

Merchants

Which career should you play? If you want to travel, picking and choosing which world to visit next, then Merchant is the answer.

Merchant: The operator of a (star) ship engaged in trade and commerce. Trader. Broker. Entrepreneur.



MERCHANTS

To Begin	Int
Risk and Reward	Str C2 C3 Int
Rank 0 Promotion	9
	Mod +2 if Int 6+
Officer Promotion	Terms x 2
	Mod +3 if Int 8+
Continue	Str

TABLE OF MERCHANT RANKS

Level	Title	Automatic Skill
0 Merchant0	Officer Apprentice	automatic
1 Merchant1	4th Officer	Steward
2 Merchant2	3rd Officer	Engineer
3 Merchant3	2nd Officer	Astrogator
4 Merchant4	First Officer	Pilot
5 Merchant5	Captain	
6 Merchant6	Senior Captain	

SKILL ELIGIBILITY

Per Term	4 skills
When Promoted	1 Skill
Automatic	By Rank

THE MERCHANT'S GOAL

Every Merchant is working toward a specific goal: his own Free Trader. Risk and Reward for a Merchant are focused on accumulating shares in a merchant starship.

If The Risk Roll Fails...

The Merchant 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 and double mustering out benefits.

If The Reward Roll Succeeds...

Every instance of Reward gives the character Ship Shares, redeemable toward ownership of a Trader, upon mustering out (a typical merchant starship has between 10 and 20 shares).

Escalating Ship Shares. The first Reward receipt provides one Share. The second receipt provides TWO Shares (and so on). The fifth receipt of a Share provides 5 Shares.

MUSTERING OUT BENEFITS

1D	Money	Benefits
1	StarPass	Forbidden Knowle
2	High Psg	Secret
3	High Psg	Wafer Jack
4	Cr 15,000	Str +1
5	StarPass	C2 +1
6	Cr 25,000	C3 +1
7	Cr 30,000	Int +1
8	Cr 35,000	Ship Share
9	Cr 40,000	Life Insurance
10	Cr 45,000	Directorship
11	Cr100,000	TAS Fellow
DM + Rank		

CAREER CHANGE OPTIONS

Citizen, Scholar, Entertainer, Craftsman, Scout, Spacer, Soldier, Rogue, Noble, Marine, Functionary.
subject to eligibility

MERCHANT SKILLS

	1 Personal	2 Academic	3 Frontier	4 Corporate	5 Security	6 Freighter	7 Liner	
1	C1 +1	Major*	Zero-G	Admin	Fighting	Merchant	Steward	1
2	C2 +1	Major*	Vacc Suit	Broker	Fighting	Trader	Starship Skill	2
3	C3 +1	Minor*	Pilot	Trader	Gunner	Bureaucrat	One Trade	3
4	C4 +1	One Science	Starship Skill	Trader	Gunner	Computer	Language	4
5	C5 +1	One Trade	Comms	Driver	Driver	Starship Skill	Animals	5
6	C6** +1	One Trade	Gunner	Flyer	Flyer	One Art	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.

