

# Citizens

Which career should you play? If you can't decide, then you should become a Citizen.  
There's a chance you will find a career or a hobby that will bring out your true potential.  
**Citizen:** One loyal to the state. Employee, Civilian, Clerk, Resident.



## CITIZENS

To Begin automatic  
Citizen Life Str C2 C3 Int  
Continue 10

## THE ULTIMATE ADVENTURE

When a Citizen fails his **Continue** roll, he has lost his Job and is thrust out into the role of a player-character...

## SKILL ELIGIBILITY

Per Term 4 Skills  
Job Skill-4 \*  
Hobby Skill-2 \*

\*on first receipt; Skill-1 thereafter.

## MUSTERING OUT BENEFITS

| 1D        | Money     | Benefits       |
|-----------|-----------|----------------|
| 2         | Cr 5,000  | Secret         |
| 3         | Cr 10,000 | Wafer Jack     |
| 4         | Cr 15,000 | Str +1         |
| 5         | Cr 20,000 | C2 +1          |
| 6         | StarPass  | C3 +1          |
| 7         | Cr 30,000 | Int +1         |
| 8         | Cr 40,000 | Life Insurance |
| 9         | Cr 50,000 | Soc +1         |
| 10        | Cr 50,000 | TAS Fellow     |
| DM +Terms |           |                |

## CAREER CHANGE OPTIONS

Scholar, Entertainer, Craftsman, Scout, Merchant, Spacer, Soldier, Noble, Marine, Functionary.

subject to eligibility

## CITIZEN LIFE

|                                         |   | C        |             |             |             |            |        |
|-----------------------------------------|---|----------|-------------|-------------|-------------|------------|--------|
| A                                       | B | 1        | 2           | 3           | 4           | 5          | 6      |
| 1                                       | 1 | Recon    | Aeronautic  | Admin       | Advocate    | SoundMimi  | ACV    |
| 1                                       | 2 | Spines   | Aquanautic  | Artillery   | Artist      | Biologics  | Author |
| 1                                       | 3 | Sensors  | Automotive  | Astrogation | Beams       | Computer   | Broker |
| 1                                       | 4 | Actor    | Bureaucrat  | Craftsman   | Compute     | Driver     | Mole   |
| 1                                       | 5 | Flyer    | BattleDress | Dancer      | Diplomat    | Explosives | Medic  |
| 1                                       | 6 | Empath   | Engineer    | Designer    | Exotics     | G-Drive    | Grav   |
| 2                                       | 1 | Flapper  | Fluidics    | Electronic  | Forensics   | J-Drive    | Math   |
| 2                                       | 2 | Leader   | Hvy Wpn     | Engineer    | Legged      | Liaison    | JOT    |
| 2                                       | 3 | Tracked  | Launcher    | Gravitics   | Mechanic    | Athlete    | Trader |
| 2                                       | 4 | Pilot    | Magnetics   | Hostile Env | Ordinance   | Blades     | LTA    |
| 2                                       | 5 | Animals  | Life Spt    | Language    | P-Plant     | Counsellor | Sail   |
| 2                                       | 6 | Tactics  | Photonics   | Musician    | Sapper      | Ortillery  | Ship   |
| 3                                       | 1 | Turrets  | Programm    | Strategy    | Small Craft | Fighting   | Rotor  |
| 3                                       | 2 | Seafarer | Slug Throw  | M-Drive     | Stealth     | Chef       | Rider  |
| 3                                       | 3 | Survey   | Naval Arch  | Navigate    | Survival    | Wheeled    | Sprays |
| 3                                       | 4 | Comms    | Streetwise  | Polymers    | Trainer     | Screens    | Sub    |
| 3                                       | 5 | Teacher  | Teamster    | Spacecraft  | Animals     | Steward    | Wing   |
| 3                                       | 6 | Unarmed  | Vacc Suit   | Starships   | No Skill    | Zero-G     | WMD    |
| Roll A ((reroll if >3), Roll B, Roll C. |   |          |             |             |             |            |        |

## CITIZEN LIFE

The focus of the Citizen is participation in local society.

## If Citizen Life is Successful...

The Citizen's first Success provides a Job, randomly rolled (with Dice A, B, C) on Citizen Life, and he receives Skill-4 (subsequent receipts provide Skill-1).

The Citizen's second Success provides a Hobby, selected by the player from Citizen Life; he receives Skill-2 (subsequent receipts are Skill-1).

Once determined, Job and Hobby cannot be changed. In subsequent Terms, successes alternate in providing Job or Hobby skills

## If Citizen Life Fails...

The Citizen continues the term stuck in a dull, boring, unfulfilling life (and receives no Job or Hobby skills), hoping that someday things will be different.

## CITIZEN SKILLS

|                                                                                                                                                                                                                                                                | 1 Personal | 2 Academic | 3 Travel   | 4 Desk Job | 5 Interaction | 6 Vocation | 7 Avocation |   |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------|------------|------------|------------|---------------|------------|-------------|---|
| 1                                                                                                                                                                                                                                                              | C1 +1      | Major*     | Seafarer   | Admin      | Counsellor    | Job***     | One Art     | 1 |
| 2                                                                                                                                                                                                                                                              | C2 +1      | Major*     | Vacc Suit  | Advocate   | Designer      | Job***     | One Science | 2 |
| 3                                                                                                                                                                                                                                                              | C3 +1      | Major*     | Flyer      | Broker     | Forensics     | Job***     | One Trade   | 3 |
| 4                                                                                                                                                                                                                                                              | C4 +1      | Minor*     | Driver     | Bureaucrat | Gambler       | Job***     | Athlete     | 4 |
| 5                                                                                                                                                                                                                                                              | C5 +1      | Minor*     | Navigation | Comms      | Streetwise    | Job***     | Hobby****   | 5 |
| 6                                                                                                                                                                                                                                                              | C6** +1    | Minor*     | Survival   | Computer   | Teacher       | Job***     | Hobby****   | 6 |
| *If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.<br>***If the character does not have a Job, this benefit is lost. ****If the character does not have a Hobby, this benefit is lost. |            |            |            |            |               |            |             |   |

