

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

CAREER PROGRESS

	Survival	Advancement
Punk	Int 6+	Dex 6+
Gangster	End 6+	Str 6+
Assassin	Dex 6+	Int 6+

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 Dzaqtlas 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

2d6	Event
2	Disaster! Roll on the mishap table, but continue in this career.
3	Arrested! 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	Heist: You are involved in a huge caper. Gain +1 to Computers, Sensors, Comms or Mechanic.
5	Payoff: Sometimes crime pays. Gain +2 to any one Benefit roll and gain the victim as an Enemy.
6	Backstabber: You have the chance to screw someone else over. If you do, gain +4 on your next Advancement. If not, gain an Ally.
7	Life Event: roll on the Zhodani Life Events table.
8	Organized Crime: You spend time as part of a crime ring. Gain +1 to Stealth, Melee, or Gun/Bow Combat.
9	Rivalry: 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	Crime Ring: 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	Noticed: A crime lord considers you his protégé. Either gain Tactics (military) or +4 DM to your next Advancement roll.
12	Legendary: You pull off a major crime that gets noticed by the underworld. You are immediately promoted.

MISHAPS

d6	Mishap
1	Seriously Injured: You're hurt during a heist, caper, or hit. Roll twice on the Injury table and take the lower result.
2	Arrested: You get caught in the act. Lose one Benefit from this career and spend 1D6 years in prison.
3	Betrayal: 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	Botched Job: A job goes wrong, forcing you to lay low for a while. Gain +1 to Deception, Drive, Streetwise, or Stealth.
5	Hunted: A cop or criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	Injured: 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.

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Computers
2	+1 Dex	Recon	Comms
3	+1 End	Athletics	Medic
4	Gambler	Gun Combat	Investigation
5	Melee	Stealth	Persuade
6	Gun Combat	Streetwise	Advocate
SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Gun Combat	Recon
2	Computers	Melee	Investigate
3	Streetwise	Streetwise	Melee
4	Deception	Persuade	Gun Combat
5	Recon	Athletics	Stealth
6	Athletics	Drive	Deception

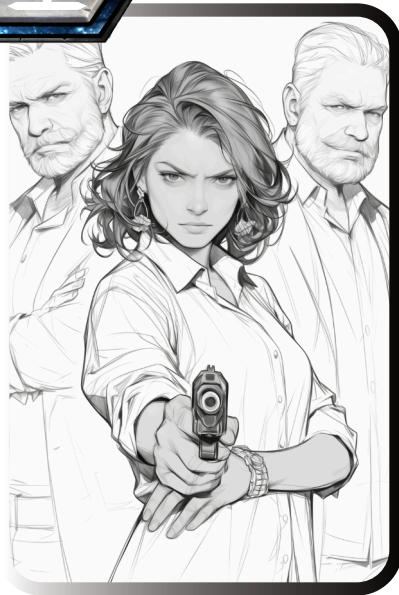
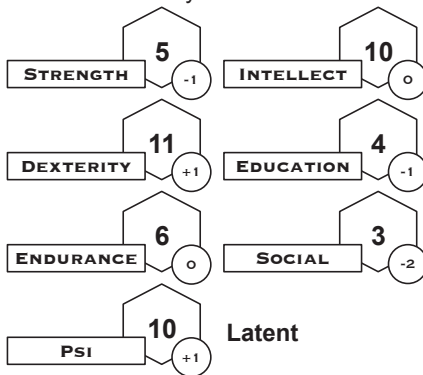
SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Recon
2	+1 Dex	Recon	Medic
3	+1 End	Athletics	Investigation
4	Gambler	Gun Combat	Persuade
5	Melee	Survival	Advocate
6	+1 Str	Stealth	Survival
SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Gun or Bow Combat	Recon
2	Survival	Melee	Investigate
3	Deception	Streetwise	Melee
4	Recon	Persuade	Gun or Bow Combat
5	Streetwise	Athletics	Stealth
6	Athletics	Survival	

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 10+)
1	Carouse	Deception	Recon
2	+1 Dex	Recon	Medic
3	+1 End	Athletics	Investigation
4	Gambler	Melee	Persuade
5	Melee	Survival	Advocate
6	Bow Combat	Streetwise	Tactics
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Punk	Specialist: Gangster	Specialist: Assassin
1	Stealth	Melee	Recon
2	Survival	Streetwise	Investigate
3	Deception	Persuade	Melee
4	Recon	Athletics	Bow Combat
5	Streetwise	Survival	Stealth
6	Athletics	Recon	Deception

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 dzaq'd by some two-bit do-gooder?

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

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