T5.1 Character Generation – Career: Soldier p82 (unless otherwise noted) To begin career: OTC (Officer rank 1) Military Academy (Officer rank 1) or 2D <= Str (Enlisted rank 1) LIfe Motivations (optional) Roll 1D on table 8 of p94 Choose Branch (2D <= Soc) or roll 1D (+2 if Edu 10+) Note Branch Mod and DM Begin Term (+1 Term) Choose CC If first year of service, optional apply to Flight School for (Controlling Char) one year (-1 roll if accepted). C1, C3, C4 If promoted to Major last term, assigned to Command College for one year (-1 roll). For all others... **Army Operations** Roll 1D + Branch DM (+2 if Edu 10+) 4 rolls (1 per year) If ANM School, assigned to Army School for one year. If not ANM School, note Operations Mod. (Optionally roll 1D on table 8 of p96.) Cautious or Cautious 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> Yes Reduce CC by (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 Combat, Peace Keeper, or Mission ... Campaign Ribbon (roll 1D Medal(s) on table 8 of p97) Medal (check Medal table on p70) Officer? **Promotion Roll** Commission Roll 2D <= Soc Medal Mods 2D <= C3 + WB Mods **Promotion Roll** 2D <= C3 Yes Yes Medal Mods + WB Mods Yes +1 Rank If promoted to Major, must enter +1 Rank Officer rank Command College next turn May change Branch (unless muster out) Branch or Rank automatic skills (if relevant) Soldier 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 <= C3 No (or voluntary end or disabled) Personal weapon if Fighter-1+. **Mustering Out** For each, select Money or Benefit: Acquired secret = Roll 1D on table 8 of p95. 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.