



# 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

Seven characteristics should be generated randomly for all Zhodani characters:

<b>Strength</b>	<b>Physical prowess and power</b>	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.
<b>Dexterity</b>	<b>Manual dexterity and agility</b>	
<b>Endurance</b>	<b>Toughness and stamina</b>	
<b>Intelligence</b>	<b>Ability to reason and solve problems</b>	
<b>Education</b>	<b>Highest level of formal schooling</b>	
<b>Social Status</b>	<b>Rank within society</b>	
<b>Psi</b>	<b>Psionic strength</b>	

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.

**High Psi:** Roll the first six on 2D as usual but roll Psi at 1D+6 to guarantee a high level of ability. This is well suited to campaigns that focus on psionic abilities.

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

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

## 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 Dzaqtas 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.

<i>Social Status</i>	<i>Title</i>	<i>Zdetl</i>	<i>Meaning</i>
11	Pranatl	凡タアタ	Aspirant
12	Jdistebr	ノスルクル	Wellborn
13	Vlestlas	ハヌトスル	Highborn
14	Zhobrtglasche	ヨルトスル王セ	Noble Born
15	Preblshienchiashav	スケトスヌマズスル	Princely Born

## PSIONICS

Nearly everyone who survived the Dzaqtas 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 initial 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 ( <i>baz</i> ) 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.

**Psionics Acquisition**

Talent	Learning DM
<i>Telepathy</i>	+4
<i>Clairvoyance</i>	+3
<i>Telekinesis</i>	+2
<i>Awareness</i>	+1
<i>Teleportation</i>	+0
<i>Empathic Healing</i>	-1
<i>Machine Symbiosis</i>	-1
<i>Blocking</i>	-2
<i>Mimic</i>	-2
<i>Healing</i>	-2
<i>Teleprojection</i>	-3
<i>Vampyric Awareness</i>	-5
<i>Precognition</i>	-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 Dleqiat, 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	Seamanship-0
9	In a vehicle while traveling	Mechanic-0
10	In a temple or other "holy" place	Talent-0

## Characters

**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).

## Characters

### LIFE EVENTS

Significant events for Zhodani characters of the Dzaqtla 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.

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>Dzaqtla!</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 Viepchakits 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.

## Characters

Optionally, you may also choose to roll for significant Life Events of early childhood and adolescence. Roll once on each table.

Roll	CHILDHOOD EVENTS (All Timelines) - Roll 2D6 for the age of the event
2d6	<b>Event</b>
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): 1 - involved in delinquent or criminal activities. Learn Stealth-0. 2 - a visiting Qiknavrats, one of the strange non-humans! Learn Language (wyniprith)-0. 3 - an older adult who becomes a mentor. Learn Art or Trade-0. 4 - a drifter. Learn any service skill from that career at level 0. 5 - a clergyman. Roll Int 8+. On success, gain +1 to Psi. 6 - a noble or high level government official. Roll Int 8+ to gain +1 Soc.
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: <i>Hi</i> - a tragedy occurs. Someone dies, your family loses their home, a natural disaster wipes out the community, etc. <i>Lo</i> - something wonderful happens. Your family comes into wealth, you save someone's life, you discover a valuable treasure, etc.
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+, +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 among the aliens and Language (wyniprith)-0. 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. 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). Gain a Contact. 6 - <b>Ancient Technology:</b> You find something very old, possibly dating back to Zhodani prehistory, or more likely something from before the Dzaqtias.

## Characters

Roll	ADOLESCENCE EVENTS (All Timelines) - Roll 12 + D6 for the age of the event
2d6	<b>Event</b>
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>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) 2 - <b>Aliens:</b> In the <b>End of Days</b> timeline, you spend time among the Viepchakits and/or the Qiknavrats. Gain a contact in the Scholar career. For others, apply result 3, <b>Alien Artifact</b> . 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 3I era.

**Life Sciences (Psionicology)** - Psionics are mostly a curiosity before the Dzaqtias, and serious study has not yet begun.

The following skills are new or modified slightly:

**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.

**Scrounge** - The art of combing through ruins or similar places and finding things of value.

**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.

# 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.

**Mustered-Out Benefits**

Roll	Cash	Other
1	2000	Weapon
2	5000	Armor
3	10000	+1 Edu
4	10000	+1 End
5	10000	+1 Int
6	20000	Medal
7	30000	+1 Soc

**End of Days:** 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.

**Wasteland:** In the decades following the Dzaqtias, city-states arose and became walled enclaves. Each had some kind of organized militia or military force to maintain security within their borders and keep the “unclean” out.

**Rising Empires:** As the various city-states gained power and prominence, their armies became more organized and effective. Rulers and warlords used them for reclaiming territory and resources, and making war on other states.

**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

**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 Zhadani 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.

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

If selected, roll Psi 8+ to learn one Talent as an **Adept**.

## 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>	+1 Str	Drive	Tactics (military)
<b>2</b>	+1 Dex	Athletics	Leadership
<b>3</b>	+1 End	Gun Combat	Advocate
<b>4</b>	Gamble	Recon	Diplomat
<b>5</b>	Medic	Melee	Tactics (military)
<b>6</b>	Melee (unarmed)	Heavy Weapons	Admin

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist: Infantry</b>	<b>Specialist: Support</b>	<b>Specialist: Cavalry</b>
<b>1</b>	Gun Combat	Mechanic	Mechanic
<b>2</b>	Melee	Drive	Drive
<b>3</b>	Heavy Weapons	Flyer	Flyer
<b>4</b>	Stealth	Explosives	Recon
<b>5</b>	Athletics	Comms	Gunnery
<b>6</b>	Recon	Medic	Sensors

<b>SKILLS AND TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>	+1 Str	Drive	Tactics (military)
<b>2</b>	+1 Dex	Athletics	Leadership
<b>3</b>	+1 End	Gun Combat	Advocate
<b>4</b>	Brawling	Recon	Diplomat
<b>5</b>	Medic	Melee	Tactics (military)
<b>6</b>	Melee (unarmed)	Animals	Admin

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Infantry</b>	<b>Specialist: Support</b>	<b>Specialist: Cavalry</b>
<b>1</b>	Gun or Bow Combat	Mechanic	Mechanic
<b>2</b>	Melee	Drive	Drive
<b>3</b>	Stealth	Explosives	Animals
<b>4</b>	Athletics	Medic	Recon
<b>5</b>	Recon	Comms	Gunnery
<b>6</b>	Survival	Gun Combat	Comms

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>	+1 Str	Animals	Leadership
<b>2</b>	+1 Dex	Athletics	Tactics (military)
<b>3</b>	+1 End	Bow Combat	Advocate
<b>4</b>	Carousing	Recon	Diplomat
<b>5</b>	Gamble	Melee	Tactics (military)
<b>6</b>	Brawling	Survival	Admin

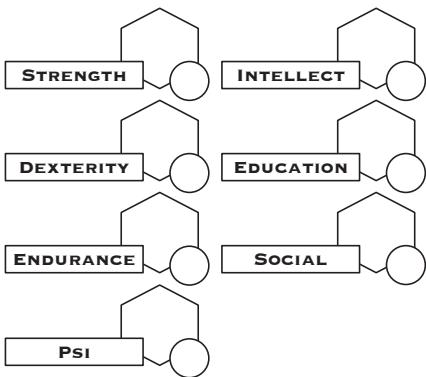
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Infantry</b>	<b>Specialist: Support</b>	<b>Specialist: Cavalry</b>
<b>1</b>	Bow Combat	Animals	Animals
<b>2</b>	Melee	Explosives	Mechanic
<b>3</b>	Stealth	Medic	Recon
<b>4</b>	Athletics	Bow Combat	Drive
<b>5</b>	Recon	Mechanic	Gunnery
<b>6</b>	Survival	Jack-of-all-Trades	Comms

# DORSAL

Name:

Age:      Origin:

Era:



Career:

Terms:

Skills

Background:

Life Events  
Age   Event

Cr.

Rank:

Benefits:

Vignette about the character

# 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 one of the following.

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

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

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

## CAREER PROGRESS

	Survival	Advancement
Corp.	Dex 5+	Edu 5+
Military	Int 6+	Edu 6+
Spacer	Dex 6+	Edu 6+



## MUSTERING-OUT BENEFITS

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

**End of Days:** 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, Viepcchakl, on a regular basis.

**Wasteland:** Aviators who survived the Dzaqltas might still be alive in the early years of the Wasteland Era. A few of the flying machines might even be operational, having been lovingly maintained by dedicated mechanics. Later, salvaged machines in the hands of amateur mechanics patrol the skies.

**Rising Empires:** After hundreds of years, none of the original gliders, planes and airships remain. However, there are those who have studied the world as it was, and yearn for the days before The End. Experimental airships and balloons might be found in more civilized areas.

## 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

**LIFE EVENTS**

<b>2d6</b>	<b>Event</b>
2	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
3	<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.
4	<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.
5	<b>Gain a Skill:</b> You learn something new: Trade , Engineer (Electronic), Animals , or Social Science
6	<b>Connections:</b> You make a Contact outside your normal circles.
7	<b>Life Event:</b> roll on the Zhdani Life Events table.
8	<b>Advanced Training:</b> Roll Edu 8+ to gain +1 to any skill already known.
9	<b>Foil a Crime:</b> You catch another crew member in the act of committing a crime (sabotage, mutiny, smuggling, or conspiracy). Gain an Enemy, but +2 to your next Advancement roll.
10	<b>Evacuation:</b> You are sent to a region where civilians need to be evacuated quickly. Gain +1 to Admin, Investigate or Recon.
11	<b>Noticed by Superiors:</b> Gain an Ally and +2 to your next Advancement roll.
12	<b>Heroism:</b> Your next Advancement roll is automatically successful.

**MISHAPS**

<b>1D</b>	<b>Mishap</b>
1	<b>Severely injured in action.</b> Roll twice on the Injury table and take the lower result.
2	<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.
3	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.
4	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.
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.

**Note:** Psi stuff

## 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>	+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

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist: Civil</b>	<b>Specialist: Military</b>	<b>Specialist: Spacer</b>
<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

<b>SKILLS AND TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>	+1 Str	Brawling	Flyer
<b>2</b>	+1 Dex	Gun Combat	Mechanic
<b>3</b>	+1 End	Mechanic	Medical
<b>4</b>	Survival	Athletics	Survival
<b>5</b>	Brawling	Flyer	Recon
<b>6</b>	Gun Combat	Survival	Jack-of-all-Trades

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Civil</b>	<b>Specialist: Military</b>	<b>Specialist: Spacer</b>
<b>1</b>	Admin	Leadership	-
<b>2</b>	Mechanic	Flyer	-
<b>3</b>	Navigation	Tactics (air)	-
<b>4</b>	Flyer	Bow Combat	-
<b>5</b>	Survival	Navigation	-
<b>6</b>	Recon	Recon	-

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
<b>1</b>	+1 Str	Brawling	Flyer
<b>2</b>	+1 Dex	Athletics	Mechanic
<b>3</b>	+1 End	Mechanic	Navigation
<b>4</b>	+1 Int	Gun/Bow Combat	Recon
<b>5</b>	Survival	Flyer	Survival
<b>6</b>	Brawling	Survival	Animals

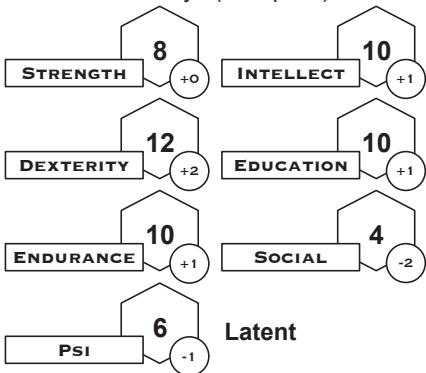
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Civil</b>	<b>Specialist: Military</b>	<b>Specialist: Spacer</b>
<b>1</b>	Admin	Flyer	-
<b>2</b>	Mechanic	Leadership	-
<b>3</b>	Navigation	Tactics (air)	-
<b>4</b>	Flyer	Navigation	-
<b>5</b>	Survival	Gun Combat	-
<b>6</b>	Recon	Recon	-

# DORS&R

**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!

**Cr.2000**

**Benefits:** +1 Dex

"Y' ever lived on the streets? Didn't think so. I grew up in that shit, born and raised in Ichaifrdobdra. 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 cackled 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."

## 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 Dzaqtlas.

**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.

**CAREER PROGRESS**

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



**MUSTERING-OUT BENEFITS**

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

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

**Wasteland:** That didn't quite go as you'd hoped. The Dzaqtlas killed everyone, even some of your own. Now the Wasteland is ruled by those brutal enough to pillage, mobile enough to scavenge.

**Rising Empires:** Just when you thought the strong were taking their rightful place as rulers, some **upstart** comes out nowhere claiming "divine right?" And they've got that creepy **magic** about them, even worse. Time to go to war.

**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		

**LIFE EVENTS**

<b>2d6</b>	<b>Event</b>
2	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
3	<b>Tribal Warfare:</b> Your community goes to war with (or is attacked by)
4	<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.
5	<b>Gain a Skill:</b> You learn something new. Gain one level of Jack of all Trades, Survival, or Medical.
6	<b>Connections:</b> You make a Contact outside your tribal circles.
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> 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.
11	<b>Noticed by Superiors:</b> Gain an Ally and +2 to your next Advancement roll.
12	<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>
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 make a grave mistake that gets noticed by your clan leadership. 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> 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.

**Note:** In a Wasteland or Rising Empires campaign, characters with high Psi Strength (9+) may become **Shamans**. 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 tribe's attitude toward Psi powers. Shamans 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

## 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>
1	+1 Str	Brawling	Mechanic
2	+1 Dex	Melee	Survival
3	+1 End	Melee	Melee
4	Carousing	Gun Combat	Recon
5	+2 Str	Drive	Medic
6	+1 End	Streetwise	Jack of all Trades

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

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

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Tribesman</b>	<b>Specialist: Warrior</b>	<b>Specialist: Scout</b>
1	Trade	Brawling	Survival
2	Animals	Melee	Medic
3	Melee	Melee	Recon
4	Carousing	Bow Combat	Stealth
5	Survival	Survival	Animals (or Drive)
6	Mechanic	Leadership	Mechanic

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Str	Brawling	Mechanical
2	+2 Str	Melee	Survival
3	+1 End	Melee	Recon
4	+1 Dex	Bow Combat	Medical
5	Carousing	Survival	Tactics
6	Melee	Animals (or Drive)	Jack of all Trades

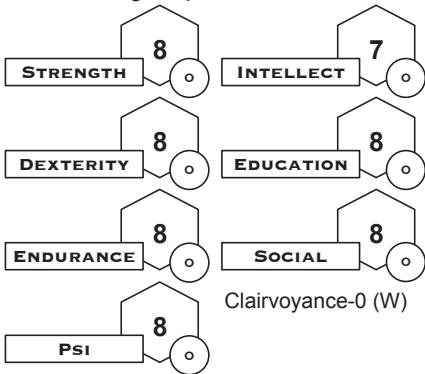
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Tribesman</b>	<b>Specialist: Warrior</b>	<b>Specialist: Scout</b>
1	Trade	Brawling	Survival
2	Animals	Melee	Medic
3	Melee	Bow Combat	Recon
4	Carousing	Survival	Stealth
5	Survival	Animals	Animals (or Drive)
6	Mechanic	Leadership	Mechanic

# DORS&RL

**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.

**Cr.** 3000

**Rank:** 2 (Scout)

**Benefits:** Vehicle (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."

# CITIZEN

(Quote from a citizen)

You were a member of the civil service, an industrial concern, or a general laborer.

**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

Roll	Cash	Other
1	1000	Weapon
2	5000	Vehicle
3	10000	+1 Edu
4	10000	+1 Int
5	10000	Armor
6	50000	Honors
7	100000	+1 Soc

**End of Days:** 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.

**Wasteland:** In this scenario, there are no “citizens” in a traditional sense, though the common folk protected by various city states may fill that role as Laborers and Tradesmen. Corporations no longer exist in this scenario.

**Rising Empires:** In this scenario, Citizens are those who make up the bulk of a nation’s population and do the trade work. Refer to the **Commoner** career instead.

## TABLE OF RANKS

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

**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.

**Note:** In a Wasteland or Rising Empires campaign, characters with high Psi

## 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>
1	+1 Edu	Drive	Art
2	+1 Int	Flyer	Advocate
3	Carouse	Streetwise	Diplomat
4	Gamble	Melee	Broker
5	Drive	Steward	Computers
6	Jack of all Trades	Trade	Medic

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

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

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Corporate</b>	<b>Specialist: Worker</b>	<b>Specialist: Pioneer</b>
1	-	Drive	Animals
2	-	Mechanic	Athletics
3	-	Trade	Jack of all Trades
4	-	Engineer	Recon
5	-	Trade	Survival
6	-	Recon	Trade

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Edu	Animals	Art
2	+1 Int	Streetwise	Advocate
3	Carouse	Melee	Diplomat
4	Gamble	Steward	Admin
5	+1 Str	Trade	Broker
6	Jack of all Trades	Art	Medic

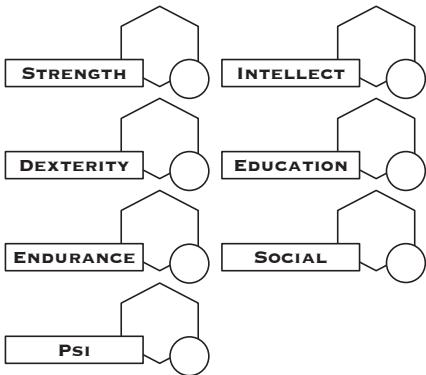
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Corporate</b>	<b>Specialist: Worker</b>	<b>Specialist: Pioneer</b>
1	-	Animals	Animals
2	-	Bow Combat	Athletics
3	-	Trade	Jack of all Trades
4	-	Melee	Recon
5	-	Trade	Survival
6	-	Recon	Trade

# DORSAL

Name:

Age:      Origin:

Era:



Career:

Terms:

Skills

Background:

Life Events  
Age   Event

Cr.

Rank:

Benefits:

Vignette about the character

## 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

Roll	Cash	Other
1	-	Contact
2	-	Weapon
3	1000	Ally
4	2000	Weapon
5	3000	+1 Edu
6	4000	+1 End
7	5000	Vehicle

**End of Days:** 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.

**Wasteland:** Somehow you made it, one of the fortunate few to survive the plague. Now you're eking out an existence among your fellow survivors, teaming up when it suits you and trading what you hunt and find.

**Rising Empires:** You've seen it before, dozens of times, someone gets the idea that they can "civilize" the wasteland. They've all failed. But you've heard rumors of new powers rising, and this time it seems different. Maybe this world isn't lost after all.

### 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			

**LIFE EVENTS**

<b>2d6</b>	<b>Event</b>
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**

<b>d6</b>	<b>Mishap</b>
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.

**Note:** 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 0 (**Marginal Success**) 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 discover 1D3 Talents hidden within you; these are both **Wild Talents**.
- On an **Exceptional Success** (6+) you find a mentor who trains you in multiple Talents 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.

## 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>
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)**

<b>Roll</b>	<b>Specialist: Scavenger</b>	<b>Specialist: Wanderer</b>	<b>Specialist: Hunter</b>
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

### **SKILLS AND TRAINING (Wasteland)**

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

### **SPECIALIST TRAINING (Wasteland)**

<b>Roll</b>	<b>Specialist: Scavenger</b>	<b>Specialist: Wanderer</b>	<b>Specialist: Hunter</b>
1	Drive (or Animals)	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Gun (or Bow) Combat
6	Stealth	Streetwise	Melee

### **SKILLS AND TRAINING (Rising Empires)**

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

### **SPECIALIST TRAINING (Rising Empires)**

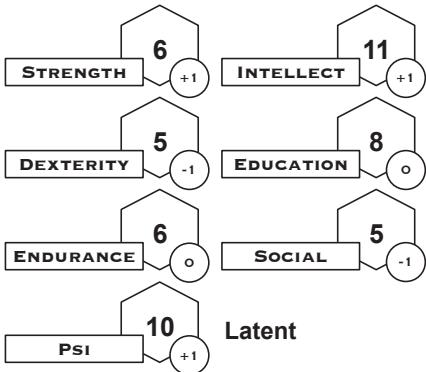
<b>Roll</b>	<b>Specialist: Scavenger</b>	<b>Specialist: Wanderer</b>	<b>Specialist: Hunter</b>
1	Animals	Athletics	Survival
2	Mechanic	Deception	Animals
3	Scrounge	Recon	Stealth
4	Recon	Stealth	Recon
5	Survival	Survival	Bow Combat
6	Stealth	Streetwise	Melee

# DORSAL

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

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

Cr. 0

Rank: 0

**Benefits:** Axe

"If it wasn't for bad luck, I'd 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."

# 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
<b>CAREER PROGRESS</b>	<b>Survival</b>	<b>Advancement</b>	
Artist	Soc 6+	Int 6+	4
Journalist	Edu 7+	Int 5+	5
Performer	Int 5+	Dex 7+	6
			7
			80000
			Award

**End of Days:** 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.

**Wasteland:** Even in the Fallen World, artists survive. Journalists, now in the form of traveling minstrels and wandering theater troupes, carry news and information between communities.

**Rising Empires:** The arts are on the rise again as civilization returns to Zhdant. Performers tell the tales and bring word of the coming new Empires, artists document events, sculptors rebuild the cities from the ashes of the old world.

## TABLE OF RANKS

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

**LIFE EVENTS**

<b>2d6</b>	<b>Event</b>
2	<b>Disaster!</b> Roll on the Mishaps table but continue in this career.
3	<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.
4	<b>High Places:</b> You become part of the celebrity circles. Gain +1 to Carouse, Persuade, Steward or a Contact.
5	<b>Recognition:</b> One of your works becomes popular, gaining you fame and notoriety. Gain +1 to any Benefit roll.
6	<b>Patron:</b> Meet a patron of the arts. Gain +1 to your next Advancement roll and gain an Ally.
7	<b>Life Event:</b> roll on the Zhadani Life Events table.
8	<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.
9	<b>Tour:</b> You visit several cities, showing your skills. Gain 1D3 Contacts.
10	<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.
11	<b>Unusual Event:</b> Artists have strange lives. Go to the Life Events table and have an Unusual Event.
12	<b>Prestige:</b> You win an award and recognition, gaining an immediate promotion.

**MISHAPS**

<b>d6</b>	<b>Mishap</b>
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> Public opinion turns against you. Lose -1 Soc.
4	<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.
6	<b>Censored:</b> You are forced out due to some controversy over your work. Gain +2 to the Advancement roll in your next career.

**Note:** 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 0 (**Marginal Success**) 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. Roll to acquire **one** Talent.
- On an **Exceptional Success** (6+) you find a mentor who trains you in multiple Talents as an **Adept**. Roll to acquire up to 3 Talents.

In any case, you may try to learn additional talents later in life at the usual penalties.

## 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>
1	+1 Str	Art	Admin
2	+1 Dex	Carouse	Computers
3	+1 Int	Diplomat	Diplomat
4	+1 Edu	Persuade	Advocate
5	Carouse	Social Science	Science
6	Stealth	Steward	Broker

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

<b>SKILLS AND TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Str	Art	Admin
2	+1 Int	Carouse	Diplomat
3	+1 End	Diplomat	Advocate
4	+1 Dex	Persuade	Broker
5	Carouse	Steward	Trade
6	Stealth	Jack of all Trades	+1 Edu (or Psi)

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Artist</b>	<b>Specialist: Journalist</b>	<b>Specialist: Performer</b>
1	Art	Art	Admin
2	Carouse	Investigate	Diplomat
3	Persuade	Recon	Advocate
4	Trade	Survival	Trade
5	Scrounge	Stealth	Melee
6	Melee	Diplomat	Survival

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Str	Art	Admin
2	+1 Dex	Carouse	Diplomat
3	+1 End	Diplomat	Advocate
4	+1 Int	Persuade	Broker
5	Carouse	Steward	Trade
6	Stealth	Jack of all Trades	+1 Edu (or Psi)

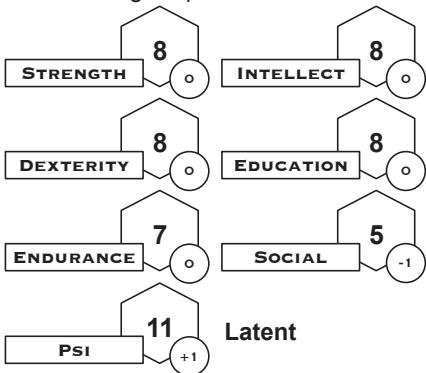
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Artist</b>	<b>Specialist: Journalist</b>	<b>Specialist: Performer</b>
1	+1 Str	Art	Admin
2	+1 Dex	Investigate	Diplomat
3	+1 Int	Recon	Advocate
4	+1 Edu	Persuade	Persuade
5	Carouse	Stealth	Melee
6	Stealth	Diplomat	Survival or Streetwise

# DORS&R

**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

<b>Age</b>	<b>Event</b>
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.

**Cr.**

**Rank:** 3

**Benefits:**

"My lords and ladies!

# 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.

CAREER PROGRESS			Survival		Advancement	
Admin.	Int 4+	Edu 8+			4	50000 +1 Soc
Diplomat	End 6+	Edu 6+			5	100000 Award
Nobility	(Soc 10+)	Int 12+			6	100000 Contact

## MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	10000	Weapon
2	10000	Share
3	50000	Two Shares
4	50000	+1 Soc
5	100000	Award
6	100000	Contact
7	200000	+1 Soc

**End of Days:** Before the End, you were part of the ruling class of elite public servants. Then overnight you went from having a cush job in the halls of power to barely keeping control as society spiraled into chaos and despair.

**Wasteland:** What government? The few “leaders” who survived weren’t suited to the new life scavenging the ruins. Lawlessness rules the new Zhdant. Of course, some wasteland towns have their own governments, usually tribal elders.

**Rising Empires:** After centuries of death and strife, new powers are rising to restore order. You’re part of that, leading the charge to bring civilization out of the barbarism.

## 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	Preblshiench	Leadership iashav
6	High Consul	+1 Soc	High Consul	+1 Soc	-	-

## Characters

### LIFE EVENTS

**2d6 Event**

**2 Disaster!** Roll on the Mishaps table but continue in this career.

**3**

**4**

**5**

**6**

**7 Life Event:** roll on the Zhodani Life Events table.

**8**

**9**

**10**

**11**

**12**

### MISHAPS

**d6 Mishap**

**1**

**2**

**3**

**4**

**6**

**Note:** Characters with high Psi Strength (9+) may have a chance to develop their

Characters

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

**SPECIALIST TRAINING (End of Days)**

Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1			
2			
3			
4			
5			
6			

**SKILLS AND TRAINING (Wasteland)**

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	-	-	-
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

**SPECIALIST TRAINING (Wasteland)**

Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1	-	-	-
2	-	-	-
3	-	-	-
4	-	-	-
5	-	-	-
6	-	-	-

**SKILLS AND TRAINING (Rising Empires)**

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1			
2			
3			
4			
5			
6			

**SPECIALIST TRAINING (Rising Empires)**

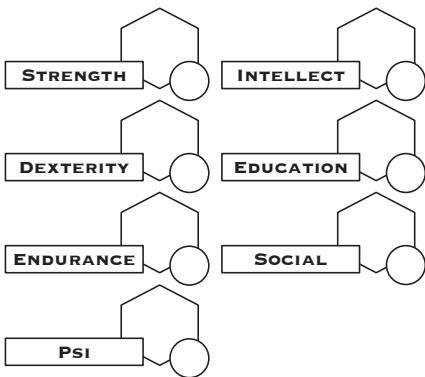
Roll	Specialist: Administrator	Specialist: Diplomat	Specialist: Nobility
1			
2			
3			
4			
5			
6			

# DORSAL

Name:

Age:      Origin:

Era:



Career:

Terms:

Skills

Background:

Life Events  
Age   Event

Cr.

Rank:

Benefits:

Vignette about the character

## 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
1	1000	Weapon
2	2000	Weapon
3	10000	+1 Int
4	10000	Armor
5	50000	+1 Str
6	100000	Contact
7	100000	+1 Dex

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

**Wasteland:** In a world where the most ruthless and cunning survive, one would think you and your associates would be well placed. But survival in the Wasteland is very different from carving out a niche in the urban landscape. Still, you're making it in this new world, for better or worse.

**Rising Empires:** This new power is making it hard for the unscrupulous to make a living. When the cops can read your mind, it's hard to hide your crimes. But maybe, if you can find a way in, you'll carve a corner out of the new world they're creating.

### 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			

**LIFE EVENTS**

<b>2d6</b>	<b>Event</b>
2	<b>Disaster!</b> Roll on the mishap table, but continue in this career.
3	<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.
4	<b>Heist:</b> You are involved in a huge caper. Gain +1 to Computers, Sensors, Comms or Mechanic.
5	<b>Payoff:</b> Sometimes crime pays. Gain +2 to any one Benefit roll and gain the victim as an Enemy.
6	<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.
7	<b>Life Event:</b> roll on the Zhadani Life Events table.
8	<b>Organized Crime:</b> You spend time as part of a crime ring. Gain +1 to Stealth, Melee, or Gun/Bow Combat.
9	<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.
10	<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.
11	<b>Noticed:</b> A crime lord considers you his protégé. Either gain Tactics (military) or +4 DM to your next Advancement roll.
12	<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>
1	<b>Seriously Injured:</b> You're hurt during a heist, caper, or hit. Roll twice on the Injury table and take the lower result.
2	<b>Arrested:</b> You get caught in the act. Lose one Benefit from this career and spend 1D6 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>Botched Job:</b> A job goes wrong, forcing you to lay low for a while. Gain +1 to Deception, Drive, Streetwise, or Stealth.
5	<b>Hunted:</b> A cop or criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	<b>Injured:</b> Roll once on the Injury table.

**Note:** 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.

## Characters

<b>SKILLS AND TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 10+)</b>
<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

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist: Punk</b>	<b>Specialist: Gangster</b>	<b>Specialist: Assassin</b>
<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

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

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Punk</b>	<b>Specialist: Gangster</b>	<b>Specialist: Assassin</b>
<b>1</b>	Stealth	Gun or Bow Combat	Recon
<b>2</b>	Survival	Melee	Investigate
<b>3</b>	Deception	Streetwise	Melee
<b>4</b>	Recon	Persuade	Gun or Bow Combat
<b>5</b>	Streetwise	Athletics	Stealth
<b>6</b>	Athletics	Survival	

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 10+)</b>
<b>1</b>	Carouse	Deception	Recon
<b>2</b>	+1 Dex	Recon	Medic
<b>3</b>	+1 End	Athletics	Investigation
<b>4</b>	Gambler	Melee	Persuade
<b>5</b>	Melee	Survival	Advocate
<b>6</b>	Bow Combat	Streetwise	Tactics

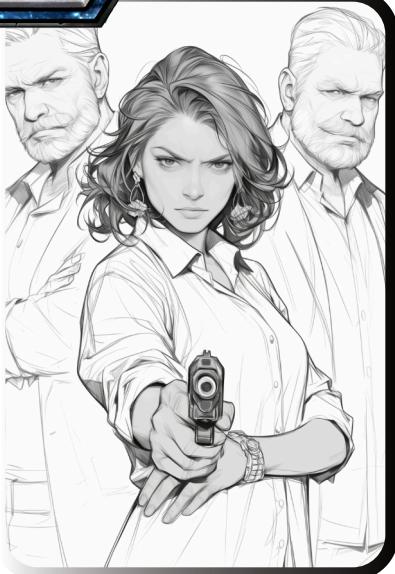
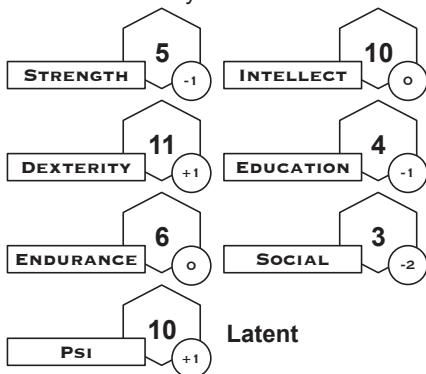
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Punk</b>	<b>Specialist: Gangster</b>	<b>Specialist: Assassin</b>
<b>1</b>	Stealth	Melee	Recon
<b>2</b>	Survival	Streetwise	Investigate
<b>3</b>	Deception	Persuade	Melee
<b>4</b>	Recon	Athletics	Bow Combat
<b>5</b>	Streetwise	Survival	Stealth
<b>6</b>	Athletics	Recon	Deception

# DORSAL

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: Born in a city

## 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.

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 dzaqd 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."

# SAILOR

(Quote from a scholar)

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.*



## CAREER PROGRESS

	Survival	Advancement
Merchant	Edu 5+	Int 6+
Navy	End 5+	Int 6+
Pirate	Dex 6+	Int 6+

## MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	2000	+1 Int
2	5000	+1 Edu
3	10000	Weapon
4	10000	Weapon
5	10000	Contact
6	20000	+1 Edu
7	30000	+1 Soc

**End of Days:**

**Wasteland:**

**Rising Empires:**

## TABLE OF RANKS

Rank	Merchant	Benefit	Navy	Benefit	Pirate	Benefit
0					Lackey	
1	Ensign		Ensign		Henchman	
2	4 <sup>th</sup> Officer		Lieutenant		Lieutenant	
3	3 <sup>rd</sup> Officer		Lt Cdr		Bosun	
4	2 <sup>nd</sup> Officer		Commander		Commander	
5	1 <sup>st</sup> Officer		Captain		Captain	
6	Captain		Admiral		Commodore	

**LIFE EVENTS**

<b>2d6</b>	<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, gain +2 to your next Advancement roll.
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**

<b>d6</b>	<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.

**Note:** 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, Deception or Investigate. Also roll for Advancement.

If selected, roll Psi 8+ to learn one Talent as an Adept.

Characters

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

**SPECIALIST TRAINING (End of Days)**

Roll	Specialist:	Specialist:	Specialist:
1			
2			
3			
4			
5			
6			

**SKILLS AND TRAINING (Wasteland)**

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1			
2			
3			
4			
5			
6			

**SPECIALIST TRAINING (Wasteland)**

Roll	Specialist:	Specialist:	Specialist:
1			
2			
3			
4			
5			
6			

**SKILLS AND TRAINING (Rising Empires)**

Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1			
2			
3			
4			
5			
6			

**SPECIALIST TRAINING (Rising Empires)**

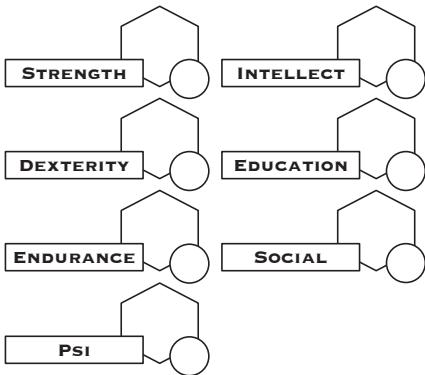
Roll	Specialist:	Specialist:	Specialist:
1			
2			
3			
4			
5			
6			

# DORSAL

Name:

Age:      Origin:

Era:



Career:

Terms:

Skills

Background:

Life Events  
Age   Event

Cr.

Rank:

Benefits:

Vignette about the character

# 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
1	5000	+1 Int
2	10000	+1 Edu
3	20000	Equipment
4	30000	Team
5	40000	Team
6	60000	Equipment
7	100000	+1 Soc

**End of Days:** Prior to the Dzaqtla, 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.*

**Wasteland:** Some few who survived the Dzaqtla went on to become wandering History Men preserving pre-collapse knowledge, Collectors gathering and maintaining old technology, or itinerant Plague Doctors wandering the world healing the sick and stopping the plague.

**Rising Empires:** The new powers rising have use of those willing to gather technology and knowledge, and even more use for anyone who can stop the Dzaqtla from spreading. Such people are well paid for their labors, often rising to the ranks of nobility.

## 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						

**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 Zhodani 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.

**Note:** 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.

## 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>
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

<b>SPECIALIST TRAINING (End of Days)</b>			
<b>Roll</b>	<b>Specialist: Researcher</b>	<b>Specialist: Scientist</b>	<b>Specialist: Physician</b>
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

<b>SKILLS AND TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Int	Diplomat	Art
2	+1 Edu	Medic	Advocate
3	+1 Soc	Investigate	Persuade
4	+1 Dex	Recon	Diplomat
5	+1 End	Survival	Survival
6	Investigate	Any Science	Any Science

<b>SPECIALIST TRAINING (Wasteland)</b>			
<b>Roll</b>	<b>Specialist: Researcher</b>	<b>Specialist: Scientist</b>	<b>Specialist: Physician</b>
1	Diplomat	Any Science	Medic
2	Persuade	Scrounge	Investigate
3	Scrounge	Survival	Persuade
4	Survival	Recon	Diplomat
5	Investigate	Investigate	Any Science
6	Any Science	Any Science	Medic

<b>SKILLS AND TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Personal Development</b>	<b>Service Skills</b>	<b>Advanced Ed (Edu 8+)</b>
1	+1 Int	Admin	Art
2	+1 Edu	Persuade	Advocate
3	+1 Soc	Diplomat	Persuade
4	+1 Dex	Medic	Diplomat
5	+1 End	Investigate	Admin
6	Admin	Any Science	Any Science

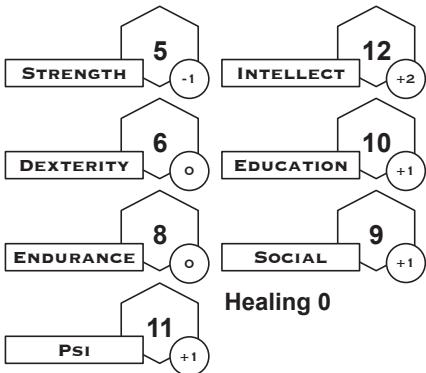
<b>SPECIALIST TRAINING (Rising Empires)</b>			
<b>Roll</b>	<b>Specialist: Researcher</b>	<b>Specialist: Scientist</b>	<b>Specialist: Physician</b>
1	Diplomat	Any Science	Medic
2	Persuade	Admin	Investigate
3	Admin	Recon	Persuade
4	Survival	Investigate	Diplomat
5	Investigate	Persuade	Any Science
6	Any Science	Any Science	Medic

# DORS&R

Name: Zdezhepkez lefria lafe

Age:      Origin:

Era: Wasteland



Career: Scholar/Physician Terms:

Skills

Background:

Life Events  
Age   Event

Cr.

Rank:

Benefits:

Vignette about the character