

Rogues

Which career should you play? If you delight in schemes and swindles, then you may already be a Rogue.

Rogue: A scoundrel, rascal, or deceiver. Knave. A Non Conformist. Scamp. Bandit. Highwayman. Pirate. Corsair. Brigand. Thief. Robber.



ROGUE

Before Beginning: pick one
Controlling Characteristic CC

To Begin	CC
Risk and Reward	CC
	Mod - 2 per Term
Continue	CC
	Mod - 2 per Term

***Controlling Characteristic**

SKILL ELIGIBILITY

Per Term	2 Skills
Abandoned Scheme	1 Skill
Successful Scheme	3 Skills
In Prison	1 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	C2 +1
6	StarPass	C3 +1
7	Cr 25,000	TAS Fellow
8	Cr 30,000	Life Insurance
9	Cr 35,000	Int +1
10	Cr 40,000	Directorship
11	Cr 50,000	Knighthood

DM + Terms

CAREER CHANGE OPTIONS

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

subject to eligibility

ROGUE SCHEMES

Choose one column and roll 1D

1	Citizen	Cr 10,000*	1	Navy	Cr 30,000*
2	Scholar	Cr 20,000*	2	Army	Cr 30,000*
3	Entertainer	Cr100,000*	3	Agent	Cr100,000*
4	Craftsman	Cr100,000*	4	Noble	Cr200,000*
5	Scout	Type S Scout	5	Marine	Cr 30,000*
6	Merchant	1 Ship Share	6	Functionary	Cr 20,000*
		* times 1D			* times 1D

THE ROGUE

The focus of the Rogue is Schemes to amass wealth at the expense of others. A Rogue selects one Controlling Characteristic which is use throughout his career.

In each Term, the Rogue masterminds a Scheme within another Career. He rolls on the Rogue Schemes table to determine its potential (the * times 1D roll is deferred until after the Scheme is determined to be Successful).

Rogue <Former Career>. A character who has become a Rogue from a previous career (Scholar, Craftsman, Scout, Merchant, Naval, Solider, Agent, or Marine) automatically picks that former career on the Rogue Schemes table.

If The Risk Roll Fails...

The Rogue is caught and serves the current Term and the next Term in Prison. He receives Fame +1 (actually Infamy, but he is more widely known than before). A Rogue who has served in Prison is ineligible for a Knighthood or Directorship mustering out benefit (substitute No Benefit).

If The Reward Roll Succeeds...

The Rogue's Scheme is successful. He rolls the * times 1D to determine the precise outcome.

ROGUE SKILLS

	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	1
2	C2 +1	Major*	Vacc Suit	Leader	Fighting	Streetwise	One Science	2
3	C3 +1	Minor*	Computer	Liaison	Diplomat	Forensics	One Trade	3
4	C4 +1	Minor*	Starship Skill	Strategy	Liaison	Diplomat	Athlete	4
5	C5 +1	One Trade	Gunner	Survival	Counsellor	Liaison	Fighting	5
6	C6* - 2	One Trade	Sensors	Tactics	Advocate	Stealth	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.

