

Character Generation

Prior Careers

These are the choices for what your character did before being banged up in jail. Characters can transfer fairly freely from one to the other, though there are some limitations.

| Career | Description | Skills Available |
|----------|---|--|
| Army | Soldier, either for the Imperium or a planetary army. | Combat skills, vehicle skills, tactics |
| Marines | Troops carried on starships, trained in land and space combat. | Combat skills, vehicle skills, some space skills |
| Navy | The force that controls the space between the stars. Crew and officers from mighty starships | Space skills, technical skills, tactics, some science |
| Scout | Not dibdibdib, but First Contact explorers, cultural liaison experts, surveyors, and couriers | Space skills, interpersonal skills, some illegal and vice skills. Possible starship ownership. |
| Merchant | The crews of the trading ships that keep the Imperium's heart beating | Space skills, interpersonal skills, trading skills, legal, admin. Possible starship ownership. |

The below are also available, but if you want to pursue one of these WARN ME IN ADVANCE as I need to extract the rules for manually rolling such characters from the computer program that produces them as NPCs

| Career | Description | Skills Available |
|-----------------|---|--|
| Journalist | A correspondent or photog for a newsfeed or magazine | Interpersonal, some rogue skills |
| Belter | A meteor miner, generally a loner | Space, technical, prospecting. Possible starship ownership. |
| Civil Pilot | A non-military in-atmosphere flyer | Aircraft |
| COAFC Planetary | The 'air force' that defends the planet and its atmosphere | Aircraft, air weapons, heavy weapons, tactics |
| COAFC System | System defence, the spaceships that defend a system against invasion | Spacecraft, space weapons, heavy weapons, tactics |
| Criminal | What it says | Illegal and vice skills |
| Doctor | A medic, surgeon, GP, paramedic etc | Medical, admin, interpersonal skills |
| Free Trader | A more free-wheeling merchant, Han Solo sort of thing | Space skills, interpersonal skills, trading skills, legal, admin. Possible starship ownership. |
| Mechanic | Someone who fixes machines, not starships | Technical, mechanical, vehicle |
| Noble | A member of the Imperial nobility | Mainly interpersonal |
| Pirate | An interstellar pirate or corsair | Mixture of Navy and Criminal, with some combat skills thrown in |
| Police | Planetary or national police, both high and low tech, detectives, riot cops, plods, etc | Interpersonal, hand combat, investigative skills, some vice and illegal |
| Scientist | A researcher or theorist, corporate or lone genius | Science and technical skills |