T5.1 Character Generation – Career: Merchant

p80 (unless otherwise noted)

Start

To begin career:
- 2D <= Int (4th Officer)
- 2D <= Dex (Spacehand)
- automatic (Temp)

Former Organizations
Roll 1D on table 6 of p96

Life Motivations
(optional)
Roll 1D on table 6 of p94

Begin Term
(+1 Term)

Choose CC
(Controlling Char)
C1, C2, C3, C4

Cautious or Brave?
Cautious → **Choose Mod** +0 to +9
Brave → **Choose Mod** -1 to -9

Risk Roll
2D <= CC + Mod
- No → **Injured** Reduce CC by (Mod + Flux)
- Yes

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

Reward Roll
2D <= CC - Mod
- Yes → **Ship Shares** Receive number equal to times reward received
- No

In other words:
+1 = 1
+2 = 3
+3 = 6 ... and so on.

Officer?
- No → **Commission Roll** 2D <= Int
  - No → **Promotion Roll** 2D <= Dex + (3 if Int 8+)
    - No
    - Yes → **+1 Rank**
  - Yes → **Officer rank**
- Yes → **Promotion Roll** 2D <= (Terms x2) + (3 if Int 8+)
  - No
  - Yes → **+1 Rank**

Rank automatic skills (if relevant)

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

Merchant Skills
4 rolls
+1 roll if promoted

Aging
+4 age,
Aging check

Continue?
2D <= Str
- Yes (loops back)
- No (or voluntary end or disabled)

On a roll of 2:
- Reservists return to military service.
- All others, mandatory continue.

Important event during career
Roll 1D on table 6 of p97

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

- Personal weapon if Fighter-1+.
- Acquire secret = Roll 1D on table 6 of p95.
- Fame = Officer Rank + 1D if ship owner (optional +Flux).

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

Reroll of duplicates is allowed

End