



# Characters

Zhodani characters of the Second Dark Age follow generally the same procedures as for Zhodani characters of the “modern” *Traveller* era, but with several key differences. In most cases the same rules outlined in *Mongoose Traveller*.

The most important difference that experienced players will notice is that Social Status and Psionics are not necessarily connected. The psionic Nobility has not yet ascended to prominence during this era, and many who would be considered “proles” or **zhant’ad** in the modern era can be psionically strong and conversely, the Nobility includes many non-psionic individuals.

## INITIAL CHARACTER CREATION

Eight characteristics should be generated randomly for all Zhodani characters:

<b>Strength</b>	Physical prowess and power
<b>Dexterity</b>	Manual dexterity and agility
<b>Endurance</b>	Toughness and stamina
<b>Intelligence</b>	Ability to reason and solve problems
<b>Education</b>	Highest level of formal schooling
<b>Social Status</b>	Rank within society
<b>Psi</b>	Psionic strength
<b>Sanity</b>	Mental stability - 2D + Psi + Int modifiers

These are usually determined randomly by rolling standard six-sided dice, referred to here as “D” (2D = two six sided dice) and taking the sum of the results. The usual method is to roll each characteristic in order except for *Sanity*, which is the sum of Psi and Intelligence. *Sanity* is explained further in the next chapter.

You may also use one of the following alternatives:

**2D, player-assigned:** roll in the usual way but place the values where you want them.

**3D, drop low values:** roll 3D instead of 2D and use the highest two results for each characteristic.

**1D + 6:** if you want a more heroic game, where the characters are all “above average”, this produces starting stats ranging from 7 to 12.

	<b>Value</b>	<b>Modifier</b>
	<b>0</b>	-3
	<b>1-2</b>	-2
	<b>3-5</b>	-1
	<b>6-8</b>	0
	<b>9-11</b>	+1
	<b>12-14</b>	+2
	<b>15</b>	+3

Regardless of the method chosen, the values assigned confer *modifiers* to die rolls against those characteristics, as shown on the **Modifiers** table.

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# SOCIAL STATUS

During the Second Dark Age, Zhodani society has not yet become as highly structured, stratified as we know it in the Charted Space era. During these early years, nobility is not tied to Psionic talents and most titles of nobility are still inherited. However, during the latter part of the Dzaqlas era some communities, most notably the western feudal kingdoms, the beginnings of a society based on psionic talent are emerging. Characters with high Social Standing are considered part of the *Nobility*. The titles corresponding to each Social Status level are shown below.

Social Status	Title	Zdetl	Meaning
11	Pranatl	የኋላት	Aspirant
12	Jdistebr	ዕሮተብር	Wellborn
13	Vlestlas	ቍዴስታችል	Highborn
14	Zhobrtglasche	ወጪዴስታችል	Noble Born
15	Preblshienchiashav	ደንብዴስታችል	Princely Born

# PSIONICS

Nearly everyone who survived the Dzaqlas has some measure of psionic ability, but not all to the same level. Unlike 3I-era Zhodani, any character can learn to use their natural psionic ability, provided they can find a teacher or mentor. The quality and availability of such tutelage will vary greatly depending on the Campaign Era, however.

**Psi** represents the amount of Psionic Strength Points available to the character. Only characters with formal training are able to learn Psionic Talents. All others are **Latent**.

There are three basic types of Psion:

Type	Game Effects
<b>Latent</b>	You have psionic abilities but are not aware of them. These can be activated during game play at an appropriate time. A character with Latent psionics loses one point of Psi strength for every term served until formally tested.
<b>Wild</b>	Your psionic talents manifested in an uncontrolled manner. This is common among barbaric (baz) tribes; you might be a holy man or woman, or mystic hermit.
<b>Adept</b>	Your talents were discovered by a priestly order in a civilized part of the world and you received formal training.

Psionic talents are acquired according the procedures set in **Mongoose Traveller** (Psi 8+, -1 per term served, + Learning DMs). Refer to the **Psionics Acquisition** table.

See **Chapter 5, Psionics** for detailed rules.

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### Psionics Acquisition

Talent	Learning DM
<b>Telepathy</b>	+4
<b>Clairvoyance</b>	+3
<b>Telekinesis</b>	+2
<b>Awareness</b>	+1
<b>Teleportation</b>	+0
<b>Empathic Healing</b>	-1
<b>Machine Symbiosis</b>	-1
<b>Blocking</b>	-2
<b>Mimic</b>	-2
<b>Healing</b>	-2
<b>Teleprojection</b>	-3
<b>Vampyric Awareness</b>	-5
<b>Precognition</b>	-7
Per talent already learned	-1
Per term already served beyond age 18	-1



## BACKGROUNDS

Before beginning a career (and formal training), each character gets a number of **Background Skills**. These give a very general impression of where he or she comes from and how their adventures started. It can be as general or as detailed as you like - “I was born in a log cabin in the mountains of Western Dleqiats, the youngest of fourteen children...” is just as valid a history as “I was born in a fishing village.”

Roll 1D or choose an option from the table below and add the Skill given to your character’s **Skill** list.

*Apply DM +2 for Wasteland, +4 for Rising Empire.*

Roll (1D)	Birthplace	Background Skills
1	In a fishing village	Fishing-0
2	In a city	Streetwise-0
3	In a farming community	Agriculture-0
4	In a survivalist stronghold	Survival-0
5	In a palace	Soc +1
6	In a criminal hideout	Soc -1
7	In a bar or tavern	Carousing-0 Athletics (Swim)-0 or Seamanship-0
8	On the High Seas	
9	In a vehicle while traveling	Mechanic-0
10	In a temple or other “holy” place	Talent-0

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**Education:** For some characters, formal education grants a basic level of knowledge in certain sciences and academic pursuits. Based on the campaign timeline, choose 3 + your Education DM from the following:

*End of Days (Dzaqtas):* Admin-0, Advocate-0, Art-0, Carouse-0, Comms-0, Computer-0, Drive-0, Mechanic-0, Medic-0, Science -0, Trade-0

*Wasteland (Fronzhivr):* Animals-0, Art-0, Athletics-0, Carouse-0, Drive-0, Medic-0, Melee-0, Recon-0, Seafarer-0, Survival-0, Trade-0

*Rising Empire (Dlenchiepr):* Animals-0, Art-0, Athletics-0, Bribery-0, Carouse-0, Medic-0, Melee-0, Persuade-0, Recon-0, Seafarer-0, Survival-0, Trade-0

You are now ready to begin your **Career**.

Careers in this supplement proceed the same as defined in **Traveller**, with differences noted in the next section. In the Dzaqtas era, the Zhodani more closely resemble the other branches of Humaniti; some careers defined in **Alien Module 4 - Zhodani** such as Agent, Guard, Noble, and Prole, are not available, and others are slightly different from what's presented there.

## REEDUCATION

The science of reeducation, an essential aspect of Zhodani culture in the Third Imperium era, has not yet been developed. Criminality is dealt with in more mundane ways, through imprisonment, fines, or even execution in extreme cases.

## SKILLS

Skills are determined as usual, but for some careers there will be an additional Psionic Skills table. Only characters who have some degree of training or Psionic Awakening (**Wild Talents** and **Adepts**) may use these tables - **Latent** psions may not.

Other skills such as Pilot, Battle Dress, and Engineering, are unavailable due to the prevailing tech level. In a nutshell, if a skill cannot be applied beyond Tech Level 8, it cannot be learned.

## SURVIVAL

Each term your character serves requires a Survival roll. Failing the roll results in a **Mishap** for that term; depending on the result, you may be forced to exit. Optionally, for End of Days campaigns the GM may apply a -1 DM to Survival for each term served - this represents the impending arrival and increased risk of the Dzaqtas. Under this rule, failing a Survival roll means civilization has collapsed - muster out immediately and run for your life.

## MUSTERING OUT

Characters in this supplement muster out as usual. Some life events (such as **Dzaqtas!** on the Life Events table) may force a premature exit from the current career; in such cases the character finishes their current term without further skill or promotion advancement and begins their new life. Roll for benefits on the tables designated by the Career and Campaign Era.

**Weapon:** Any weapon available at the Campaign Era tech level is allowed (TL-8 for End of Days, TL-2 for Wasteland, TL-3 for Rising Empire).

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# LIFE EVENTS

Significant events for Zhodani characters of the Dzaqtas Era are much the same for other Traveller characters, but with adjustments based on the current tech level and the fact that the Zhodani have not left their home system yet.

Optionally, you may also choose to roll for significant Life Events of early childhood

Roll	ADULTHOOD EVENTS (All Timelines)
2d6	<b>Event</b>
2	<b>Sickness or Injury:</b> You contract a serious illness or are injured. Roll 1D; on a 1, you are afflicted by the <b>Dzaqtas!</b> Make an immediate Survival roll with DM -2. Even if you survive, character creation ends. Otherwise, roll on the Injury table.
3	<b>Birth or Death:</b> Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	<b>End of a Relationship:</b> A romantic relationship you're involved with comes to an end. Roll 1D: 1-2 - Your partner dies or is killed. 3-4 - You leave your partner. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably. 5-6 - Your partner leaves you. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably.
5	<b>Relationship Improves:</b> A romantic relationship goes to the "next level", with a long term commitment or other arrangement.
6	<b>New Relationship:</b> You become involved in a romance (or an additional romance, if you're already hooked up).
7	<b>New Contact:</b> You gain a Contact.
8	<b>Betrayed!</b> : You are betrayed by a friend. If you have any Contacts or Allies, one becomes a Rival. If you have any Rivals, one becomes an Enemy. Otherwise, gain a Rival.
9	<b>Travel:</b> You spend some time travelling the world. Gain +2 to your next Advancement roll.
10	<b>Good Fortune:</b> Something good happens to you. You come into money, have a lifelong dream come true, invent something useful, get published, or something else. Gain +2 to any single Benefit roll from this current career.
11	<b>Crime:</b> You commit a crime, are accused of a crime, or are the victim of a crime. Lose one Benefit roll and one level of Social Standing.
12	<b>Unusual Event:</b> Something strange happens. Roll 1D: 1 - <b>Psionics:</b> You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, DM -1/term served so far, +DMs for talent) 2 - <b>Aliens:</b> In the <b>End of Days</b> timeline, you spend time among the Viepchaklits and/or the Qiknavrats. Gain Life Sciences (biology) and a contact in the Scholar career. For others, apply result 3, <i>Alien Artifact</i> . 3 - <b>Alien Artifact:</b> You find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - <b>Amnesia:</b> Something happened to you, but you have no memory of it. (GM: roll again on the <b>Life Events</b> table to determine what actually happened) 5 - <b>Government Contact:</b> You briefly came into contact with someone high up in the local government (or tribal council). 6 - <b>Ancient Technology:</b> You find something very old, possibly dating back to Zhodani prehistory.

and adolescence. Roll once on each table.

Roll	CHILDHOOD EVENTS (All Timelines) - Roll 2D6 for the age of the event
2d6	Event
2	<b>Sickness or Injury:</b> You contract a serious illness or are injured. Roll once on the Injury table for the effect of the injury.
3	<b>Birth or Death:</b> Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	<b>Truant:</b> You skip school too many times and it costs you. Lose -1 to Edu.
8	<b>Make a Friend:</b> You gain an Ally. Your friend is (roll 1D6): <ul style="list-style-type: none"> <li>1 - involved in delinquent or criminal activities. Learn Stealth-0.</li> <li>2 - a visiting Qiknavrats, one of the strange non-humans! Learn Language (wyniprith)-0.</li> <li>3 - an older adult who becomes a mentor. Learn Art or Trade-0.</li> <li>4 - a drifter. Learn any service skill from that career at level 0.</li> <li>5 - a clergyman. Roll Int 8+. On success, gain +1 to Psi.</li> <li>6 - a noble or high level government official. Roll Int 8+ to gain +1 Soc.</li> </ul>
6	<b>New Relationship:</b> You become involved in a romance (or an additional romance, if you're already hooked up).
7	<b>New Contact:</b> You gain a Contact.
8	<b>Witness:</b> While exploring an abandoned building, you witness a crime in progress. The perpetrators see you but are unable to catch you. They may still be out there! Gain an Enemy (Rogue).
9	<b>Travel:</b> Your family moves to a different part of the world. Roll again on the Background table and apply that result.
10	<b>Sports:</b> You spend some time doing youth athletics (or some other competitive game). Learn Athletics (any)-0.
11	<b>Fate:</b> A fateful event occurs on your birthday. Roll 1D for Hi/Lo: <ul style="list-style-type: none"> <li>Hi - a tragedy occurs. Someone dies, your family loses their home, a natural disaster wipes out the community, etc.</li> <li>Lo - something wonderful happens. Your family comes into wealth, you save someone's life, you discover a valuable treasure, etc.</li> </ul>
12	<b>Unusual Event:</b> Something strange happens. Roll 1D: <ul style="list-style-type: none"> <li>1 - <b>Psionics:</b> You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, +DMs for talent)</li> <li>2 - <b>Aliens:</b> In the <b>End of Days</b> timeline, you spend time among the Viepchaklts and/or the Qiknavrats. Gain a Contact among the aliens and Language (wyniprith)-0.</li> <li>3 - <b>Alien Artifact:</b> While rummaging around in a basement or abandoned building, you find a strange or unusual item of alien design. You have no idea what its function is, if it has one.</li> <li>4 - <b>Amnesia:</b> Something happened to you, but you have no memory of it. (GM: roll again on the <b>Life Events</b> table to determine what actually happened)</li> <li>5 - <b>Government Contact:</b> You briefly came into contact with someone high up in the local government (or tribal council). Gain a Contact.</li> <li>6 - <b>Ancient Technology:</b> You find something very old, possibly dating back to Zhodani prehistory, or more likely something from before the Dzaqtas.</li> </ul>

Roll	ADOLESCENCE EVENTS (All Timelines) - Roll 12 + D6 for the age of the event
2d6	Event
2	<b>Illness or Injury:</b> You are injured or contract a serious illness. Roll once on the Injury table for the effects.
3	<b>Birth or Death:</b> Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	<b>Bad Breakup:</b> A romantic relationship you're involved with comes to an end. Roll 1D: 1-2 - Your partner dies or is killed. 3-4 - You leave your partner. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably. 5-6 - Your partner leaves you. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably.
5	<b>Relationship Improves:</b> A romantic relationship goes to the "next level", with a long term commitment or other arrangement.
6	<b>Dedication:</b> Your dedication to your studies earns you a scholarship or other recognition. Gain +1 to Edu.
7	<b>New Contact:</b> You gain a Contact.
8	<b>Betrayed!</b> : You are betrayed by a friend. If you have any Contacts or Allies, one becomes a Rival. If you have any Rivals, one becomes an Enemy. Otherwise, gain a Rival.
9	<b>Travel:</b> You spend some time travelling the world, either for fun, education, or necessity. Roll again on the Backgrounds table and apply that result.
10	<b>Athletics:</b> You spend some time exploring youth sports (or some other pursuit). Gain Athletics (any)-0.
11	<b>Protest:</b> You participate in a protest against authority (school, civil, military). Roll 1D. On 1-2, the protest was successful and the demanded change happened. On any other result, roll Edu 8+. If you fail, you're expelled and lose -1 Edu. If you succeed, you are allowed to graduate.
12	<b>Unusual Event:</b> Something strange happens. Roll 1D: 1 - <b>Psonics:</b> You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, +DMs for talent) 2 - <b>Aliens:</b> In the <b>End of Days</b> timeline, you spend time among the Viepchaklts and/or the Qiknavrats. Gain a contact in the Scholar career. For others, apply result 3, <i>Alien Artifact</i> . 3 - <b>Alien Artifact:</b> You find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - <b>Amnesia:</b> Something happened to you, but you have no memory of it. (GM: roll again on the <b>Life Events</b> table to determine what actually happened) 5 - <b>Government Contact:</b> You briefly came into contact with someone high up in the local government (or tribal council). 6 - <b>Ancient Technology:</b> You find something very old, possibly dating back to Zhodani prehistory.

# Skills

The skills presented characters acquire during the course of their career will be familiar to *Traveller* players; however, there are some important differences that must be explained.

The most important one is the *Tech Level*. The dominant and highest tech level on Zhdant before the Dzaqtas is TL-8, equivalent to late 20<sup>th</sup> or early 21<sup>st</sup> century Terra. The Zhodani have achieved space flight and have computers capable of the task, but have not yet developed the Jump drive - and will not for another 2,000 years. Thus, the following skills are not available and do not appear in the skill tables:

**Astrogation** - Advanced space travel has not been developed yet, only Zhdant-to-Orbit and Zhdant-to-Viepchakl travel.

**Battle Dress** - The technology for powered armor has not been developed.

**Drive (Mole)** - The Zhodani have a few of these machines for large-scale tunneling, but characters are not likely to learn this skill.

**Engineer (Jump Drive or Maneuver Drive)** - These appear at TL-9.

**Flyer (Grav)** - Grav vehicles will revolutionize air travel on Zhdant, but not for 2,000 years.

**Gunner (any)** - No nation of Zhdant has an orbital military or space navy.

**Gun Combat (Energy weapons)** - There are no high powered portable laser weapons yet.

**Pilot (any)** - This covers interstellar spacecraft, which have not been developed.

Certain other subskills are unavailable for other reasons:

**Animals (Riding)** - Zhdant has few animal species suitable for riding, due to the lower gravity and sparse biosphere. Certain herbivores are bred for draft and work, though.

**Art (Holography)** - replace with Photography.

**Flyer (Rotor)** - Zhdant's thin atmosphere made development of helicopters and other similar flying machines difficult. There are no large rotary wing aircraft for military or commercial use.

**Language** - Most of the nations of Zhdant speak and write some variation of *Zdetl*, though not in the standardized form known in the 31 era.

**Life Sciences (Psionicology)** - Psionics are mostly a curiosity

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before the Dzaqtlas, and serious study has not yet begun.

The following skills are new or modified:

**Bow Combat** - Skill and training in the use of bow weapons, including longbows, short bows, and crossbows.

**Flyer (Lighter than Air)** - Applies to any rigid, semirigid, or nonrigid airships including dirigibles, balloons, and Magnus spheres, the most common form of air travel on Zhdant.

**Heavy Weapons** - The type of weapon depends on the predominant tech level for the era. Man-portable plasma weapons are not available.

- In the *End of Days* era, all TL-8 weapon systems listed are available including **Launchers** and **Field Artillery**.
- In the *Wasteland* scenario, **Launchers** and **Artillery** are still available, but most is either wearing out or deteriorated.
- Finally, in the *Rising Empires* era, heavy weapons includes **ancient siege engines** like catapults, ballistae, and certain lower tech **field artillery**.

**Scrounge** - The art of combing through ruins or similar places and finding things of value. To scrounge for specific items, the player must declare what they're looking for. The difficulty depends on the likelihood of finding a working, intact, or edible sample of the item in question in the area being searched. Alternatively, the player can just scrounge for "whatever," in which case the **Effect** of the skill roll determines what sort of stuff the player finds (and what condition it's in).

**Trade** - Any skill applied to the purpose of performing a service or creating a good in order to make money can be considered a *Trade*. Examples include *Plumbing*, *Civil Engineering*, *Programming*, *Hydroponics*, *Aquaculture*, *Tailor*. Trades can be as general or as specific as needed; a character may learn *Computers* and *Trade (Programming)*, for example. The first implies formal training in the technology; the second suggests a more businesslike approach to a specific subskill. Multiple Trades related to the same topic may be learned as well; *Trade (Programming)* and *Trade (Networks)* are both *Computer* trades, but with different applications.

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### ARMY

(Short quote from a soldier)

You were a member of the organized fighting forces of one of the nations of Zhdant.

**Qualification:** End 5+

**Assignments:**

Choose from the following.

**Infantry:** You served as the main body of ground troops.

**Support:** You served in a support role as a medic, engineer, cook, or other rear echelon function.

**Cavalry:** You served in some form of mechanized cavalry.



#### MUSTERING-OUT BENEFITS

Roll	Cash	Other
1		
2		
3		
4		
5		
6		
7		

**Campaign Notes:** Before the End, the nations of Zhdant maintained their own dedicated fighting forces. You come from the ranks of these men and women responsible for keeping the security of your home state.

**Psi Notes:** Characters with high Psi might, if noticed, be offered work in an Intelligence division. Roll Psi 8+; on success, learn Tactics (military), Persuasion, Decption or Investigate. Also roll for Advancement.

If selected, roll Psi 8+ to learn one Talent as an **Adept**. On a roll of 6 on the Advanced Education table you may instead take +1 to your Talent.

TABLE OF RANKS

Rank	NCO	Benefit	Officer	Benefit
0	Trooper	Gun Combat 1	Warrant Officer	Gun Combat 1
1	Leader	Recon 1	Officer of 20	Leadership 1
2	Leader of 10		Officer of 50	
3	Leader of 20	Leadership 1	Officer of 100	Tactics (military) 1
4	Leader of 50		Officer of 500	
5	Leader of 100		Officer of 1000	
6	Leader of 1000		Officer of 5000	+1 Soc

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### LIFE EVENTS

#### 2d6 Event

- 2** **Disaster!** Roll on the Mishaps table but continue in this career.
- 3** **Combat Duty:** You are assigned to a region torn by war or insurrection. Gain +1 to Stealth, Persuade, or Recon.
- 4** **Natural Disaster:** Roll 1D. On a 1, roll on the Injury table. Otherwise, gain +1 Survival or Medic.
- 5** **Commando Training:** Gain +1 to Heavy Weapons, Recon or Survival and +2 to your next Advancement roll.
- 6** **War:** You are embroiled in brutal ground combat. Roll Gun Combat or Stealth 8+ to avoid injury; if successful, gain +1 to Gun Combat, Leadership, or Tactics (military).
- 7** **Life Event:** roll on the Zhodani Life Events table.
- 8** **Advanced Training:** Roll Edu 8+ to gain +1 to any skill already known.
- 9** **Surrounded:** Outnumbered by the enemy, you hold out until relief arrives. Gain +2 to your next Advancement roll.
- 10** **Peacekeeping:** You are assigned to peacekeeping duty. Gain +1 to Admin, Investigate or Recon.
- 11** **Noticed by Superiors:** Gain an Ally and +2 to your next Advancement.
- 12** **Heroism:** Your next Advancement roll is automatically successful.

### MISHAPS

#### 1D Mishap

- 1** Severely injured in action. Roll twice on the Injury table and take the lower result.
- 2** You are involved in a disastrous campaign from which you barely escape. Behind enemy lines, you make 1D3 contacts.
- 3** You are sent to suppress an insurgency. You are released from duty due to stress or an injury. Gain +1 to Recon or Survival. If Soc-10+, also gain an Enemy in Government.
- 4** You discover your commanding officer is involved in criminal activity. You can either join in and gain an Ally before being kicked out, or turn him in and take your chances. If you do this, roll Advocate 8+ to avoid discharge.
- 5** You have problems working with a fellow officer or soldier. Gain a Rival.
- 6** You are injured in action. Roll once on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Drive	Tactics (military)
2	+1 Dex	Athletics	Leadership
3	+1 End	Gun Combat	Advocate
4	Gamble	Recon	Diplomat
5	Medic	Melee	Tactics (military)
6	Melee (unarmed)	Heavy Weapons	Admin

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Infantry	Specialist: Support	Specialist: Cavalry
1	Gun Combat	Mechanic	Mechanic
2	Melee	Drive	Drive
3	Heavy Weapons	Flyer	Flyer
4	Stealth	Explosives	Recon
5	Athletics	Comms	Gunnery
6	Recon	Medic	Sensors

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### AVIATOR

*"Being up there, in the clouds, it's the best feeling in the world."*

You flew one of the massive airships, gliders, or interplanetary shuttles for one of the nations of Zhdant.

**Qualification:** Dex 6+

**Assignments:** Choose from the following.

**Civil:** You flew a cargo plane or passenger airship for a corporation or civil government.

**Military:** You were part of a nation's air combat forces.

**Spacer:** You piloted one of the many shuttles between Zhdant and Viepchakl (not available after the End of Days).



#### MUSTERING-OUT BENEFITS

	Roll	Cash	Other
Corporate	1	2000	+1 Edu
Military	2	5000	Weapon
Spacer	3	10000	Weapon
	4	10000	+1 Dex
	5	10000	+1 Int
	6	20000	Aircraft
	7	30000	+1 Soc

**Career Progress**

**Campaign Notes:** Prior to the End Days, the skies of Zhdant were filled with great airships and massive gliders that carried passengers and trade goods between the various lands and their tributaries. Shuttles flew between Zhdant and its moon, Viepchakl, on a regular basis.

**Psi Notes:** Characters with high Psi might, if noticed, be given advanced training. Roll Psi 8+; on success, learn Tactics (military), Sensors, Recon or Survival. Also roll for Advancement.

If selected, roll Psi 8+ to learn one Talent as an **Adept**. On a roll of 6 on your service Specialization table you may instead take +1 to your Talent.

TABLE OF RANKS

Rank	Civil	Benefit	Military	Benefit	Spacer	Benefit
0	Aircrew		Aircrew	Mechanic 1	Crew	Vacc Suit 1
1	Pilot	Flyer 1	Pilot	Flyer 1	Pilot	
2	4 <sup>th</sup> Officer		Flight Lt		Sr. Pilot	Sm. Craft 1
3	3 <sup>rd</sup> Officer	Admin 1	Sqdn Ldr	Tactics (air) 1	Flight Officer	
4	2 <sup>nd</sup> Officer		Group Cpt		Mission Cdr	Space Sci 1
5	1 <sup>st</sup> Officer	Persuade 1	Captain	Leadership 1	Captain	
6	Captain	+1 Soc	Commander	+1 Soc	Commander	+1 Soc

## Characters

### LIFE EVENTS

<b>2d6</b>	<b>Event</b>
<b>2</b>	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
<b>3</b>	<b>Combat Duty:</b> <b>(Military)</b> You are assigned to a region torn by war or insurrection. Gain +1 to Sensors, Navigation, or Recon. <b>(Corporate)</b> Your company is contracted to fly supplies into a combat zone. Gain +1 to Comms, Navigation, or Recon. <b>(Spacer)</b> You get specialist training in high risk operations. Gain +1 to Comms, Navigation, or Sensors.
<b>4</b>	<b>Natural Disaster:</b> Your unit or company is sent to assist in an area affected by a natural disaster. Roll 1D. On a 1, roll on the Injury table. Otherwise, gain +1 Survival or Medic.
<b>5</b>	<b>Gain a Skill:</b> You learn something new: Trade , Engineer (Electronic), Animals , or Social Science
<b>6</b>	<b>Connections:</b> You make a Contact outside your normal circles.
<b>7</b>	<b>Life Event:</b> roll on the Zhodani Life Events table.
<b>8</b>	<b>Advanced Training:</b> Roll Edu 8+ to gain +1 to any skill already known.
<b>9</b>	<b>Foil a Crime:</b> You catch another crew member in the act of committing a crime. Gain an Enemy, but +2 to your next Advancement roll.
<b>10</b>	<b>Evacuation:</b> You are sent to a region where civilians need to be evacuated quickly. Gain +1 to Admin, Investigate or Recon.
<b>11</b>	<b>Noticed by Superiors:</b> Gain an Ally and +2 to your next Advancement roll.
<b>12</b>	<b>Heroism:</b> Your next Advancement roll is automatically successful.

### MISHAPS

<b>1D</b>	<b>Mishap</b>
<b>1</b>	<b>Severely injured in action.</b> Roll twice on the Injury table and take the lower result.
<b>2</b>	<b>(Military)</b> You are shot down during a disastrous military action. Behind enemy lines, you make 1D3 contacts. <b>(Corporate)</b> Your flight path takes you through a conflict zone, forcing you to make an emergency landing. Lose one benefit roll for this term but gain 1D3 contacts. <b>(Spacer)</b> Your capsule returns to Zhdant in hostile territory. Roll on the Injury table but gain +1 to Stealth.
<b>3</b>	You are blamed for an accident that causes the deaths of several crew members. If you were responsible, gain one free roll on the Skills table before being discharged. If not, gain the officer who blamed you as an Enemy but keep your benefit roll for this term.
<b>4</b>	You discover your commanding officer or a senior executive is involved in criminal activity. You can either join in and gain an Ally before being kicked out, or turn him in and take your chances. If you do this, roll Advocate 8+ to avoid discharge.
<b>5</b>	You have problems working with a fellow officer or soldier. Gain a Rival.
<b>6</b>	You are injured in action. Roll once on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
<b>1</b>	+1 Str	Brawling	Flyer
<b>2</b>	+1 Dex	Gun Combat	Mechanic
<b>3</b>	+1 End	Drive	Leader
<b>4</b>	Gambling	Flyer	Computer
<b>5</b>	Carousing	Athletics	Admin
<b>6</b>	Brawling	Mechanic	Medical

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
<b>1</b>	Admin	Leadership	Vacc Suit
<b>2</b>	Mechanic	Flyer	Pilot (Small Craft)
<b>3</b>	Navigation	Mechanic	Flyer
<b>4</b>	Flyer	Engineer (Electronics)	Computer
<b>5</b>	Comms	Navigation	Admin
<b>6</b>	Computers	Sensors	Survival

## Characters

### BARBARIAN

*"As the world fell, ordinary men were battered and smashed."*

You were part of one of the many communities that populated the Wasteland after the Dzaqlas.

**Qualification:** Str 6+

**Assignments:**

Choose from the following.

**Tribesman:** You were a commoner, doing the farming, gathering, scavenging, smithing, or other tasks.

**Warrior:** You were one of the men and women called to war when needed.

**Scout:** Your stealth and observation skills made you perfect for recon.



#### MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	100	Blade
2	200	Blade
3	1000	Gun
4	2000	Gun
5	3000	Vehicle
6	4000	+1 End
7	5000	+1 Int

**Career Progress**

	Survival	Advancement
Tribesman	End 7+	Str 7+
Warrior	Str 7+	End 7+
Scout	Dex 7+	Int 7+

**Campaign Notes:** Before the End, you were part of a biker gang or survivalist enclave living on the edges of civilization. Now, as the Dzaqlas claims the weak and "civilized," you sense it's your time to rise and rule a new Zhdant.

**Psi Notes:** Before the End, barbarians and other survivalist type characters were often involved in making and selling illicit drugs, some with the potential to reveal hidden Psi talents. Those with high Psi Strength (9+) could, potentially, be useful to their commune or gang. Roll for Psionic talent acquisition as usual; these are **Wild Talents** and follow the guidelines in Chapter 5: Psionics. The ref should also roll on the Mystic Orders table of Chapter 5: Psionics to determine the group's attitude toward Psi powers. Wild Talents may roll on the Advanced Education skill tables as though they had Edu 8+, but with the following changes:

- instead of Jack of all Trades, they improve a talent they already have
- instead of Medic, roll to acquire the **Healing** talent
- instead of Recon, roll to acquire the **Telepathy** talent. If you already have it, improve it by 1

#### TABLE OF RANKS

Rank	Tribesman	Benefit	Warrior	Benefit	Scout	Benefit
0	Tribesman		Warboy			
1		Trade	Leader	Melee	Scout	Recon
2						
3	Craftsman		Chieftain	Leadership	Tracker	Survival
4						
5	Elder	Admin	Elder	Admin	Hunter	
6		Soc +1	Warlord	Soc +1		

## Characters

### LIFE EVENTS

<b>2d6</b>	<b>Event</b>
<b>2</b>	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
<b>3</b>	<b>Tribal Warfare:</b> Your community goes to war with (or is attacked by)
<b>4</b>	<b>Natural Disaster:</b> An earthquake, hurricane, or other natural disaster destroys your community. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
<b>5</b>	<b>Gain a Skill:</b> You learn something new. Gain one level of Jack of all Trades, Survival, or Medical.
<b>6</b>	<b>Connections:</b> You make a Contact outside your tribal circles.
<b>7</b>	<b>Life Event:</b> roll on the Zhodani Life Events table.
<b>8</b>	<b>Living on the Edge:</b> Roll Edu 8+ to gain +1 to any skill already known.
<b>9</b>	<b>High Risk, High Reward:</b> You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
<b>10</b>	<b>Attacked:</b> While on patrol (or recon) you are attacked by an enemy tribe. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
<b>11</b>	<b>Noticed by Superiors:</b> Gain an Ally and +2 to your next Advancement roll.
<b>12</b>	<b>Heroism:</b> Your skill in battle earns you a few scars and a promotion. Your next Advancement roll is automatically successful.

### MISHAPS

<b>d6</b>	<b>Mishap</b>
<b>1</b>	<b>Severely Injured:</b> Roll twice on the Injury table and take the lower result.
<b>2</b>	<b>Injury:</b> Roll once on the Injury table.
<b>3</b>	<b>Disgraced:</b> You make a grave mistake that gets noticed by your clan leadership. Gain an Enemy.
<b>4</b>	<b>Illness:</b> You suffer a life-threatening illness. Reduce Endurance by 1.
<b>5</b>	<b>Betrayal!</b> A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
<b>6</b>	<b>Stranded:</b> Your war party or scouting team is attacked and you are left for dead. Roll Survival 8+; on success, you make it back to your clan. Fail, and roll on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
<b>1</b>	+1 Str	Brawling	Mechanic
<b>2</b>	+1 Dex	Melee	Survival
<b>3</b>	+1 End	Melee	Melee
<b>4</b>	Carousing	Gun Combat	Recon
<b>5</b>	+2 Str	Drive	Medic
<b>6</b>	+1 End	Streetwise	Jack of all Trades

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Tribesman	Specialist: Warrior	Specialist: Scout
<b>1</b>	Trade	Melee	Drive
<b>2</b>	Mechanical	Gun Combat	Recon
<b>3</b>	Melee	Survival	Survival
<b>4</b>	Carousing	Bow Combat	Medical
<b>5</b>	Animals	Tactics	Stealth
<b>6</b>	Survival	Leadership	Animals

## Characters

### CITIZEN

*(Quote from a citizen)*

You were a corporate manager, a general laboer, or a pioneer breaking ground in the wild lands of Zhdant.

**Qualification:** Edu 5+

**Assignments:**

Choose from the following.

**Corporate:** You were an executive or manager in a corporation. (End of Days only)

**Worker:** You were a blue-collar citizen working for a living.

**Pioneer:** You were part of an expansion effort on Zhdant or Viepchakl.



#### MUSTERING-OUT BENEFITS

CAREER PROGRESS		Roll	Cash	Other
Corporate	Survival	1	1000	Weapon
Worker	Advancement	2	5000	Vehicle
Pioneer	Int 6+	3	10000	+1 Edu
	End 4+	4	10000	+1 Int
	End 5+	5	10000	Armor
	Int 7+	6	50000	Honors
		7	100000	+1 Soc

**Campaign Notes:** You were one of the millions of ordinary people going about their daily lives, working for a living and trying to get ahead. Then the world ended and you had to fight for your life.

**Psi Notes:** Characters with high Psi (9+) have a good chance of being selected for management positions. Roll Psi 8+; on a success gain an immediate promotion and learn one Talent at the **Adept** level. Additionally, **Corporate** characters may improve their Talent on a roll of 6 on Advanced Education or the Corporate Specialist skill tables.

#### TABLE OF RANKS

Rank	Corporate	Benefit	Worker	Benefit	Pioneer	Benefit
0						
1						
2	Manager	Admin 1	Technician	Trade 1		Survival 1
3						
4	Sr Manager	Advocate 1	Craftsman	Mechanic 1		Navigation 1
5						
6	Director	+1 Soc	Master Tech	Engineering 1		Gun Combat 1

## Characters

### LIFE EVENTS

**2d6 Event**

- 2** **Disaster!** Roll on the Mishaps table but continue in this career.
- 3** Your career leads in unusual directions; gain a level of Jack-of-all-Trades.
- 4** **Natural Disaster!** Roll Str, Dex or End 8+ to avoid injury. If successful, gain +1 Survival or Medic.
- 5** **Training:** You spend time learning to operate a vehicle, either for work or as a hobby. Gain +1 to Drive, Mechanic, or Flyer.
- 6** **Business is Good:** Your interests expand or grow. Gain +1 to any Benefit roll for this term.
- 7** **Life Event:** roll on the Zhodani Life Events table.
- 8** **Rewarded:** Your diligence earns you a +2 to your next Advancement.
- 9** **Technical Training:** Roll Edu 8+ to gain one level in a skill already known.
- 10** **Advanced Training:** Gain one level of Comms, Computers, or Sensors.
- 11** **Noble Ally:** You gain a friend in high places. Gain an Ally and +2 to your next Advancement.
- 12** **Promoted:** Your hard work earns you an automatic promotion.

### MISHAPS

**1D**

**Mishap**

- 1** **Severely injured.** Roll twice on the Injury table and take the lower result.
- 2** **Harassed:** You are harassed and your life is ruined by a criminal gang. Gain them as an Enemy.
- 3** **Trade War:** Disruptions in the supply chain cause hardship. Lose a benefit roll for this term.
- 4** **Conflict:** A conflict throws your life into chaos. Roll 1D on the Zhodani Life Events table.
- 5** **Tragedy:** A family member, friend, or lover is killed in an accident. Lose an Ally or Contact.
- 6** **Rival:** One of your co-workers develops a hatred of you and sabotages your life. Gain a Rival.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
<b>1</b>	+1 Edu	Drive	Art
<b>2</b>	+1 Int	Flyer	Advocate
<b>3</b>	Carouse	Streetwise	Diplomat
<b>4</b>	Gamble	Melee	Broker
<b>5</b>	Drive	Steward	Computers
<b>6</b>	Jack of all Trades	Trade	Medic

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Corporate	Specialist: Worker	Specialist: Pioneer
<b>1</b>	Advocate	Drive	Animals
<b>2</b>	Admin	Mechanic	Athletics
<b>3</b>	Broker	Trade	Jack of all Trades
<b>4</b>	Computers	Engineer (electrical)	Recon
<b>5</b>	Diplomat	Trade	Survival
<b>6</b>	Leadership	Science	Recruiting

## Characters

### DRIFTER

*(Quote from a drifter)*

You were a wanderer, hitchhiker, or vagrant making his way in the world.

**Qualification:** Automatic

**Assignments:**

Choose from the following.

**Scavenger:** You made a living collecting and selling salvage.

**Wanderer:** You lived hand-to-mouth on the streets of Zhdant's cities and in the wilderness.

**Hunter:** You lived apart from civilization, hunting and trapping the creatures of Zhdant.



#### MUSTERING-OUT BENEFITS

CAREER PROGRESS		Roll	Cash	Other
Scavenger	Dex 7+	1	-	Contact
Wanderer	End 7+	2	-	WEapon
Hunter	Int 7+	3	1000	Ally
		4	2000	Weapon
		5	3000	+1 Edu
		6	4000	+1 End
		7	5000	Vehicle

**Campaign Notes:** Before the world fell, you wandered from city to city, catching rides when you could and living on your own or sometimes with small groups. Now, not much has changed, but you avoid cities and have to watch out for the infected.

**Psi Notes:** Characters with high Psi Strength (9+) may have, by accident, developed some of their talent. Roll Psi 8+ and note the **Effect** of the roll.

- On a **Marginal Success** (0) you learn one **Wild Talent** through trial and error.
- On an **Average Success** (1 to 5) you discover 1D3 Wild Talents hidden within you.
- On an **Exceptional Success** (6+) you find a mentor who trains you as an **Adept**. Roll to acquire one Talent in this way.

Also roll for *Psychic Trauma* for each Talent you learn. You did it the hard way and paid a price for your skills. In any case you may try to learn additional talents later in life at the usual penalties.

#### TABLE OF RANKS

Rank	Scavenger Benefit	Wanderer Benefit	Hunter Benefit
0			
1	Survival	Streetwise	Animals
2	Recon	Melee	Recon
3			
4	Jack o T	Deception	Survival
5			
6			

## Characters

### LIFE EVENTS

2d6	Event
2	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
3	<b>Opportunity:</b> A patron offers you a chance at a job. Accept and get +4 to your next Advancement, but now you owe them a favor.
4	<b>Natural Disaster:</b> An earthquake, hurricane, or other natural disaster strikes the place you're living in. Roll Survival 8+. Fail, and roll once on the Injury table. Succeed and learn one level of Survival, Recon or Medical.
5	<b>Gain a Skill:</b> You learn something new. Gain one level of Jack of all Trades, Survival, or Melee.
6	<b>Find:</b> You manage to scrounge something useful. Go to the <b>Life Events</b> table and have an Unusual Event.
7	<b>Life Event:</b> roll on the Zhadani Life Events table.
8	<b>Living on the Edge:</b> Roll Edu 8+ to gain +1 to any skill already known.
9	<b>High Risk, High Reward:</b> You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: 1-2: You are Injured - roll once on the Injury table 3-4: You survive, but gain nothing 5-6: You succeed. Gain +4 to any one Benefit roll
10	<b>Attacked:</b> You are attacked by someone. Gain an Enemy if you don't have one already, and roll any combat skill 8+ to avoid injury.
11	<b>Drafted:</b> You are conscripted into the Army. Change careers for your next term.
12	<b>Thriving:</b> You thrive in adversity. Your next Advancement roll is automatically successful.

### MISHAPS

d6	Mishap
1	<b>Severely Injured:</b> Roll twice on the Injury table and take the lower result.
2	<b>Injury:</b> Roll once on the Injury table.
3	<b>Disgraced:</b> You run afoul of a gang, tribe, or government official. Gain an Enemy.
4	<b>Illness:</b> You suffer a life-threatening illness. Reduce Endurance by 1.
5	<b>Betrayal!</b> A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
6	<b>Stranded:</b> You are stranded and left for dead. Roll Survival 8+; on success, you make it back to your group. Fail, and roll on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Athletics	-
2	+1 Dex	Gun Combat	-
3	+1 End	Melee	-
4	Jack of all Trades	Recon	-
5	+1 Int	Survival	-
6	+1 End	Stealth	-

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Scavenger	Specialist: Wanderer	Specialist: Hunter
1	Drive	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Streetwise	Gun Combat
6	Streetwise	Survival	Melee

## Characters

### **ENTERTAINER**

*(Quote from an entertainer)*

You were part of the media, either as an artist, performer or journalist.

**Qualification:** Int 5+

**Assignments:**

Choose from the following.

**Artist:** You were a painter, sculptor or other visual/physical artist.

**Journalist:** You worked for an organization chronicling the day's events..

**Performer:** You were an actor, dancer, musician or other stage performer.



#### MUSTERING-OUT BENEFITS

		Roll	Cash	Other
		1	100	Contact
		2	1000	+1 Soc
		3	10000	Contact
		4	10000	+1 Soc
<b>CAREER PROGRESS</b>		5	40000	+1 Int
<b>Artist</b>	Dex 6+	6	40000	+1 Edu
<b>Journalist</b>	Edu 7+	7	80000	Award
<b>Performer</b>	Int 5+			

**Campaign Notes:** Before the End, artists and performers did what entertainers do everywhere else - they provided diversions from daily life and often commented and reported on the day's events. As the world fell around them, many fell with it.

**Psi Notes:** Characters with high Psi Strength (9+) may have a chance to develop their talent and enhance their skills and reputations. Roll Psi 8+ and note the **Effect** of the roll.

- On a **Marginal Success** (0) you learn on your own through trial and error as a **Wild Talent**; roll to acquire **one** psionic talent this way.
- On an **Average Success** (1 to 5) you find a mentor who trains you as an **Adept** in one talent.
- On an **Exceptional Success** (6+) you find a mentor who trains you in up to 3 Talents as an **Adept**.

#### TABLE OF RANKS

Rank	Artist	Benefit	Journalist	Benefit	Performer	Benefit
0						
1		Art	Freelancer	Comms		+1 Dex
2	Well known			Investigate		
3		Investigate				+1 Str
4	Famous		Reporter	Persuade		
5		+1 Soc				+1 Soc
6	Renowned		Chief	+1 Soc		

## Characters

### LIFE EVENTS

<b>2d6</b>	<b>Event</b>
<b>2</b>	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
<b>3</b>	<b>Opportunity:</b> You are invited to participate in a controversial performance or exhibit. Roll Art or Investigate. If successful, gain +1 to Soc. If you fail, lose -1 Soc.
<b>4</b>	<b>High Places:</b> You become part of the celebrity circles. Gain +1 to Carouse, Persuade, Steward or a Contact.
<b>5</b>	<b>Recognition:</b> One of your works becomes popular, gaining you fame and notoriety. Gain +1 to any Benefit roll.
<b>6</b>	<b>Patron:</b> Meet a patron of the arts. Gain +1 to your next Advancement roll and gain an Ally.
<b>7</b>	<b>Life Event:</b> roll on the Zhadani Life Events table.
<b>8</b>	<b>Political Machinations:</b> You have the chance to criticize a person in high places. If you refuse, you gain nothing. If you accept, gain an Enemy and roll Arts or Investigate 8+. If you succeed, gain +1 to any skill you already have. If you fail, gain the skill level and roll on the Mishap table.
<b>9</b>	<b>Tour:</b> You visit several cities, showing your skills. Gain 1D3 Contacts.
<b>10</b>	<b>Theft:</b> One of your pieces is stolen, bringing you into contact with the criminal underworld. Gain a level of Streetwise, Investigate, Recon or Stealth.
<b>11</b>	<b>Unusual Event:</b> Artists have strange lives. Go to the Life Events table and have an Unusual Event.
<b>12</b>	<b>Prestige:</b> You win an award and recognition, gaining an immediate promotion.

### MISHAPS

<b>d6</b>	<b>Mishap</b>
<b>1</b>	<b>Severely Injured:</b> Roll twice on the Injury table and take the lower result.
<b>2</b>	<b>Injury:</b> Roll once on the Injury table.
<b>3</b>	<b>Disgraced:</b> Public opinion turns against you. Lose -1 Soc.
<b>4</b>	<b>Mistake:</b> An investigation, tour or project goes badly wrong, leaving you stranded and far from home. Gain +1 to Survival, Recon, Streetwise, or Persuade. <b>Betrayal!</b> A friend or contact betrays you, becoming a Rival or Enemy. If you have no friends or contacts, gain a Rival or Enemy. You are forced to leave your community.
<b>6</b>	<b>Censored:</b> You are forced out due to some controversy over your work. Gain +2 to the Advancement roll in your next career.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
<b>1</b>	+1 Str	Art	Admin
<b>2</b>	+1 Dex	Carouse	Computers
<b>3</b>	+1 Int	Diplomat	Diplomat
<b>4</b>	+1 Edu	Persuade	Advocate
<b>5</b>	Carouse	Social Science	Science
<b>6</b>	Stealth	Steward	Broker

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Artist	Specialist: Journalist	Specialist: Performer
<b>1</b>	Art	Art	Art
<b>2</b>	Carouse	Comms	Athletics
<b>3</b>	Computer	Computer	Carouse
<b>4</b>	Gambler	Investigate	Deception
<b>5</b>	Persuade	Recon	Stealth
<b>6</b>	Trade	Streetwise	Streetwise

## Characters

# GOVERNMENT

(Quote from a government official)

Members of the government of one of the many nations of Zhdant in the pre-Dzaqtas era.

**Qualification:** Int 8+

**Assignments:**

Choose from the following.

**Administrator:** You were part of the civil service bureaucracy that kept the nation functioning.

**Diplomat:** You were a liaison between cultures and/or nations.

**Nobility:** You were part of the upper crust ruling class of Zhdant. In this Era, Psionics is not required.



### MUSTERING-OUT BENEFITS

	Roll	Cash	Other
Admin	1	10000	+1 Soc
Diplomat	2	10000	+1 Edu
Nobility	3	50000	+1 Int
	4	50000	Contact
	5	100000	Award
	6	100000	Contact
	7	200000	+1 Soc

**Campaign Notes:** Before the End, you were part of the ruling class of elite public servants. Then overnight you went from having a cushy job in the halls of power to barely keeping control as society spiraled into chaos and despair. Now the people you once governed have turned against you and you're scrambling to survive along with the masses.

**Psi Notes:** Characters with high Psi Strength (9+) may have a chance to develop their talents in service of their government. Roll first on the Mystic Orders table (Psionics, p. 74) to find the attitude of the local government toward psionics. If the result is at least Accepting, roll Psi 8+ to learn either **Telepathy** or **Clairvoyance** at the **Adept** level.

### TABLE OF RANKS

Rank	Admin	Benefit	Diplomat	Benefit	Nobility	Benefit
0	Assistant		Assistant		Dlenchiepr	
1	2 <sup>nd</sup> Secy	Admin	2 <sup>nd</sup> Secy	Admin	Pranatl	Admin
2	1 <sup>st</sup> Secy		1 <sup>st</sup> Secy		Jdistebr	
3	Executive	Advocate	Executive	Advocate	Viestlas	Persuade
4	Consul		Consul		Zhobrtglasche	
5	Proconsul	Leadership	Proconsul	Diplomat	Preblshienchi Leadership ashav	
6	High Consul	+1 Soc	High Consul	+1 Soc	-	-

## Characters

### LIFE EVENTS

2d6	Event
2	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
3	Your time in government gives you a wide range of experiences. Gain +1 to Animals (riding), Art (any) or Carouse.
4	You are chosen to act as a special advisor to another career for the remainder of your term. Roll on the Service Skills for any other career and gain one skill and a cash benefit roll from that career.
5	You inherit a gift from a patron. Gain +1 to any Benefit roll.
6	You become involved in politics and become a player in the intrigues of government. Gain +1 to Admin, Advocate, Diplomat, or Persuade but also a Rival.
7	<b>Life Event:</b> roll on the Zhodani Life Events table.
8	You get advanced training in a specialist field. Roll Edu 8+ to gain +1 to any skill you already know.
9	A group of Nobles involved in a conspiracy attempt to recruit you. If you refuse, gain an Enemy (conspiracy). If you accept, roll Diplomat or Persuade 8+. Fail and roll on the Mishaps table. Succeed and gain +1 to Carouse, Persuade or Tactics (any).
10	You are recognized as able to build bridges between factions. Gain +1 to Advocate, Diplomat or Leadership.
11	You make an alliance with a powerful and charismatic high level official, who becomes an Ally. Either gain +1 to Leadership or +2 DM to your next Advancement roll.
12	You excel in your role and are automatically promoted.

### MISHAPS

d6	Mishap
1	An error in judgement leads to a diplomatic incident. You are forced to resign in disgrace, losing all but one Benefit roll.
2	Diplomatic efforts to secure a peace settlement or trade deal backfire. You cannot be promoted this term but may remain in this career.
3	Your posting loses its diplomatic status following the deterioration of relations between governments. Gain a Rival (Government) and leave this career.
4	Someone attempts to assassinate you. Roll Psi, Melee (any) or Recon 8+ to avoid it. If you fail, roll on the Injury table.
5	A foreign ambassador insults you. Roll Diplomat 8+ to avoid an incident. If you fail, you are forced out. If you succeed, gain an extra Benefit roll.
6	Terrorists attack your embassy. Roll on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Dex	Admin	Advocate
2	+1 Edu	Broker	Computers
3	+1 Int	Diplomat	Language
4	Athletics	Investigate	Leadership
5	Carouse	Persuade	Diplomat
6	Melee	Vehicle	Social Science

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1	Admin	Advocate	Gun Combat
2	Advocate	Broker	Blade Combat
3	Computer	Diplomat	Hunting
4	Persuade	Language	Vehicle
5	Jack-o-Trades	Social Science	Bribery
6	Diplomat	Steward	Carousing

## Characters

### ***ROGUE***

*(Quote from a criminal)*

You were part of the criminal underworld of your home city.

**Qualification:** Dex 6+ (-1 for previous career)

**Assignments:**

Choose from the following.

**Punk:** You were a petty thief, street drug dealer, fence, fixer, or other common criminal

**Gangster:** You were involved with organized crime.

**Assassin:** You were paid to kill, usually discretely but sometimes not.



#### MUSTERING-OUT BENEFITS

	Roll	Cash	Other
<b>Punk</b>	1	1000	Weapon
<b>Gangster</b>	2	2000	Weapon
<b>Assassin</b>	3	10000	+1 Int
	4	10000	Armor
	5	50000	+1 Str
	6	100000	Contact
	7	100000	+1 Dex

**Campaign Notes:** Before the End, you were a petty thief, street dealer, small time crook, or maybe part of a larger organized crime syndicate. When the Dzaqlas hit, you thought it was the end for the ruling class - but it hit everyone

**Psi Notes:** Characters with Psi 9+ have a chance of being identified as "especially talented" possibly put to use in "special tasks." Or they could be violently kicked out of the organization. Roll Psi 8+ to be identified, then if you're a **Gangster** roll once to determine the attitude of the gang toward Psi as though they were a Mystic Order. If they're accepting, you may develop **one** Psi talent as a **Wild Talent** with all the restrictions applicable. If not, you remain **Latent** and roll once on the Psychic Injury table.

#### TABLE OF RANKS

Rank	Punk	Benefit	Gangster	Benefit	Assassin	Benefit
0			Associate			
1		Stealth	Soldier	Gun Cbt		Gun Cbt
2			Enforcer			
3		Streetwise	Leader	Persuade		Stealth
4			Underboss			
5		Broker	Boss	Admin		Tactics
6			Lord			

## Characters

### LIFE EVENTS

<b>2d6</b>	<b>Event</b>
<b>2</b>	<b>Disaster!</b> Roll on the mishap table, but continue in this career.
<b>3</b>	<b>Arrested!</b> You get caught committing a crime. You can either defend yourself (Advocate 8+) or hire a lawyer. If you succeed at defending yourself, the charges are dropped. If you fail, you lose one Benefit and gain an Enemy. If you hire a lawyer, lose one Benefit and gain a Contact.
<b>4</b>	<b>Heist:</b> You are involved in a huge caper. Gain +1 to Computers, Sensors, Comms or Mechanic.
<b>5</b>	<b>Payoff:</b> Sometimes crime pays. Gain +2 to any one Benefit roll and gain the victim as an Enemy.
<b>6</b>	<b>Backstabber:</b> You have the chance to screw someone else over. If you do, gain +4 on your next Advancement. If not, gain an Ally.
<b>7</b>	<b>Life Event:</b> roll on the Zhadani Life Events table.
<b>8</b>	<b>Organized Crime:</b> You spend time as part of a crime ring. Gain +1 to Stealth, Melee, or Gun/Bow Combat.
<b>9</b>	<b>Rivalry:</b> You become involved in gang warfare. Roll Stealth or Gun Combat 8+. If you fail, roll on the Injury table. If you succeed, gain one Benefit roll.
<b>10</b>	<b>Crime Ring:</b> You are involved in a Gambling ring. Gain Gambler +1. You may wager any number of Benefit rolls (Gambler 8+). If you fail, you lose all. If you succeed, you win half as many as you bet.
<b>11</b>	<b>Noticed:</b> A crime lord considers you his protégé. Either gain Tactics (military) or +4 DM to your next Advancement roll.
<b>12</b>	<b>Legendary:</b> You pull off a major crime that gets noticed by the underworld. You are immediately promoted.

### MISHAPS

<b>d6</b>	<b>Mishap</b>
<b>1</b>	<b>Seriously Injured:</b> You're hurt during a heist, caper, or hit. Roll twice on the Injury table and take the lower result.
<b>2</b>	<b>Arrested:</b> You get caught in the act. Lose one Benefit from this career and spend 1D6 years in prison.
<b>3</b>	<b>Betrayal:</b> One of your Contacts or Allies sells you out, ending your career. That person is now a Rival or Enemy. If you have no Contacts or Allies, you got blindsided. Roll Int 8+ to avoid doing 1D6 years.
<b>4</b>	<b>Botched Job:</b> A job goes wrong, forcing you to lay low for a while. Gain +1 to Deception, Drive, Streetwise, or Stealth.
<b>5</b>	<b>Hunted:</b> A cop or criminal forces you to flee and vows to hunt you down. Gain an Enemy.
<b>6</b>	<b>Injured:</b> Roll once on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
<b>1</b>	Carouse	Deception	Computers
<b>2</b>	+1 Dex	Recon	Comms
<b>3</b>	+1 End	Athletics	Medic
<b>4</b>	Gambler	Gun Combat	Investigation
<b>5</b>	Melee	Stealth	Persuade
<b>6</b>	Gun Combat	Streetwise	Advocate

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
<b>1</b>	Stealth	Gun Combat	Recon
<b>2</b>	Computers	Melee	Investigate
<b>3</b>	Streetwise	Streetwise	Melee
<b>4</b>	Deception	Persuade	Gun Combat
<b>5</b>	Recon	Athletics	Stealth
<b>6</b>	Athletics	Drive	Deception

## Characters

### SAILOR

*"My first love is the sea. You have a chance to be my second."*

The hardy seafarers making a living on the rough seas of Zhdant.

**Qualification:** Int 6+

**Assignments:**

Choose from the following.

**Merchant:** You made a living as a fisherman or as part of a seagoing merchant combine.

**Navy:** You were part of a nation's naval forces.

**Pirate:** You were the terror of the high seas of Zhdant. *Pirates roll on the Rogue table for Cash benefits.*



#### MUSTERING-OUT BENEFITS

CAREER PROGRESS		Roll	Cash	Other
Merchant	Survival Edu 5+	1	2000	+1 Int
Navy	Advancement End 5+	2	5000	+1 Edu
Pirate	Survival Dex 6+	3	10000	Weapon
	Advancement Int 6+	4	10000	Weapon
		5	10000	Contact
		6	20000	+1 Edu
		7	30000	+1 Soc

**Campaign Notes:** Before the End, the seas of Zhdant were the main source of food and trade for the Zhodani. Sailors crewed the merchant and naval forces, and sometimes pirate ships preyed on vulnerable shipping.

**Going Pirate:** At the referee's discretion, a Sailor who fails a reenlistment roll (or Survival roll in the End of Days timeline) may instead become a **Pirate** or **Privateer**. The character should muster out of the current career and attempt to enlist as a **Pirate**, and follow the next few terms in that career path. The Psi Talent rules above apply again as well.

**Psi Notes:** Characters with high Psi might, if noticed, be offered work in an Intelligence division. Roll Psi 8+; on success, learn Tactics (military) if Navy or Pirate, Persuasion, Decception or Investigate. Also roll for Advancement.

If selected, roll Psi 8+ (-1 per term already served) to learn one Talent as an **Adept**.

#### TABLE OF RANKS

Rank	Merchant	Benefit	Navy	Benefit	Pirate	Benefit
0					Lackey	Brawling
1	Ensign	Mechanic	Ensign	Melee	Henchman	Carousing
2	4 <sup>th</sup> Officer		Lieutenant	Leadership	Lieutenant	
3	3 <sup>rd</sup> Officer		Lt Cdr		Bosun	Admin
4	2 <sup>nd</sup> Officer	Seafarer	Commander		Commander	
5	1 <sup>st</sup> Officer	+1 Soc	Captain	Tactics (n.)	Captain	Tactics (naval)
6	Captain		Admiral	Soc +1	Commodore	-1 Soc

## Characters

### LIFE EVENTS

2d6	<b>Event</b>
2	<b>Disaster!</b> Roll on the mishap table, but continue in this career.
3	<b>Gambling:</b> You join a gambling ring on board. Gain +1 to Gambler or Deception. If you wish, roll Gambler 8+ to win an extra Benefit roll for this career.
4	<b>Special Duty:</b> You are given a special assignment or duty on board. Gain +1 to any Benefit roll.
5	<b>Advanced Training:</b> Throw Edu 8+ to gain +1 to any skill you already know.
6	<b>Engagement:</b> You're involved in a notable operation: (Merchant): you're involved in a significant business deal. Gain +1 to Broker, Seafarer or Navigation. (Navy): your vessel is part of a major operation. Gain +1 to Sensors, Seafarer, or Heavy Weapons. (Pirate): your ship pulls off a major raid against shipping or the military. Gain +1 to Seafarer, Heavy Weapons, or Persuade.
7	<b>Life Event:</b> roll on the Zhodani Life Events table.
8	<b>Special Mission:</b> Your ship participates in a special operation. (Merchant): You shipped relief supplies to an area affected by war or disaster. Gain +1 to Steward, Diplomacy or Advocate. (Navy): You participated in a special diplomatic mission. Gain +1 to Recon, Diplomacy, or Steward. (Pirate): Your crew assists in disaster relief where governments and corporations either won't or can't. Gain +1 to Soc, Diplomacy or Advocate.
9	<b>Crime:</b> You foil an attempted mutiny on board. Gain an Enemy, but also +2 to your next Advancement roll.
10	<b>Abuse of Power:</b> You have the chance to rise through underhanded means. If you do, gain an extra Benefit roll from this term. If not, +2 to your next Advancement.
11	<b>Friends in High Places:</b> Your commander takes an interest in your career. Gain +1 to Tactics (naval) or +4 to your next Advancement roll.
12	<b>Heroism:</b> Your heroism in battle earns you an immediate promotion.

### MISHAPS

d6	<b>Mishap</b>
1	<b>Seriously Injured:</b> You're hurt during an engagement or operation. Roll twice on the Injury table and take the lower result.
2	<b>Arrested:</b> You get caught while committing a crime. Lose one Benefit from this career and spend 1D3 years in prison.
3	<b>Betrayal:</b> One of your Contacts or Allies sells you out, ending your career. That person is now a Rival or Enemy. If you have no Contacts or Allies, you got blindsided. Roll Int 8+ to avoid doing 1D6 years.
4	<b>Accident:</b> You are blamed for an accident that claims the life of several crew members. If you were responsible, gain one free Skill roll before being ejected from this career. If not, gain an Enemy but keep your Benefit roll for this term.
5	<b>Insubordination:</b> You quarrel with a superior officer or other crewman. Gain a Rival and get kicked out.
6	<b>Injured:</b> Roll once on the Injury table.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Gun Combat	Medic
2	+1 Dex	Comms	Vehicle
3	+1 End	Recon	Navigation
4	Gambling	Seafarer	Computer
5	Brawling	Seafarer	Admin
6	Carousing	Athletics (swim)	Jack-of-all-Trades

### SPECIALIST TRAINING (End of Days)

Roll	Specialist: Merchant	Specialist: Navy	Specialist: Pirate
1	Admin	Seafarer	Melee (blade)
2	Broker	Mechanic	Gun Combat
3	Navigation	Navigation	Tactics (naval)
4	Persuasion	Heavy Weapons	Mechanic
5	Mechanic	Recon	Heavy Weapons
6	Steward	Sensors	Navigation

## Characters

### SCHOLAR

(Quote from a scholar)

The educated elite of Zhdant, specializing in research and the quest for knowledge.

**Qualification:** Int 6+

**Assignments:**

Choose from the following.

**Scientist:** You were a researcher for a corporation or university.

**Researcher:** You were an explorer or field researcher studying Zhdant's biosphere or archaeology.

**Physician:** You were a doctor, surgeon, or medical researcher in life sciences.



#### MUSTERING-OUT BENEFITS

	Roll	Cash	Other
Researcher	1	5000	+1 Int
Scientist	2	10000	+1 Edu
Physician	3	20000	Equipment
Researcher	4	30000	Team
Scientist	5	40000	Team
Physician	6	60000	Equipment
	7	100000	+1 Soc

**Campaign Notes:** Prior to the Dzaqtas, scholars were the educated elite of Zhdant, studying the planet's biosphere, genetics and history. When the plague struck, they were the first to get hit - hard.

\* Physicians get -1 to Survival per term after the first, since they were on the front lines of the plague. Healing negates this.

**Psi Notes:** Characters with high Psi (9+) may have a chance to become involved in the emergent field of Psionicology (a subset of Science) and develop their talents. Roll Psi 8+; if successful gain Science (psionicology) 0 and roll to learn one Talent as an Adept. Physicians first test for Healing, Empathic Healing or Awareness. Other talents may be acquired as Wild Talents at the referee's discretion (or based on plot importance). Psionicology is a new field and may not be learned above level 2.

In the post-Dzaqtas timelines, any character with the Healing talent automatically becomes a Plague Doctor (Physician), either wandering the wasteland as an itinerant healer or, in later times, as a court physician protecting the community from carriers.

#### TABLE OF RANKS

Rank	Scientist	Benefit	Researcher	Benefit	Physician	Benefit
0						
1		Social Sci		Physical Sci		Medic
2						
3		Investigate		Investigate		Life Science
4						
5		Computers		Computers		Social Sci
6						

## Characters

### LIFE EVENTS

<b>2d6</b>	<b>Event</b>
2	<b>Disaster!</b> Roll on the mishap table, but continue in this career.
3	<b>Questionable Research:</b> You are called upon to perform research that goes against your conscience. Accept, and gain an extra benefit roll and +1 to any two Science skills, but also 1D3 Enemies.
4	<b>Secret Project:</b> You are assigned to work on a special project for a secret organization. Gain +1 to Medic, any Science, Computers or Investigate.
5	<b>Praise and Honors:</b> You win a prestigious award for your work, earning the praise and envy of your colleagues. Gain +1 to any Benefit roll.
6	<b>Advanced Training:</b> Roll Edu 8+ to gain +1 to any skill of your choice.
7	<b>Life Event:</b> roll on the Zhdani Life Events table.
8	<b>Academic Dishonesty:</b> You have the opportunity to cheat in order to advance your career. If you refuse, you gain nothing. If you accept roll Deception or Admin 8+. If you succeed, gain +2 to any Benefit roll and +1 to any skill, but also gain an Enemy. If you fail, you gain an Enemy and lose one Benefit roll.
9	<b>Breakthrough:</b> You discover or invent a major breakthrough in your field. Gain +2 to your next Advancement roll.
10	<b>Red Tape:</b> You are entangled in bureaucratic or legal nonsense that distracts you from your work. Gain +1 to Admin, Advocate, Persuade or Diplomat.
11	<b>Mentor:</b> You work for an eccentric but brilliant mentor who becomes an Ally. Either gain +1 to any science skill, or +4 to your next promotion.
12	<b>Academic Brilliance:</b> Your excellent work earns you an immediate promotion.

### MISHAPS

<b>d6</b>	<b>Mishap</b>
1	<b>Seriously Injured:</b> An experiment or expedition goes horribly wrong. Roll twice on the Injury table and take the lower result.
2	<b>Disaster:</b> A lab accident leaves several injured and you are blamed. Leave this career and roll on the Injury table.
3	<b>Political Interference:</b> The government interferes with your research. If you continue openly, gain +1 to any Science skill and gain an Enemy. If you work in secret, gain +1 to any Science skill but -2 to Soc. You may remain in this career.
4	<b>Stranded:</b> An expedition or dig goes wrong, leaving you stranded in the wilderness. Gain +1 to Survival or Athletics. By the time you find your way home, you've been replaced.
5	<b>Sabotage:</b> Your work is sabotaged by someone, you don't know who. You may salvage what you can and give up, leaving the career but keeping a Benefit roll, or start again from scratch, losing all Benefits but staying in this career.
6	<b>Tarnished:</b> A rival tarishes your reputation or steals your work. Gain a Rival.

### SKILLS AND TRAINING (End of Days)

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Comms	Art
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Persuade
5	+1 End	Investigate	Engineer (electronic)
6	Computers	Any Science	Any Science

### SPECIALIST TRAINING (End of Days)

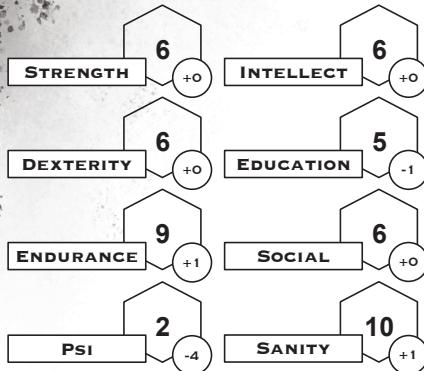
Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Sensors	Admin	Medic
2	Diplomat	Engineer (electronic)	Comms
3	Persuade	Any Science	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Any Science	Any Science	Any Science

Name:

Age:

Origin:

Campaign Era:



Career: Army/Cavalry

Terms: 4



### Skills

Athletics 0  
 Drive 1  
 Flyer (LTA) 1  
 Gun Combat (slug rifle) 1  
 Heavy Weapons (launchers) 1  
 Melee (unarmed) 0  
 Mechanic 1  
 Sensors 2  
 Streetwise 0

### Background:

#### Life Events

Age	Event
6	Witness to a crime, gains an Enemy (Rogue)
17	Really applies himself to his education. +1 Edu
20	Good fortune - +1 to one Benefit Roll
24	Assigned to Peacekeeping Duty. Learns Recon.
28	Promoted for Heroism
32	Dzaqtas! Career ends; every man for himself!

### Psionics

Untrained

Cr.2700

Rank: 3 (Officer of 150) Benefits: Medal, +1 Int, +1 End

"Always been used to change, in every way. The Army helped me get out of a bad place, away from bad people in Dlolpiki, to somewhere I could help other people out of bad places.

"So I was busy for a while, helping change people's fortunes- bad and good alike- at the gunner's end of a rocket launcher. Then I took charge of a Recon Troop, and trained some like-minded soldiers to help me. We even broke the Raider's Convoy at the Fritver Pass. Every trooper with me that day deserves that medal more than I did."

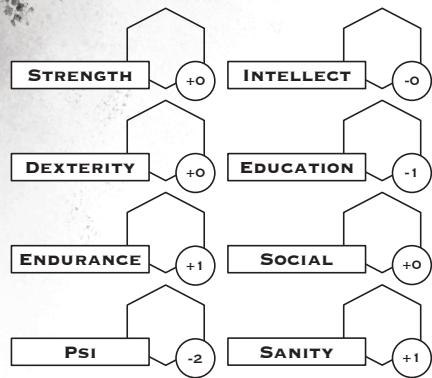
"But this change? The End of The World? I guess I'll just try to find a way I can help people who deserve it . . . with a rocket launcher, a rifle, or even an axe."

Name:

Age:

Era:

Origin:



Career:

Terms:

Skills

Background:

Life Events  
Age      Event

Psionics

Cr.

Rank:

Benefits:



**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			

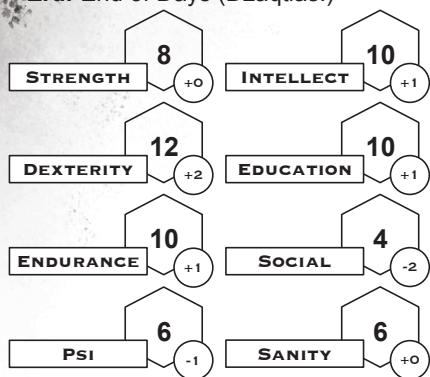
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			

**Name:** Vazbieqle Efeted

**Age:** 29

**Origin:** Hideout

**Era:** End of Days (Dzaqlas!)



**Career:** Aviator/Military

**Terms:** 1



### Skills

Athletics (coordination)-0  
Brawling-0  
Drive (wheeled)-0  
Flyer (LTA)-1  
Gun Combat (slug pistol)-0  
Mechanic-1  
Navigation-1  
Survival-1  
Trade (Computers)-1

**Background:** Born in a hideout

### Life Events

Age	Event
20	Natural Disaster, Learns Survival-1
28	Learns Trade-1
29	Dzaqlas! Fails survival roll, civilization collapses!

### Psionics

Latent

**Cr.** 2000

**Rank:**

**Benefits:** +1 Dex

"Ya' ever lived on the streets? Didn't think so. I grew up in that shit, born and raised in Ichairfrobabra. Didn't know my father, mom was an addict, hooked on some shit supposed to boost your psi powers. Guess it does, when she was trippin' things got weird around her."

"Anyway, I hadda make it on my own, hustling whatever I could to whoever would buy. Saw a lot of friends get cacked or arrested or worse. So hell yeah, when that recruiter found me I signed up. Had an aptitude for flying so they put me on airships."

"It was good, for a while. Learned some stuff, helped some folks. Then the world went to hell and here we are. You need to fly, though, I'm your girl."

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			

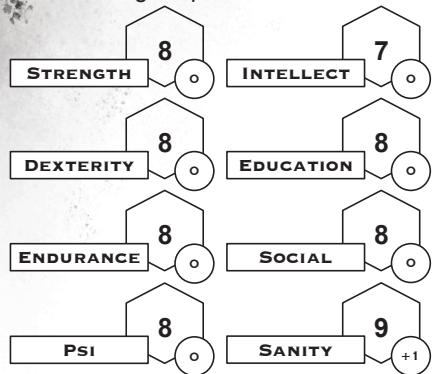
  

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			

**Name:** Choa Erebr

**Age:**      **Origin:** Holy Place

**Era:** Rising Empires



**Career:** Barbarian Scout    **Terms:** 4



### Skills

Brawling 0  
Melee 0  
Bow Combat 0  
Drive 1  
Survival 2  
Recon 2  
Medic 1

**Background:** Born in a Holy Place

### Life Events

Age	Event
20	Learns to Survive.
23	Attacked while on patrol. Gains an Enemy.
31	Natural Disaster! Learns Recon.
36	Makes a connection with another tribe. Leaves the tribe.

### Psionics

Clairvoyance-0 (Wild)

**Cr.** 3000

**Rank:** 2 (Scout)

**Benefits:** Motorcycle (Psi fetish), Gun

"The priests who raised me said my mother left me on the stoop of the monastery in a basket. But that's what they said about every kid like me. Maybe part of it's true. Hard to say. All I know is, when the tribe came raiding they gave me up in a heartbeat to save their own skins."

"The Holy Man of the tribe said I had some talent - not enough to be a Shaman, but maybe good for a warrior or scout. Maybe that's true too. All I know for sure is when I'm riding, the Wasteland just opens up to me, you know? Like I can see things others can't, far down the road. It's how I survive out there on my own, just me and my bike, engine running. Anyway, the Dzayak clan is on the move again. Better get ready for war."

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>			
<b>2</b>			
<b>3</b>			
<b>4</b>			
<b>5</b>			
<b>6</b>			

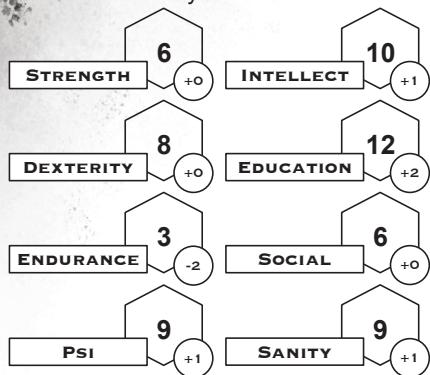
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Dratsafldibr Drodri

**Age:** 27

**Origin:**

**Era:** End of Days



**Career:** Citizen/Corporate    **Terms:** 2

### Skills

Drive (wheeled) 0  
 Streetwise 2  
 Flyer (LTA) 0  
 Melee (unarmed) 0  
 Steward 0  
 Trade (Aquaculture) 0  
 Advocate 1  
 Broker 1  
 Admin 2

**Background:** Born in a major city

### Life Events

Age	Event
6	Witness to a crime. Escapes, but makes an Enemy.
18	Bad breakup - leaves his partner on bad terms.
20	Commits a crime, loses one Benefit and -1 Soc.
26	Business is good. +1 to any Benefit roll.
27	Denied re-enlistment.

### Psionics

Telepathy 0 (Adept)

**Cr.** 10000

**Rank:** 2 (Manager)

**Benefits:** Jack armor

“One day, everything was normal—meetings, deadlines, quarterly reports—and the next, it wasn’t. The plague spread faster than anyone predicted. Now no one’s left to close the deals or keep the lights on.”

“I thought I’d be stronger in a crisis. Instead, I’m paralyzed. I tried reaching out to the company’s board members, but the phone just rings. I tried to call my wife... her number’s disconnected. The world’s unraveling, and I can’t even bring myself to leave the building. The air feels thicker now, like something is coming.”

“I wonder if anyone else is still out there, or if I’m just the last man standing.”

“I have a gun stashed under my desk. Now I wonder who I’ll have to use it on.”

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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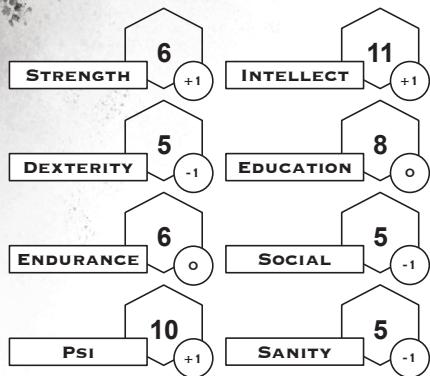
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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<b>6</b>			

**Name:** Zhdiktloz

**Age:** 24

**Origin:**

**Era:** Wasteland



**Career:** Drifter/Scavenger    **Terms:** 1

### Skills

Seafarer 0  
 Athletics (swimming) 0  
 Bow Combat 0  
 Melee (blade) 0  
 Recon 0  
 Survival 0  
 Stealth 1

**Background:** Born on the High Seas

### Life Events

<b>Age</b>	<b>Event</b>
20	Attacked - Gains an enemy, nearly killed. -3 Str, -2 Dex/End

### Psionics

Latent

**Cr. 0**

**Rank: 0**

**Benefits:** Axe

"If it wasn't for bad luck, I wouldn't have none at all.

"Was born in the hold of a fishing boat, spent most of my life at sea. First time we went ashore to do some trade and salvage, we get attacked by some scavs. Took everything from us - everything. Killed my family, left me for dead.

"But a sea rat is harder to kill than that. I lived, and I'm gonna track down the bastard who did it. He'll pay."

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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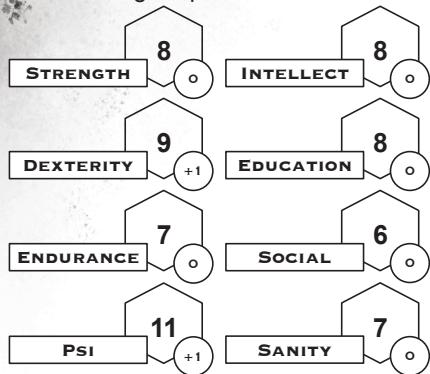
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Dliar lejstivl

**Age:** 36

**Origin:**

**Era:** Rising Empires



**Career:** Entertainer/  
Performer

**Terms:** 4

### Skills

Art (acting) 0

Carouse 1

Diplomat 0

Jack of all Trades 0

Melee (blade) 1

Persuade 1

Seafarer 0

Steward 0

**Background:** Born in a palace

### Life Events

#### Age Event

22 Participates in controversial performance. Loses 1 Soc.

26 Invited again to be controversial. Gains 1 Soc.

29 Life Event - Gains a Contact.

36 Life Event - Travels, gets promoted.

### Psionics

Latent

**Cr.** 40,100

**Rank:** 3

**Benefits:** Contact, +1 SOC

"My lords and ladies! Gather 'round and hear the tale of Liankana Tlazhdoya and the Dzaqtas Baz!"

"This is our scene: a wasteland, ravaged by war and disease, where survival is the only law. But from this darkness, a few—just a few—will dare to bring light."

"This is a story about courage in the face of fear. A fight not just for survival, but for a future. These heroes will struggle, they will bleed, and they will fall. But in the end, their ideas will endure."

"Tonight, I step onto this stage not just as a player in this tale, but as herald of change! For the story we tell tonight will bring order to the world!"

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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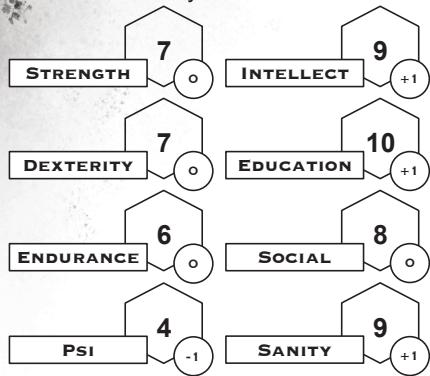
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Shtavne Seniezchrd

**Age:** 18

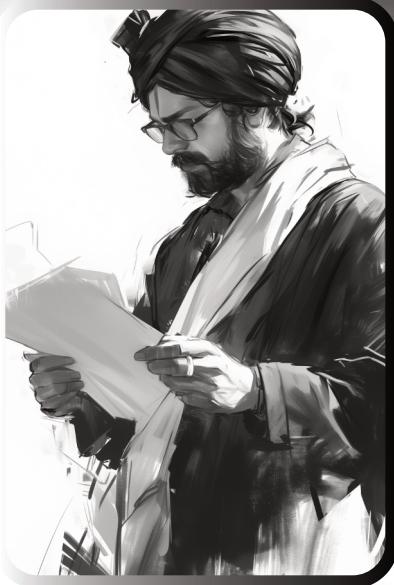
**Origin:**

**Era:** End of Days



**Career:** Gov/Admin

**Terms:** 3



### Skills

Art-0  
 Computer-0  
 Drive-1  
 Carouse-0  
 Admin-1  
 Broker-0  
 Investigate-0  
 Diplomat-1  
 Persuade-2  
 Steward-1  
 Advocate-1

### Psionics

**Background:** Born in a mansion

### Life Events

Age	Event
9	Witness to a crime. Escapes but gains Enemy (Rogue)
14	Romantic relationship becomes long-term.
18	A conspiracy attempts to recruit him. He accepts.
22	Advanced Training.
26	Special Advisor to a corporation.
30	Fails survival. Dzaqtla strikes!

**Cr.150,000**

**Rank:** 3 (Executive)

**Benefits:** Weapon

"Good evening. I understand the fear and uncertainty surrounding the plague, but I want to assure you that we are fully committed to containing it. We urge everyone to follow health guidelines—practice good hygiene, avoid large gatherings, and seek medical help if needed. We are working tirelessly, and with your cooperation, we will get through this together. Thank you."

I waited for the blue "On Air" light to shut off, then addressed the crew.

"We're done here. Get to the nearest safe zone, preferably out of the city if you can. Go." They don't wait for me to say it twice.

As I peel the mic from my throat, a small patch of skin comes with it. Blood drips to the desk. The second stage. It won't be long now.

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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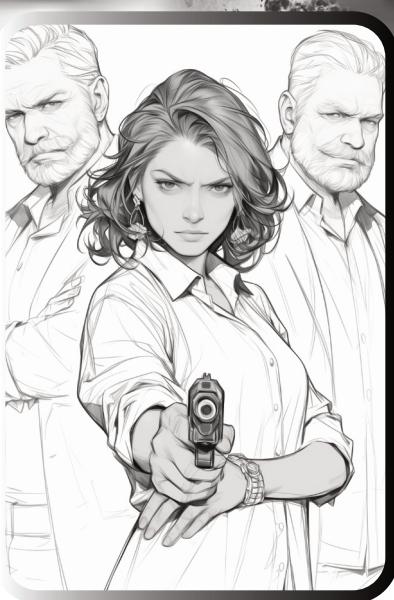
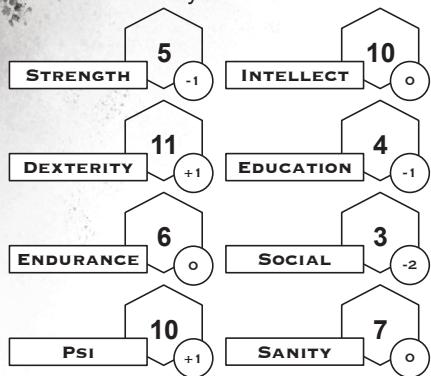
<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Tia'sak

**Age:** ~38

**Origin:**

**Era:** End of Days



**Career:** Rogue/Gangster    **Terms:** 4

### Skills

Deception 0  
 Streetwise 3  
 Recon 1  
 Athletics (coordination) 0  
 Gun Combat (slug pistol) 4  
 Stealth 0  
 Gambler 1  
 Persuade 2

### Background:

Life Events	
Age	Event
22	Gambling Ring. Does not bet any benefits.
26	Pulls off a major crime and gets promoted.
28	Organized Crime. Learns Gun Combat.
31	Backstabber. Gets promoted.
34	Pulls off another major job, gets promoted to Lord.

### Psionics

Latent

**Cr.** 120000

**Rank:** 6 (Lord)

**Benefits:** Contact, Weapon (pistol)

"I knew sooner or later a cop would come for me. Just your bad luck it had to be you."

"Think I wasn't ready for this? Think I haven't spent my entire life looking over my shoulder, making connections, building an empire only to have it get dzaq'd by some two-bit do-gooder?"

"What's that? You got a family. Well, that sucks. I'm sure they'll miss you. I had a family once too. Know what happened to them? They're in a watery grave somewhere under the city. Thanks to your kind."

"If you pray to any gods, now's the time."

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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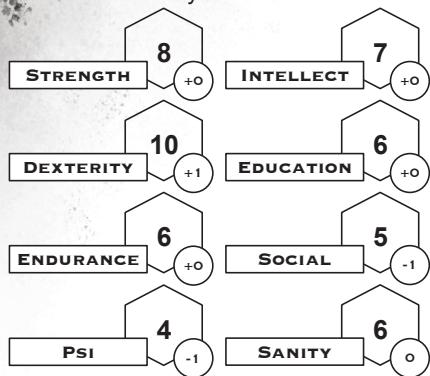
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<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Kamfre Sepr

**Age:** 26

**Origin:**

**Era:** End of Days



**Career:** Sailor (navy/pirate) **Terms:** 2



### Skills

Seafarer 2  
 Gun Combat (handgun) 0  
 Comms 0  
 Recon 1  
 Athletics (swim) 1  
 Diplomacy 1

**Background:** Born in a fishing town

### Psionics

Latent

### Life Events

<b>Age</b>	<b>Event</b>
8	Skipped school; -1 Edu
15	Has a romantic relationship.
18	Enlists in navy, Foils an attempted mutiny. Gain an Enemy, +2 to advancement.
22	Dzaqtas! Career in navy ends, goes Pirate.
23	Crew assists in disaster relief. Learns Diplomacy.
26	Fails survival. Blamed for an accident, gains an Enemy.

**Cr.** 5000

**Rank:** 2 (Lieutenant)

**Benefits:** +1 Edu, Revolver

*From the trial of Kamfre Sepr:*

"I'm tellin' you, it wasn't my fault. I wasn't even on watch that night; it was that sht'zy idiot Chadlido. He's always doing something stupid, and it was his job to watch the animo stores."

"Yeah, you, Chad. Ziefrabrnqachrpl! You left the damn hatch open that night, between that and your damn smoking, it's a wonder we didn't lose the damn ship!"

"But fine, if it makes you feel better, I'm done with this. I'll find another crew. But this ain't over, Chad. I ever see you again, you'll be jdablnetl food."

**Characters**

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
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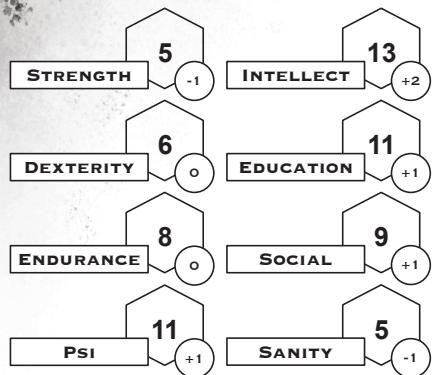
  

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist:</b>	<b>Specialist:</b>	<b>Specialist:</b>
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**Name:** Zdezhepkez lefria lafe

**Age:**      **Origin:**

**Era:** Wasteland



**Career:** Scholar/Physician    **Terms:** 2

### Skills

Survival 1
Diplomat 2
Medic 2
Investigate 0
Recon 1
Survival 0
Life Sciences (biology) 1
Animals 0
Art (sculpture) 0

**Background:** Survivalist enclave

### Life Events

<b>Age</b>	<b>Event</b>
10	Tragedy! Family dies from the plague, he survives.
14	Dedicated to studies. +1 Edu.
19	Praise & Honors from community.
23	Major Breakthrough. Promoted as a result.

### Psionics

Healing 1 (Wild)

**Cr. 10000**

**Rank: 2**

**Benefits:** +1 Int, Medical Equipment

"Guess I just been lucky my entire life. When the Big One hit my family's stronghold, just about everyone died. Everyone 'cept me, that is. While it was ripping the town apart, I was helping people stay alive."

"After that I just felt like I had a calling, y' know? The town's History Man taught me about that lost science called 'medicine' and I just took it from there. Went around curing folks of their ills, fixing their hurts, making things better."

"Now I'm gonna take it out to the world. I hear there's plenty out there need someone like me."