

Agents

Which career should you play? If you want intrigue and adventure across a variety of situations, then you should be an Agent.

Agent. The representative of a government or powerful organization. Deputy. Operative. Samurai. Enforcer. Diplomat. Emissary. Paladin.



AGENT	
To Begin	C3
Risk and Reward	Str C2 C3 Int
Continue	Str
	Mod + Terms

SKILL ELIGIBILITY	
Per Term	2 Skills
Per Undercover	1 Skill
Per Successful Mission	4 Skill

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Low Psg	Forbidden Knowle
3	Mid Psg	Secret
4	High Psg	Wafer Jack
5	Cr 15,000	Str +1
6	StarPass	C2 +1
7	Cr 25,000	C3 +1
8	Cr 30,000	Int +1
9	Cr 35,000	Ship Share
10	Cr 40,000	Life Insurance
11	Cr 45,000	Soc +1
12	Cr 50,000	Knighthood
DM + Terms and Commendations		

CAREER CHANGE OPTIONS	
Citizen, Scholar, Entertainer, Craftsman, Spacer, Soldier, Rogue, Noble, Marine, Functionary.	
subject to eligibility	

UNDERCOVER OPERATIONS						
	Officer	Enlisted	Merchant	Noble		
D	1	2	3	4	5	6
1	Army	Army	Citizen	4th Officer	Entertainer	Knight
2	Army	Army	Citizen	3rd Officer	Entertainer	Baronet
3	Marine	Marine	Functionary	2nd Officer	Scholar	Baron
4	Marine	Marine	Rogue	1st Officer	Scholar	Marquis
5	Navy	Navy	Scout	Captain	Craftsman	Viscount
6	Navy	Navy	Scout	Functionary	Craftsman	Count

AGENT MISSIONS

The focus of the Agent is completion of Missions. Each is a single Term in length: for the first half of the Term, the Agent is **Undercover**, serving in a different career (investigating, gathering information, preparing); in the second half of the Term, the Agent is completing the **Mission**.

Undercover (the Risk)

Roll D and D for Undercover career. Select (not Roll) one skill from the skill table of that Career.

If The Risk Roll Fails...

The Agent 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 awards double mustering out benefits.

Mission (the Reward)

Roll the Controlling Characteristic or less.

If the Reward Roll Succeeds...

Successful Agent activities are recognized and rewarded with Commendations: official documents which express the appreciation of the organizations involved. A Commendation is recorded as <Service> Commendation-N (N= Risk and Reward Characteristic minus Reward Roll [ignore any Mods]).

For example, If the Undercover Operation = Scout, Risk and Reward Characteristic=9, and the Reward Roll =5, he receives (=9 - 5 = 4):

Scout Commendation-4.

AGENT							
	1 Personal	2 Academic	3 Space	4 Interaction	5 Conflict	6 Vocation	7 Avocation
1	C1 +1	Major*	Zero-G	Language	Fighting	Agent	One Art
2	C2 +1	Major*	Vacc Suit	Leader	Fighting	Streetwise	One Science
3	C3 +1	Minor*	Computer	Liaison	Diplomat	Forensics	One Trade
4	C4 +1	Minor*	Starship Skill	Strategy	Liaison	Diplomat	Athlete
5	C5 +1	One Trade	Gunner	Survival	Counsellor	Liaison	Fighting
6	C6** +1	One Trade	Sensors	Tactics	Advocate	Stealth	Gambler

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

