T5.09 Character Generation – Career: Spacer p61 (unless otherwise noted) To begin career: NOTC (Officer rank 1) Navy Academy (Officer rank 1) or 2D <= C4 (Enlisted rank 1) Navy Unit Roll 1D on table 7 of p76 Choose Branch (2D <= Soc) or roll 1D (+2 if Edu 10+) Note Branch Mod and DM **Long-Term Goal** (optional) Roll 1D on table 7 of p74 Begin Term (+1 Term) Choose CC If first year of service, optional apply to Flight (Controlling Char) School for one year (-1 roll if accepted). C1, C2, C4 If promoted to Major last term, assigned to Command College for one year (-1 roll). For all others... **Naval Operations** Roll 1D + Branch DM (+2 if Edu 10+) 4 rolls (1 per year) If ANM School, assigned to Navy School for one year. If not ANM School, note Operations Mod. (Optionally roll 1D on table 7 of p77.) 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 Total Mo <u>Injured</u> Reduce CC by Yes (Total Mod + Flux), Wound Badge awarded CC reduced to zero or less? No CC reduced by 4 or more? No <u>Disabled</u> Must muster out at end of term Reward Roll 2D <= CC Total Mod If Battle, Strike, Siege, Patrol, or Mission ... Campaign Ribbon (roll 1D No on table 7 of p77) Medal(s) Medal (check Medal table on p71) Officer? **Promotion Roll** ommission Roll 2D <= Soc Medal Mods 2D <= C2 + WB Mods omotion Rol Yes 2D <= C2 Yes WB Mod 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 Roll 1D +1 roll if gained commission **Aging** +4 age, Aging check Continue? On a roll of 2, mandatory continue. 2D <= 7 (or voluntary end or disabled) Personal weapon if Fighter-1+. **Mustering Out** For each, select Money or Benefit: Acquired item = Roll 1D on table 7 of p75. 1 roll per Term For Money roll 1D + Terms TAS Life Membership if awarded an SEH medal. +1 roll per MCG or SEH For Benefit roll 1D + Officer Rank Fame = Officer Rank + medal Fame mods (option +Flux). +1 roll if Fame 19+ Retirement Pay if 4+ active terms: (Double if disabled) Reroll of duplicates is allowed Officer (final rank) = $Cr3,000 \times terms per year$. Enlisted = Cr2,000 x terms per year.