

# 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