Character Creation

1. Attributes

Throw 2d6 down the line. Particularly high and low attributes apply a modifier to all character creation throws based on that attribute. (These modifiers are *not* uniformly used in play!)

The attributes are:
- **Strength** (STR): muscle and brawn
- **Dexterity** (DEX): speed and coordination
- **Endurance** (END): hardiness and stamina
- **Intelligence** (INT): quick wits and lateral thinking
- **Education** (EDU): formal knowledge and memory
- **Social Standing** (SOC): social class and rank

Attribute Score	Chargen Modifier
2	-2
3-5	-1
6-8	(none)
9-11	+1
12	+2

2. Background

2.1 Homeworld
Roll 1d10 to determine the type of Homeworld where you grew up. Apply your SOC modifier, if any, to this roll.

1d10	Homeworld
1-2	Agricultural
3-4	Fringe
5-6	Spacer
7-9	Industrial
10+	High Culture

2.2 Schooling
Roll 1d10 to determine the type of formal schooling you experienced. Apply *double* your SOC modifier, if any, to this roll.

1d10	Schooling
1-2	The Streets
3-4	Apprenticeship
5-6	Military Academy
7-9	University
10+	Finishing School

2.3 Psychic Talent
Throw 12+ for psychic talent. Apply your INT modifier, if any, to this roll.

3. Terms

Character gain Expertise (and modify their attributes) throughout their career(s), which are accumulated in four-year blocks call "terms."

2d6	Total Terms
2-3	3
4-6	4
7-10	5
11-12	6

3.1 Total Terms
Roll 2d6 to determine the total number of terms that this character will have experienced across all of their pre-play career(s).

3.2 Number of Careers
Roll 1d6 to determine how many terms you spend in your first career. If this number is less than the total terms allotted to the character, roll an additional d6 as necessary to determine how many terms you spend in your second (and later) careers.

4. Your First Career

Expertise in a given field is first gained at Expertise-1, and then improves each additional time the same field is rolled (Expertise-2, Expertise-3, etc.). Follow each step below in order:

4.1 Entering a Career

Choose which career that you would like to enter. You must throw 2d6 equal to or above the listed Qualification target number to enter the career. Add any modifier from the specified attribute to the throw. If you fail, *once per character only*, you may choose to be drafted randomly into the Military, Mercantile, or Frontier careers. Otherwise, you must join Drifter.

4.2 Basic Training

Roll twice on the "Service Skills" chart. (*Drifter: Roll twice on one chart of your choice.*)

4.3 Training

For each term that you spend in this career, roll once on a chart of your choice. You may only roll on an Advanced Education chart if you have EDU 8+.

4.4 Special Assignment

For each term that you spend in this career, throw 2d6. If you throw 7+, repeat step 4.3 to gain an additional Expertise or attribute improvement for the term.

4.5 Leadership Rank

After you have rolled for Training and Special Assignments, check to see whether you gained any promotions during your terms of service. Throw 2d6 for each term that you spent in the career. Add any modifier from the specified attribute. For each success (cf. the listed target number), improve your leadership rank by one. Record your final rank in the career.

Then, consult the "Leadership Ranks" table and gain the benefits for all ranks achieved in the career.

Drifter: Do not check for leadership ranks. Instead, roll 2d6 once for each item on the "Specials" table. Add your terms of service in the career as a modifier to each throw.

4.6 Retirement

At the end of your time in a career, roll 2d6 once on the Cash Benefits table for the career, adding your leadership rank in the career as a bonus to the throw. Then, roll 1d6 once on the Material Benefits table for each term that you spent in the career, plus once for each leadership rank achieved.

5. Additional Careers

If your rolls in section two indicated that you spent time in multiple careers, repeat section three above for each additional career, but *do not* gain Expertise from Basic Training.

6. Age and Ageing

Your age is 18 years, plus four years per term. *Exception: Terms in Drifter are instead six years!*

6.1 Aging

If your total terms were four or higher, for term four and each additional term that you served, throw 1d6 and consult the following table to determine how your attributes decayed from ageing.

1d6	Penalty
1-3	-1 from a random one of STR, DEX, and END
4-5	-1 from a random two of STR, DEX, END, and INT
6	-1 from a random three of STR, DEX, END, and INT

7. Hit Protection

Your total hit protection is equal to the sum of your Strength, Dexterity, and Endurance attributes.

Your "bloodied" threshold is equal to 2/3rds of this amount, rounded normally.

8. Equipment

Your Material Benefits may include choices. For example, "Weapon" or "Armor" allow you to choose any non-quantum weapon or armor, while "Quantum Weapon" and "Quantum Armor" allow quantum selections, as well. If you receive one or more picks for a vehicle, see the table below.

After making any selections, you may spend any amount of your starting cash on equipment of your choice. If wealthy enough, you may also spend 50,000 Cr of your starting cash on a two-year sabbatical prior to the start of play. During the sabbatical, you gain Expertise-1 in any skill of your choice.

WEAPON DAMAGE	
Damage	**Type**
1d	Hand to Hand, Improvised, and Less Lethal Weapons (*e.g. beanbag rounds*)
2d	Hand Weapons, Pistol, Shotgun (far)
3d	Rifle, Shotgun (close)
4d	Crew-fed Weapons (*e.g. machine gun*)
+2d	Quantum Weapons (*beam, plasma, monomolecular, vibro*)

BLAST DAMAGE	
Damage (close/far)	**Type**
5d/3d	Grenade, Mortar
8d/4d	Rocket
Death/6d	Disintegration Grenade

Personal Vehicles

One pick:
- Ground Car (2 tons)
- Grav Bike (1 tons)
- Power Loader (1 ton)

Two picks:
- Militarized Ground Car (4 tons)
- Grav Car (2 tons)

Three picks:
- Militarized Grav Car (4 tons)
- Shuttlecraft (10 tons)

COMBAT QUICK REFERENCE

Basics
Keep surprise until you lose it.
Action is simultaneous.
Timing is flexible, but often ~15 seconds.
Two actions per round: move, fire, aim, reload, stow/prepare item, and so forth.

Hit Protection
HP = STR+DEX+END
Bloodied at ⅔ HP lost.

Attack Procedure
Roll to hit: 2d6+mods vs Target 8+
    Cumulative modifiers apply.

On success, roll hits based on weapon.
    Add any damage modifier to the roll.

Armor reduces hits *on each rolled damage die* (min one hit per die).

Hits are deducted from HP.

When Bloodied, save vs incapacitation:
TN 8+ (+1 for END 9, +2 for END 12)

Healing
If less than Bloodied, regain 1d6 HP/day.
If Bloodied, instead regain 1 HP per week until no longer Bloodied.
Formal medical care is required to heal from Bloodied.

ATTACK MODIFIERS	
Attacker	
Per Rank	+1
Unskilled	-3
Brawling or Blades	+1 for DEX 9 +2 for DEX 12
Heavy Weapons	+2 for INT 10+

Firearms	
Aiming (cannot move)	+1 per round (+3 max)
Autofire	+2 (but -1 hit per die)
Continuous Fire	-1 if no reload last round

Range	
Optimal Range	+0
Suboptimal Range	-2
Terrible Range	-5

Target	
In Cover	-2
Evasive Movement	-2
Grappling/Parrying	-[Brawling/Blades Rank]

DAMAGE MODIFIERS	
First Blood	+1d
Melee	Per die, +1 for STR 9, +2 for STR 12
Autofire	Per die, -1

ARMOR		
Type	**Value**	**Situational Values**
Cloth	1	2 vs brawling, blasts
Mesh	1	2 vs brawling, blades
Ballistic	1	2 vs blasts, 3 vs firearms
Power Armor	3	Only 1 without Drive-1
Dislocation	2	4 vs direct ranged attacks