T5 Character Generation – Career: Marine p90 (unless otherwise noted) To begin career: NOTC (Officer rank 1) Naval Academy (Officer rank 1) or 2D <= Str (Enlisted rank 1) Navy Unit Roll Flux on table 12a of p103 Choose Branch or roll 1D Note Branch Mod Begin Term (+1 Term) Choose CC (Controlling Char) If first year of service, optional apply to Flight School C1, C2, C3, C4 for one year (-1 roll if accepted). If promoted to Major last term, assigned to Command College for one year (-1 roll). **Army Operations** Roll 1D on appropriate operations table 4 rolls (1 per year) If ANM School, assigned to Army School for one vear. If not ANM School, note Operations Mod. Cautious or Cautious-Brave Brave? Choose Mod Choose Mod +0 to +9 -1 to -9 Total Mod = Caution/Bravery Mod + Branch Mod + Highest Operations Mod of term Risk Roll 2D <= CC -No Total Mod **Injured** Reduce CC by Yes difference between roll and CC. Receive a WB Recovery Restore 1D to CC (but not more than injury) CC reduced by 3 or more? No Disabled Must muster out at end of term Reward Roll 2D <= CC Total Mod If Battle, Strike, Siege, Patrol, or Mission ... Campaign Ribbon (roll Flux No Medal(s) on table 12b of p103) Medal (check Medal table on p109) Officer? omotion Roll Commission Roll 2D <= Edu 2D <= C3 per Meda omotion Roll Yes 2D <= C2 Yes t1 per WE Yes +1 Rank If promoted to Major, must enter +1 Rank Officer rank May change Branch Command College next turn (unless muster out) Branch or Rank automatic skills (if relevant) **Spacer Skills** For each: 4 rolls Select column on Table C +1 roll if promoted +1 roll if gained commission **Aging** +4 age, Aging check Continue? On a roll of 2, mandatory continue. 2D <= Str + Terms No (or voluntary end or disabled) Personal weapon if Fighter-1+. **Mustering Out** For each, select Money or Benefit: Acquired item = Roll Flux on table 12 of p105. 1 roll per Term For Money roll 1D + Officer Rank TAS Life Membership if awarded an SEH medal. For Benefit roll 1D + Officer Rank +1 roll per MCG or SEH +1 roll if Fame 19+ Fame = Officer Rank + medal Fame mods (option +Flux). Retirement Pay if 4+ active terms: (Double if disabled) Reroll of duplicates is allowed Officer = Cr3,000 x terms per year. Enlisted = Cr2,000 x terms per year.