T5.1 Character Generation – Career: Spacer

p81 (unless otherwise noted)

Start

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

LIfe Motivations
(optional)
Roll 1D on table 7 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, C2, C4

Naval Operations
4 rolls (1 per year)

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

If promoted to Lt 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 Navy School for one year.
- If not ANM School, note Operations Mod. (Optionally roll 1D on table 7 of p96.)

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 ↓

Reward Roll
2D <= CC
Total Mod

— Yes →
If Battle, Strike, Siege, Patrol, or Mission ...
- Campaign Ribbon (roll 1D on table 7 of p97)
- Medal (check Medal table on p70)

Medal(s)

No

Officer?
— No → **Commission Roll** 2D <= C2
— Yes → **Promotion Roll** 2D <= Soc + Medal Mods + WB Mods

Commission Roll — No → **Promotion Roll** 2D <= C2 + WB Mods
— Yes ↓

Promotion Roll — No →
— Yes → +1 Rank
May change Branch

Officer rank

Promotion Roll 2D <= Soc... — No →
— Yes → +1 Rank
If promoted to Lt Commander, must enter Command College next turn (unless muster out)

Branch or Rank
automatic skills
(if relevant)

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

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

Aging
+4 age,
Aging check

Continue?
2D <= C1

On a roll of 2, mandatory continue.

— Yes →

No
(or voluntary end or disabled)

- Personal weapon if Fighter-1+.
- Acquired secret = Roll 1D on table 7 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