

## Aviator

(Inspirational quote from some nameless flyboy)

You flew one of the massive ariships, 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 Viepchaki (not available after the End of Days).

### CAREER PROGRESS

	Survival	Advancement
<b>Corp.</b>	Dex 5+	Edu 5+
<b>Military</b>	Int 6+	Edu 6+
<b>Spacer</b>	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, Viepchaki, 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.

**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

2d6	Event
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 from your time spent dealing with merchants and military quartermasters: Trade (any), Engineer (Electronic), Animals (any), or Social Science (any)
6	<b>Connections:</b> You make a Contact outside your normal circles.
7	<b>Life Event:</b> roll on the Zhodani 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

1D	Mishap
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 Zhodani 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.

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer (not Grav)
2	+1 Dex	Gun Combat	Mechanic
3	+1 End	Drive	Leader
4	Gambling	Flyer (not Grav)	Computer
5	Carousing	Athletics (any)	Admin
6	Brawling	Mechanic	Medical
SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Leadership	Vacc Suit
2	Mechanic	Flyer	Pilot (Small Craft)
3	Navigation	Mechanic	Flyer (not Grav)
4	Flyer (not Grav)	Engineer (Electronics)	Computer
5	Comms	Navigation	Admin
6	Computers	Sensors	Survival

SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer (not Grav)
2	+1 Dex	Gun Combat	Mechanic
3	+1 End	Mechanic	Medical
4	Survival	Athletics (any)	Survival
5	Brawling	Flyer (not Grav)	Recon
6	Gun Combat	Survival	Jack-of-all-Trades
SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Leadership	-
2	Mechanic	Flyer	-
3	Navigation	Tactics (air)	-
4	Flyer (not Grav)	Bow Combat	-
5	Survival	Navigation	-
6	Recon	Recon	-

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Str	Brawling	Flyer (not Grav)
2	+1 Dex	Athletics (any)	Mechanic
3	+1 End	Mechanic	Navigation
4	+1 Int	Gun/Bow Combat	Recon
5	Survival	Flyer (not Grav)	Survival
6	Brawling	Survival	Animals
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Civil	Specialist: Military	Specialist: Spacer
1	Admin	Flyer (not Grav)	-
2	Mechanic	Leadership	-
3	Navigation	Tactics (air)	-
4	Flyer (not Grav)	Navigation	-
5	Survival	Gun Combat	-
6	Recon	Recon	-

