

ATTRIBUTES

Strength Intellect	Agility Education	Endurance Social Standing
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SKILLS

Physical Skills	Social Skills	Psychic Skills
Athletics Stealth	Subterfuge Streetwise Diplomacy Carousing	Hypercognition Translocation Telekinesis Biogenesis
Outdoor Skills	Occupational Skills	Vehicle & Spacecraft Skills
Scout Bushcraft Animals	Bureaucracy Broker Medicine Steward Performer Investigation	Drive Pilot Navigation Sensors Gunnery Zero-G
Education Skills		
Electronics Mechanics Academics		

Combat Skills		
Brawling Tactics	Blades	Firearms Heavy Weapons

CHARACTER CREATION

- 1) **Generate Attributes:** Throw 2d6 down the line. Start at **Age 18** and zero **Terms of Service**.
- 2) Roll 1d10 and 1d6 for both **Homeworld** and **Formal Education**. Roll 1d20 for **Childhood Events**. Gain a Skill-0 for each. (If you roll the same Skill more than once, instead gain it at Rank 1.)
- 3) Choose and throw to enter a **Career**. If you fail, you may choose to be **drafted** randomly into the Military, Merchantile, or Frontier careers (once only). Otherwise, join **Drifter**.
- 4) Roll once on a table of your choice (**Service Skills**, **Personal Development**, or **Advanced Education** if EDU 8+). In your first term, also roll for a bonus initial **Service Skill**.
- 5) Throw for **Survival**. If you fail, the character dies. Begin again with another character.
- 6) Throw for **Commission**. If already commissioned (including newly commissioned), throw for **Promotion**. On success, gain the listed Benefit on the **Leadership Ranks** table.
- 7) Increase **Age** by four years and **Terms** by one. If 4+ Terms, throw +Terms. On 13+, suffer **Ageing**: (1-3) -1 to a STR, AGI, or END. (4-5) -1 twice to STR, AGI, END, or INT. (6) -1 three times.
- 8) Throw for **Re-enlistment**. On 12, you *must* re-enlist. Otherwise, if you pass the throw, you *may choose* to re-enlist. If you fail the throw, you *must* retire (cannot rejoin unless drafted, once).
- 9) If you **Retire** from the career, roll repeatedly on your choice of the **Retirement Benefit** tables. Roll once per Term completed, plus any additional rolls from Rank. Choose **Cash** no more than 3.
- 10) If less than seven total terms, you may **attempt to join a new career** (DM-2 per previous career) or may **choose to begin play** with the character as currently developed.