T5.1 Character Generation – Career: Marine

p86 (unless otherwise noted)

Start

To begin career:
- NOTC (Officer rank 1)
- Navy Academy (Officer rank 1)
- or 2D <= C1 (Enlisted rank 1)

Life Motivations
(optional)
Roll 1D on table 12 of p94

Choose Branch (2D <= Soc)
or roll 1D (+2 if Edu 10+)
Note Branch Mod and DM

Begin Term
(+1 Term)

Choose CC
(Controlling Char)
C1, C4

If first year of service, optional apply to Flight School for one year (-1 roll if accepted).

If promoted to Force Commander last term, assigned to Command College for one year (-1 roll).

For all others…
- Roll 1D + Branch DM (+2 if Edu 10+)
- If ANM School, assigned to Marine School for one year.
- If not ANM School, note Operations Mod. (Optionally roll 1D on table 12 of p96.)

Marine Operations
4 rolls (1 per year)

Cautious or Brave?

Cautious → Choose Mod +0 to +9

Brave → Choose Mod -1 to -9

Total Mod =
Caution/Bravery Mod
+ Branch Mod
+ Highest Operations Mod of term

Risk Roll
2D <= CC
+ Total Mod

No →

Injured
Reduce CC by
(Total Mod + Flux),
Wound Badge awarded

CC reduced to zero or less?
Yes → **Dead**

No ↓

CC reduced by 4 or more?
Yes → **Disabled**
Must muster out at end of term

No ↓

Yes (Risk Roll) →

Reward Roll
2D <= CC
- Total Mod

Yes →

If Combat, Peace Keeper, or Mission …
- Campaign Ribbon (roll 1D on table 12 of p97)
- Medal (check Medal table on p70)

Medal(s)

No ↓

Officer?

No → **Commission Roll**
2D <= C3

No → **Promotion Roll**
2D <= C1
+ Medal Mods
+ WB Mods

Yes (Promotion Roll) → **+1 Rank**
May change Branch

Yes (Commission Roll) → Officer rank

Yes (Officer?) → **Promotion Roll**
2D <= Int
+ Medal Mods
+ WB Mods

No →

Yes → **+1 Rank**
If promoted to Force Commander, must enter Command College next turn (unless muster out)

Branch or Rank
automatic skills
(if relevant)

For each:
- Select column on Table C
- Roll 1D

Soldier Skills
4 rolls
+1 roll if promoted
+1 roll if gained commission

Aging
+4 age,
Aging check

Continue?
2D <= C1

On a roll of 2, mandatory continue.

Yes →

No
(or voluntary end or disabled)

Important event during career
Roll 1D on table 12 of p97

- Personal weapon if Fighter-1+.
- Acquired secret = Roll 1D on table 12 of p95.
- TAS Life Membership if awarded an SEH medal.
- Fame = Officer Rank + medal Fame mods (option +Flux).
- Retirement Pay if 4+ active terms:
  - Officer (final rank) = Cr3,000 x terms per year.
  - Enlisted = Cr2,000 x terms per year.

Mustering Out
1 roll per Term
+1 roll per MCG or SEH
+1 roll if Fame 19+
(Double if disabled)

For each, select Money or Benefit:
- For Money roll 1D + Terms
- For Benefit roll 1D + Officer Rank

Reroll of duplicates is allowed

End