

Scouts

Which career should you play? If you want to discover and explore fascinating new worlds, then Scout is the answer.

Scout: One engaged in exploration, mapping, and development of a territory. Explorer. Courier. Hunter. Runner. Messenger. Prospector.



SCOUTS

To Begin	6
To Retry	C5
Risk and Reward	Str C2 C3 Int
Continue	Int
	Mod +1 per Term

SCOUT RANKS

Scouts do not have Rank.

SANITY

Because of the long-term isolation a Scout must endure, reduce San by -1 for each TWO Terms served.

SKILL ELIGIBILITY

Per Term 8 skills
OR- If Courier Duty 4 skill

THE SCOUT'S DUTIES

The Scout is a solitary explorer, equipped with a small ship and a hold full of supplies, sent to seek out and explore new worlds. Scouts are also tasked with courier duties: carrying messages and data between worlds.

THE SCOUT'S LIFE

The focus of the Scout's life is consumed with long voyages beyond the borders of civilization: the risky flights just may discover that one world in a thousand that holds great reward.

Avoiding Risk. A Scout may avoid the Risk Roll (and the Reward Roll) by volunteering for Courier Duty.

If The Risk Roll Fails...

The Scout is injured (hit points equal to the difference between the roll and the characteristic). Roll for recovery (= 1D, but not to exceed original injury). Unrecovered injury permanently reduces the characteristic.

Service May End. Permanent injury of 3 points or more (even if from more than one injury) **requires** a disability discharge. Roll 1D for the number of years served in the current term (maximum 4 years) and receive double mustering out benefits.

If The Reward Roll Succeeds...

The Scout is recognized as the Discoverer of a valuable new world or a valuable feature on a known world (a Discovery).

Name the Discovery. Create and name the Discovery. It is traditional for the first discovered world or feature to be named *by* the Discoverer.

The Discoverer receives Fame +4.

Landgrant. The Scout receives a Land Grant.

MUSTERING OUT BENEFITS

1D	Money	Benefits
2	Low Psg	Wafer Jack
3	Mid Psg	C5 +1
4	Mid Psg	Str +1
5	Cr 15,000	C2 +1
6	StarPass	C3 +1
7	Cr 25,000	Int +1
8	Cr 30,000	Ship Share
9	Cr 35,000	Life Insurance
10	Cr 40,000	Soc +1
11	Cr 45,000	TAS Fellow
12	Cr 50,000	Fame +2
13	Cr100,000	Knighthood
DM + Terms		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Spacer, Soldier, Rogue, Noble, Marine, Functionary.

subject to eligibility

SCOUT SKILLS

	1 Personal	2 Academic	3 Space	4 Surface	5 Conflict	6 Vocation	7 Avocation	
1	C1 +1	Major*	Astrogation	Navigation	Fighting	Scout	One Art	1
2	C2 +1	Major*	Zero-G	Hostile Env	Fighting	Survey	One Science	2
3	C3 +1	Minor*	Vacc Suit	Animals	Gunner	Survival	One Trade	3
4	CS (San) +1	Minor*	Pilot	Survey	Gunner	Starship Skill	Athlete	4
5	C5 +1	One Trade	Driver	Seafarer	Heavy Wpns	Starship Skill	Animals	5
6	C6** +1	One Trade	Vacc Suit	Driver	Heavy Wpns	Starship Skill	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.



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