| Cash Material Benefits | | | efits | | | | | |
| 1 | 1,000 cr | 2 | 1,000 cr | 1 | Low Passage | 2 | Middle Passage | |
| 3 | 5,000 cr | 4 | 5,000 cr | 3 | Brawling | 4 | Firearms | |
| 5 | 10,000 cr | 6 | 15,000 cr | 5 | +1 to STR, AGI, or END | 6 | +1 to INT, EDU, or SOC | |

^{*}Drifters gain two skill rolls per term rather than one.

PSION

| Key Throws | | | | | | | | |
|----------------|---------|--|--|--|--|--|--|--|
| Career | | | | | | | | |
| Qualification: | INT 8+ | | | | | | | |
| Survival: | END 4+ | | | | | | | |
| Re-enlistment: | 5+ | | | | | | | |
| Leadership | | | | | | | | |
| Commission: | INT 10+ | | | | | | | |
| Promotion: | SOC 8+ | | | | | | | |

| | Skills | | | | | | | | |
|---|-------------------------------------|---|--------------------|---|------------------|---|--------------------|--|--|
| | Psychic Skills Personal Development | | Advanced Education | | Leadership Ranks | | | | |
| 1 | Hypercognition | 1 | +1 END | 1 | Scout | 1 | +1 PSI | | |
| 2 | Translocation | 2 | +1 INT | 2 | Stealth | 2 | _ | | |
| 3 | Telekinesis | 3 | +1 EDU | 3 | Electronics | 3 | +1 Retirement Roll | | |
| 4 | Biogenesis | 4 | Academics | 4 | Performer | 4 | +1 PSI | | |
| 5 | [Choose one above] | 5 | Athletics | 5 | Subterfuge | 5 | +1 Retirement Roll | | |
| 6 | [Choose one above] | 6 | Blades | 6 | Diplomacy | 6 | +1 Retirement Roll | | |

| Retirement Benefits | | | | | | | |
|---------------------|-----------|---|-------------------|---|----------------|---|--------|
| Cash | | | Material Benefits | | | S | |
| 1 | 1,000 cr | 2 | 5,000 cr | 1 | Middle Passage | 4 | Weapon |
| 3 | 10,000 cr | 4 | 10,000 cr | 2 | +1 INT | 5 | +1 EDU |
| 5 | 15,000 cr | 6 | 20,000 cr | 3 | +1 PSI | 6 | +1 PSI |