

## STAGE 1: EARLY CHILDHOOD

The formative years are vital to a character's development. Many Attributes and personality traits are dramatically affected by this stage, and some paths even provide basic skills. Most important, the path chosen in this stage will have a significant impact on what paths the character can follow later.

**Time:** Upon completion of this stage, the character is ten years old.

**Continuation:** After following a single path at this stage, most characters will proceed to *Late Childhood*. Some affiliations permit a child to enter the workforce after Stage 1; in this case, proceed to the *Real Life* stage. You can also end the Life Path here and play your character as a child, in which case proceed to *Assigning Attributes, Traits and Skills*.

**Clan Characters:** Trueborn characters must begin Stage 1 in a Clan Crèche. Freeborn characters start the Life Path based on their caste: scientist and merchant caste characters start on the White Collar Path, technician caste on Blue Collar, laborer caste on Blue Collar or Farm (player's choice), and dark caste on the Back Woods, Farm, Street or Blue Collar paths. If you want your character to be a freeborn warrior, he or she must begin the Life Path in one of the civilian castes.

**Free Skills:** Regardless of Life Path, all player characters automatically receive 3 Skill Points to be divided as the players choose among their affiliation's primary and secondary Language Skills. Characters also receive 3 Skill Points toward Language/English (all 6 Skill Points can go to the Language/English Skill, if the player desires). Also, all characters receive 2 Skill Points toward Perception. Players can improve all of these skills as normal.

**Age:** Some life-paths have an associated minimum or maximum age, indicating how old a character taking that path may be at the conclusion of character generation. For example, a Clan War Orphan will, by definition, be no older than 28, since the Clans did not invade the Inner Sphere until 3050. If taking a path would make the character older than the maximum allowed, then the character may not take that path. Likewise, if ending character generation would leave the character younger than the minimum allowed, he must take additional paths.

Federated Suns or St. Ives characters over the age of 21 may have attended a Lyran academy while the Alliance still formed part of the Federated Commonwealth and may ignore the Lyran Alliance Affiliation restriction on these paths. Similarly, Lyran Characters over the age of 21 may attend a Federated Suns academy such as the NAIS.

**Social class:** Because of some differences in the Lyran class system, this updated table can be used in place of the generic table found on p. 55, MW3. Additionally, because life in the Alliance is governed by social status and who you know, characters with a high SOC can ignore some path restrictions in a similar manner to *Edge and Path Restrictions* (p. 25, MW3). Players may voluntarily increase the minimum value of their Social Standing Attribute (to a maximum of 8) in order to gain the benefits of high social status. Rather than reducing the character's edge threshold, the player can choose to exploit his social status, calling in favors, using the family name and so on. Each of these "overrides" can only be used once and, unlike an Edge, can only be used to offset a single prerequisite rather than all those associated with a path.

## BACK WOODS

Raised in the country, you are hardy but unrefined and uneducated. Your parents subsisted on hunting and gathering, probably in the remote areas of the Periphery or on a less prosperous Inner Sphere world.

**Attribute Thresholds:** STR +1, BOD +1, RFL +1, INT -1, CHA -1, SOC -1

**Traits:** Poverty

**Skills:** Language/Affiliation -1, Scrounge +2, Survival +1, and choose one: Swimming +1, Running +1 or Climbing +1

**Next Path:** [Adolescent Warfare](#) (2), [Back Woods](#) (2), [Farm](#) (2), [High School](#) (2, Capellan Citizens only), [Street](#) (2), or [Warrior House Aspirant](#) (2)

### Back Woods Events

- 2 Serious hunting accident [Choose one: BOD -1, Lost Limb, Slow Learner]
- 3 Caught rare virus [Glass Jaw]
- 4 Hunting accident [Choose one: Poor Hearing, Poor Vision, Unattractive]
- 5 Family captured by bandits; only you escaped [Escape Artist +1, Stealth +1, Enemy]
- 6 Made time for a hobby [Interest/Any +1]
- 7 Started using weapons early [Rifle +1]
- 8 Home planet had toxic atmosphere [Poison Resistance]
- 9 Natural hunter [Natural Aptitude/Tracking]
- 10 Single-handedly hunted and skinned a wolf [Good Reputation, Brave]
- 11 Adopted by well-to-do relatives [SOC +2, Wealth (2), may take [High School](#) as next path]
- 12 [Choose one event or roll twice and apply both results]

## BLUE COLLAR

Your family worked for an industrial concern, perhaps a weapons factory or a mining operation. While you had few advantages, your hard-working parents managed to give you a reasonable education, and your future prospects are fairly open.

**Attribute Minimums:** SOC 3

**Skills:** Career/Any +2, Interest/Any +1

**Next Path:** [Adolescent Warfare](#) (2), [Farm](#) (2), [High School](#) (2), [Spacer Family](#) (2), [Street](#) (2), or [Warrior House Aspirant](#) (2)

### Blue Collar Events

- 2 You're not that far from the street; you nearly got killed in a street fight [Choose one: [Combat Paralysis](#), [Lost Limb](#) (2)]
- 3 Times were really tough [Poverty; must also choose [Street Path](#) in Stage 2]
- 4 You worked alongside your parents at the factory [Career/Any +1, [Poor Hearing](#)]
- 5 Another childhood wasted on holovids [Interest/Holovid Shows +2, Career/Any -2]
- 6 Family worked on an asteroid mining facility [G-Tolerance, Zero-G Operations +1]
- 7 Learned many skills in the kid scouts [First Aid +1, Survival +1]
- 8 Already learning how to fix the family car [Natural Aptitude/Technician/ICE]
- 9 Started early in sports [RFL +1, Interest/Any sport +1, Swimming +1]
- 10 Your parents were both in the military, so you grew up an "army brat" [Career/Soldier +1, [Pistols](#) +1, may choose [Military School](#) or [Mercenary Brat](#) as next path]
- 11 A big job promotion in the family [SOC +1, Wealth, may take [Preparatory School](#) as next path]
- 12 [Choose one event or roll twice and apply both results]

## CLAN WAR ORPHAN

*Lyran Alliance, Free Rasalhague Republic or Draconis Combine Affiliations only*

Your family was killed or you lost them during the Clan invasion or a raid. Since then, you've lived on the street and in orphanages. You've had a hard life, but at least you could turn for help to government-run orphanages for victims of the Clans.

**Attribute Thresholds:** BOD -1, WIL +1, EDG +1, SOC -1

**Traits:** Poverty, Stigma/Orphan

**Skills:** Streetwise/Affiliation +1, Perception +1

**Next Path:** [Back Woods](#) (2), [Farm](#) (2), [High School](#) (2), [Mercenary Brat](#) (2), [Spacer Family](#) (2), or [Street](#) (2)

### Clan War Orphan Events

- 2 Caught in the attack that claimed your family [Choose one: Poor Vision (2), Combat Paralysis, Poor Hearing (3), Lost Limb (2)]
- 3 Skipped orphanage-sponsored classes [WIL -1, Language/Affiliation -1]
- 4 Can't take it anymore [Addiction]
- 5 Used as slave labor by orphanage [Introvert, Escape Artist +1]
- 6 Kicked out of the orphanage [Must take [Street Path](#) in Stage 2]
- 7 Made the best of a bad situation [Scrounge +1]
- 8 Made friends with orphanage head [Contact]
- 9 Trapped on Clan-held world for a time [Streetwise/Clan +2, Scrounge +2]
- 10 Long-lost relative takes you in [Wealth (2), may not choose Street Path in Stage 2]
- 11 Military-oriented orphanage teacher takes you as his pupil [Brawling +1, Tactics/Infantry +1, may enter [Military School](#) if desired in Stage 2]
- 12 [Choose one event or roll twice and apply both results]

## FARM

Like trillions of others who supply food to the thousands of human-occupied worlds, you were born and raised on a farm, ranch or other rural food-producing enterprise.

**Attribute Thresholds:** STR +1, BOD +1, CHA -1

**Skills:** Animal Handling +2, choose one: Piloting/Wheeled +1 or Riding +1

**Next Path:** [Adolescent Warfare](#) (2), [Back Woods](#) (2), [Farm](#) (2), [High School](#) (2), or [Warrior House Aspirant](#) (2)

### Farm Events

- 2 Horrible combine accident [Choose one: STR -1, Lost Limb (2), Slow Learner]
- 3 Drought devastated family and your health [Scrounge +1, BOD -1, Poverty]
- 4 Family killed in BattleMech crossfire; you haven't been the same since [Combat Paralysis]
- 5 Least successful farm on the planet [Poverty]
- 6 Pa takes you hunting all the time [Rifles +1]
- 7 You start to learn the family business [Administration +1]
- 8 Already learning how to fix the tractor [Natural Aptitude/Technician/ICE]
- 9 Home planet had long day/night cycle [Night Vision]
- 10 Most successful farm on the planet [Wealth]
- 11 Family killed in BattleMech crossfire; a sympathetic mercenary adopted you [may enter [Mercenary Brat](#) Path]
- 12 [Choose one event or roll twice and apply both results]

## FUGITIVES

*Free Worlds League Affiliation only*

One or both parents were involved in a rebellion against the lawful government of the Free Worlds League (during Anton Marik's revolt, the Andurien Crisis, the recent incident in Zion, and so on). You have spent much of your youth on the run or in exile.

**Attribute Thresholds:** BOD -1, WIL +1, EDG +1, SOC -1

**Traits:** Poverty

**Skills:** Streetwise/Free Worlds League +1, Language/Any +1, Zero-G Operations +1

**Next Path:** [Back Woods](#) (2), [Farm](#) (2), [Mercenary Brat](#) (2), [Spacer Family](#) (2), or [Street](#) (2)

### Fugitives Events

- 2 Enemies targeted your family; you barely survived [Choose one: Combat Paralysis, Lost Limb (2), Poor Vision (2)]
- 3 Other kids mocked your fugitive status and made life in your adopted home miserable [Timid, Introvert]
- 4 Your parents' allies raised and supported you, and they indoctrinated you with their political beliefs [In For Life]
- 5 The faction opposed to your parent(s) includes you among its enemies [Enemy (2)]
- 6 Ran away from home and fell in with local street toughs [Must take [Street Path](#) in Stage 2]
- 7 Lived outside the League [Language/Any +1]
- 8 Made the best of a bad situation and took to study [Academic/Any +2]
- 9 Constantly on the move [G-Tolerance, Interest/Any +1]
- 10 You are trained to "carry on the fight" [may enter [Military School](#) in Stage 2, ignoring prerequisites]
- 11 Though exiles, your parents maintained many connections [Well-Connected]
- 12 [Choose one event or roll twice and apply both results]

## NOBILITY

Most Inner Sphere and Periphery societies maintain a ruling noble class, into which you were born. Living a life of privilege, you have somewhat neglected your physical development in favor of more cerebral pursuits.

**Attribute Minimums:** SOC 5

**Attribute Thresholds:** STR -1, BOD -1, RFL -1, INT +1, CHA +1, SOC +1

**Traits:** Wealth, Well-Equipped, Enemy

**Skills:** Language/Affiliation +1, Protocol/Affiliation +2

**Next Path:** [Military School](#) (2), [Preparatory School](#) (2), or [Warrior House Aspirant](#) (2)

### Nobility Events

- 2 You survive an assassination attempt ... barely [Choose one: [Combat Paralysis](#), [Lost Limb](#) (2)]
- 3 Your parents betrayed the crown, costing them their wealth and title (if not their lives) [Lose your Wealth and Well-Equipped Traits; for your next path, you are limited to [Farm](#), [High School](#) or [Street](#)]
- 4 You have a younger sibling who covets your inheritance [Enemy]
- 5 Another childhood wasted on holovids [Interest/Holovid Shows +2, Protocol/Affiliation -2]
- 6 Your family's reputation precedes you, and you must live up to it [Good Reputation]
- 7 Your family immersed you in culture [Art/Any +1, Language/Any +1]
- 8 Your family was stinking rich [Wealth, Well-Equipped]
- 9 Power play elevates your family's status but attracts powerful rivals [SOC +1, Enemy, Wealth (2)]
- 10 Yours was a soldier's family [BOD +1, RFL +1, CHA -1; character must take [Military School](#) or [Mercenary Brat](#) next]
- 11 Relative dies and leaves you his vehicle [Vehicle (2), Owns Vehicle]
- 12 [Choose one event or roll twice and apply both results]

## STREET

You grew up on the streets of a big city. Your parents may have been poor or unemployed, or you were an orphan. Life on the streets can be harsh, which makes you hard-edged.

**Attribute Thresholds:** BOD -1, RFL +1, WIL +1, EDG +1, SOC -1

**Traits:** Poverty

**Skills:** Language/Affiliation -1, Scrounge +1, Streetwise/Affiliation +2

**Next Path:** [Adolescent Warfare](#) (2), [High School](#) (2), [Street](#) (2), or [Warrior House Aspirant](#) (2)

### Street Events

- 2 Nearly killed in a street fight [Choose one: Combat Paralysis, Lost Limb (2)]
- 3 Tried and sentenced for a crime as an adult, branding you a convict [Bad Reputation, Stigma, Streetwise/Affiliation +1, and must choose [Street](#) Path in Stage 2]
- 4 Literally grew up in the street, without so much as a flophouse to call home [Language/Affiliation -1, Streetwise/Affiliation +1, Stigma]
- 5 Scarred in a gang war [Blades +1, Unattractive]
- 6 Ran a thriving three-card Monte operation [Gambling +1]
- 7 Hot-wiring hovercars paid the bills [Technician/Mechanics +1]
- 8 Narrowly dodged a bullet, but your buddy was killed before your eyes; a serious wake-up call [Brave; character may never choose Street or Ne'er-Do-Well paths]
- 9 Big score for such a young one [Wealth, Well-Equipped]
- 10 Adopted by kindly couple [SOC +1, Wealth]
- 11 Recruited by an interstellar crime ring [Contact, Wealth, Streetwise/Affiliation +2]
- 12 [Choose one event or roll twice and apply both results]



## TRUEBORN CRÈCHE

### *Clan Affiliation only*

Born and bred to become a great warrior, you gestated in an iron womb and started life in a Clan crèche. You have been in warrior training since birth. This intense training produces strong warriors with unsurpassed skills but drums the individuality out of them. Few Clan warriors rise from the pack, and even fewer excel outside their assigned fields (represented by the Slow Learner Trait).

**Attribute Minimums:** SOC 7, Elementals BOD 5, Hell's Horses Elemental BOD 6

**Attribute Thresholds:** BOD +1, RFL +1, CHA -1, SOC +1

**Traits:** Quirk/Clan Honor, Slow Learner, choose one: Elemental Phenotype, Fighter Pilot Phenotype or MechWarrior Phenotype

**Skills:** Interest/Clan Remembrance +1, Swimming +1, Martial Arts/Military +1

**Next Path:** [Advanced Elemental Sibko](#) (2), [Trueborn Sibko](#) (2), or [Dark Caste](#) (4)

### **Trueborn Crèche Events**

- 2 Serious training accident [Lost Limb (3) and wash out of training]
- 3 Training accident [Poor Vision and wash out of training]
- 4 You just don't have what it takes [wash out of training]
- 5 Your trainers were hard on you, the runt of the sibko [Glass Jaw, Martial Arts/Military +1]
- 6 You already have a rival [Enemy]
- 7 Boundless pride drives you to learn all you can about the Clans [Academic/Clan History +2]
- 8 A true warrior at heart, but very slow on the uptake [STR +1, but lose all skills gained from this path]
- 9 You take to combat training like a duck to water [Martial Arts/Military +1, Blades +1]
- 10 Your inquisitive nature is a boon but constantly gets you into trouble, surat. [Fast Learner, Enemy]
- 11 Your bloodline is renowned, so you have much to live up to [SOC +1, Ambidextrous, Attractive, Combat Sense, Enemy, Good Reputation]
- 12 [Choose one event or roll twice and apply both results]

## WHITE COLLAR

Whether Combine businessmen or Lyran traders, your family was involved in commerce or academia. You grew up in a high-rise apartment, a suburban prefab, or perhaps even a DropShip plying the space lanes. In any case, you led a privileged and sheltered early life.

**Attribute Minimums:** SOC 4

**Attribute Thresholds:** STR -1

**Traits:** Wealth

**Skills:** Academic/Any +1, Language/Affiliation +1

**Next Path:** [Adolescent Warfare](#) (2), [High School](#) (2), [Military School](#) (2), [Preparatory School](#) (2), [Spacer Family](#) (2), [Warrior House Aspirant](#) (2)

### White Collar Events

- 2 Family's organized-crime connections caught up to them [Poverty; character must take [Back Woods](#) or [Farm](#) path in Stage 2]
- 3 Parents spoiled you really rotten [Timid, Glass Jaw, Well-Equipped]
- 4 Your friends on the wrong side of the tracks dishonored your family [Poverty, Streetwise/Affiliation +1]
- 5 Another childhood wasted on holovids [Interest/Holovid Shows +2, Academic/Any -1, Language/Affiliation -1]
- 6 Your family immersed you in culture [Art/Any +1, Language/Any +1]
- 7 Holovid game junkie [DEX +1, Interest/Holovid Games +1]
- 8 Started early in sports [STR +1, Interest/Any Sport +1, Swimming +1]
- 9 Your parents were interstellar traders [G-Tolerance, Zero-G Operations +2]
- 10 Your family was stinking rich [Wealth (2), Well-Equipped]
- 11 Your diplomat parents dragged you from world to world [SOC +1, Contact (2), Wealth, Language/Any +2, Protocol/Any +1, Zero-G Operations +1]
- 12 [Choose one event or roll twice and apply both results]

## STAGE 2: LATE CHILDHOOD

This stage is a turbulent time for most young people, as their bodies grow toward adulthood and their minds struggle to keep up. In some affiliations, early vocational training takes place at this stage, teaching advanced career skills to children who are still relatively young. Other affiliations leave these youths to their own devices: some excel and some fall between the cracks of society.

**Time:** Upon completion of this stage, the character is sixteen years old.

**Continuation:** Characters follow only one path at this stage and then go on to Higher Education or Real Life as desired. You can also end the Life Path here and play your character as a teenager; in this case, proceed to *Assigning Attributes, Traits and Skills* (p. 54, MW3).

**Clan Characters:** In Stage 2, trueborn characters who have not washed out of training must take the Trueborn Sibko Path. Freeborn characters who want to become warriors must enter the Freeborn Sibko Path. Other freeborn characters continue their upbringing by taking a Clan Apprenticeship, except for dark caste characters, who follow the normal path rules for Inner Sphere characters beyond Stage 1.

## ADOLESCENT WARFARE

### *Chaos March Affiliation only*

Growing up with a rifle in your hands instead of a bottle in your mouth, you've cut your teeth on combat. The brutal skirmishes which rage across the Chaos March make up your scrapbook.

**Attribute Thresholds:** BOD +1, RFL +1, WIL +1, INT -1

**Traits:** Combat Sense, Poverty, Enemy (2), Quirk/Paranoid

**Skills:** First Aid +1, Survival +3, Streetwise/Chaos March +2, Rifles +1, Stealth +2, Perception +1

**Next Path:** [Military Enlistment](#) (3), [Paramilitary Service](#) (3), [Trade School](#) (3), [Civilian Job](#) (4), [Deep Periphery Trader](#) (4), or [Ne'er-Do-Well](#) (4)

### **Adolescent Warfare Events**

- 2 A traitor in your midst defects to the other affiliation in the middle of battle [Choose two: Lost Limb (2), Poor Vision (2), Glass Jaw, Combat Paralysis, Slow Learner]
- 3 In the filthy jungles in which you hide, you catch a horribly virulent disease [BOD -2, INT -1]
- 4 Having your family cut down in front of your eyes is more than you can handle [Amnesia]
- 5 You're captured by a rival faction and pay the consequences [-2 to all skills gained from this path (round down), add 1D6 years]
- 6 The constant fear of death breaks you [Addiction (2), Timid, -1 to half the skills gained from this path (round down)]
- 7 You are not as good with demolitions as you think [Lost Limb, Poor Hearing (3), Demolitions +2]
- 8 The local faction in power finally get their hands on you and drop you in the darkest hole they can find [Add 1D10 years, Escape Artist +3]
- 9 You realize you've chosen the losing faction and switch sides [Stigma/Traitor, Introvert, Contact]
- 10 Your local cell was very inept at finding the enemy [-1 to half the skills gained from this path (round down)]
- 11 Your participation in active hostilities was minimal at best [+1 to two skills gained from this path]
- 12 Your natural agility is an asset [Acrobatics +1, Climbing +1, Running +1]
- 13 Eating wild mushrooms to stay alive has an unexpected benefit [Poison Resistance]
- 14 Your knack is not on the battlefield [Computers +2, Cryptography +2, INT +1]
- 15 Low-tech warfare was par for the course [Archery +3, Blades +3, Brawling +3, Animal Handling +2]
- 16 Your prowess at hand-to-hand combat becomes apparent [Natural Aptitude/Martial Arts, Martial Arts/Military +1]
- 17 A scarred veteran realizes your potential and takes you under his wing [Sixth Sense, +3 to all skills gained from this path]
- 18 Years of diligent work pays off in spades when the faction you backed finally takes power [Wealth (3), Contact (2), Fast Talk +2]
- 19 A mercenary unit realizes your potential and offers you a chance to join [May take [Mercenary Brat](#) next and either continue from there or return and continue the Life Path from this same point; this additional path does not count toward your maximum path limit and does not add any additional time]
- 20 [Choose one event or roll twice and apply both results]

## ADVANCED ELEMENTAL SIBKO

*Clan Ghost Bear or Hell's Horses Affiliations only. Must have Elemental Phenotype Trait.*

Every Clan uses Elementals as its elite infantry, but none use them as extensively or expertly as the Ghost Bears and Hell's Horses. Over the years, these rival Clans have refined the training of the Elemental to support the affinity for these troops. The punishing regimens they have developed push the cadets to their limits and beyond, and injury and washout rates are correspondingly higher than in other Clans. Those who survive this intense process become the pride of their respective Clans: they are without a doubt the toughest, meanest and most effective infantry in known space.

At Stage 2, the player may choose the standard Trueborn Sibko or this path for an Elemental character from Clan Ghost Bear or Hell's Horses. This path is not mandatory for those Clans, but rather represents a particularly tough and effective Elemental sibko.

**Attribute Minimums:** BOD 6, DEX 4, RFL 4, WIL 4

**Attribute Thresholds:** BOD +1, DEX +1, CHA -1

**Traits:** Well-Equipped (3), Vehicle (2), Quirk/Clan Honor, Promotion (to Rank 6)

**Skills:** Career/Soldier +2, First Aid +2, Interest/Clan Remembrance +2, Martial Arts/Military +5, Navigation/Ground +3, Pistols +2, Swimming +2

**Fields:** Clan Elemental. Rather than the usual +3 points per skill, three skills have +3 Skill Points, three have +4 Skill Points and one has +6 Skill Points (player's choice).

**Next Path:** [Cloister Training \(4\)](#), [Dark Caste \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Clan-Sphere Liaison \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clan \(4\)](#)

### Advanced Elemental Sibko Events

- 2 Your brief travels off base bring you into contact with the Dark Caste, where a charismatic leader blackmails you into aiding their next raid. [Choose one: give in to the lure of freedom, wash out of training and Leave the Clans with the usual effects, or blow the whistle on them and admit your connection to them openly, resulting in Bad Reputation, Enemy/Bandit Caste Cell (2) and Stigma/Stain of the Bandit Caste]
- 3 Your suit's jump jets cut out at just the wrong moment. [Lost Limb (2) and wash out of training]
- 4 You do not have what it takes to remain in the sibko. [Bad Reputation and wash out of training]
- 5 Your instructor takes a keen "interest" in your development. [Wash out of training or take all of the following: EDG -1, Introvert, Addiction (2) and Pain Resistance]
- 6 You volunteer for every extra assignment, but suffer from too many shells exploding near your head. [+2 to any two Gunnery Skills, Combat Paralysis]
- 7 Incessant and brutal training make you ruthless and unfeeling. [CHA -1, Introvert]
- 8 Your battle armor's flamer fuel explodes during a life-fire exercise. [Unattractive, Quirk/Fear of Fire, Pain Resistance]
- 9 You made it as a warrior, but your rival washed out. [Enemy]
- 10 That support laser shot nearly grafted your helmet to your face, and you have the scars to prove it. [Unattractive]
- 11 All the extra after-hours training pays off. [+1 to any three Clan Elemental Field Skills]
- 12 A natural affinity for low-gravity conditions earns you additional training as a marine. [Demolitions +2, Zero-G Operations +2, G-Tolerance]
- 13 Your instructor teaches you that flexibility is the key to victory. [Blades +2, choose any two different Martial Arts Subskills and add +2 to each]
- 14 You take to your training so well that they call you a "combat machine." [CHA -1, +2 to any four Clan Elemental Field Skills]
- 15 You pass your Trial of Position with two kills! [Promotion (3), Vehicle]
- 16 No one in the sibko can best you in hand-to-hand combat, not even your vindictive instructor. [Martial Arts/Military +5, Good Reputation, Enemy]
- 17 You pass your Trial of Position with three kills! [Commission (Rank 1), Good Reputation, Vehicle]
- 18 Your skills come to the attention of the leader of your Bloodname House. [Contact (3), Well-Connected]
- 19 You pass your Trial of Position with four kills! [Commission (Rank 2), Good Reputation (2), Vehicle (2)]
- 20 [Choose one event or roll twice and apply both results. Only one Trial of Position result may apply; re-roll others]

## BACK WOODS

Perhaps you grew up in the wilderness or ran away from your family. Maybe you washed out of your sibko and fled to the bandit caste. For whatever reason, your character retreated from society into the wilderness. Living off the land, you learned practical survival skills rather than the academics common to most children your age.

**Attribute Thresholds:** BOD +1, WIL +1, SOC -1

**Traits:** Poverty, Introvert

**Skills:** Blades +1, Climbing +1, Shotguns +1, Stealth +1, Survival +1, Tracking +1

**Next Path:** [Military Enlistment](#) (3), [Paramilitary Service](#) (3), [Training Battalion](#) (3), [Deep Periphery Trader](#) (4), or [Ne'er-Do-Well](#) (4)

### Back Woods Events

- 2 Mauled by a wild animal [Lost Limb (2)]
- 3 An industrial corporation forced you from your land, but you fought back [Bad Reputation, Enemy (2), Rifles +1, Stealth +1]
- 4 Caught in an avalanche [Choose one: Lost Limb or Poor Hearing]
- 5 Raised by bandits [Well-Equipped, Wealth, Bad Reputation, Enemy, Stigma/Bandit]
- 6 A planetary climate shift left you in the cold and starving for years [BOD -1, Scrounge +1, Survival +1]
- 7 You became an accomplished hunter [Archery +1, Perception +1]
- 8 Yours was a particularly hostile world [Throwing Weapons +1, Brawling +1]
- 9 Swallowed your pride and went to school in town [Academic/Any +1, Language/Affiliation +1, Gregarious]
- 10 Worked as a scout for the local garrison [Well-Equipped, Comms/Conv. +1, Tactics/Infantry +1]
- 11 Uncovered a lostech cache! [Choose either: Vehicle (2), Owns Vehicle and Custom Vehicle; or Wealth (4) and Well-Equipped]
- 12 [Choose one event or roll twice and apply both results]

## CLAN APPRENTICESHIP

### Clan Affiliation only

The Clan civilian caste places considerable emphasis on vocational training along with traditional knowledge-based education. The most common form is the apprenticeship, where a child works alongside a knowledgeable tradesman for several hours each day.

**Attribute Minimums:** Scientist caste, INT 4; Technician caste, DEX 4; Merchant caste, CHA 4; Laborer caste, BOD 4

**Skills:** Academic/Clan History +1, Administration +1, Interest/Any +1, and two other skills by caste: Scientist: Academic/Any +2, MedTech +1; Technician: Technician/Any +2, Scrounge +1; Merchant: Negotiation +2, Appraisal +1; Laborer: Career/Any +2, Computers +1

**Next Path:** Scientist caste: [University](#) (3); Technician caste: [Technical College](#) (3); Merchant caste: [Trade School](#) (3, Merchant Field only); Laborer caste: [Trade School](#) (3, not Merchant Field), [Dark Caste](#) (4), [Tour of Duty: Clan-Sphere Liaison](#) (4)

### Clan Apprenticeship Events

- 2 Your settlement was captured by another Clan in a brutal firefight, and you got caught in the middle [BOD -1, Combat Paralysis]
- 3 Accident with machinery or chemicals [Choose one: Poor Hearing (2), Poor Vision, Lost Limb, Unattractive]
- 4 You feel you are in the wrong caste, but the Clan won't reassign you [Brave, but lose all skills gained from this path and flee to the bandit caste; take [Ne'er-Do-Well](#) (4), [Civilian Job](#) (4) or [Dark Caste](#) (4) as next path]
- 5 Frequently beaten for your mistakes [Timid]
- 6 Fall in with the "wrong" crowd [Streetwise/Clan +1, Addiction]
- 7 Your master was a slave driver, but he made sure you learned your trade [+1 to any two skills]
- 8 Like a freebirth, you waste your time reading books [Academic/Any +2, choose one: Computers +2, First Aid +2, Language/Any +2, Interest/Any +3, Technician/Any +2]
- 9 You have an affinity for this work [Natural Aptitude for any one skill gained on this path]
- 10 The bandit caste attacked your settlement. Your heroic actions helped drive off the invaders [Brave, Good Reputation, Tactics/Infantry +1; you may choose [Freeborn Sibko](#) as your next path, and so your character leaves Stage 2 at age eighteen rather than sixteen]
- 11 Lucky break. Your skill comes to the attention of the local governor [Contact (2), Good Reputation, Protocol/Clan +2]
- 12 [Choose one event or roll twice and apply both results]

## FARM

Your parents couldn't afford to send you off to school or the academy, so you stayed on at the farm. Season after season, you saw your friends go off-planet while you worked your butt off in the fields. You planned to join them someday....

**Skills:** Animal Handling +2, Career/Farming +1, Piloting/Tracked +1, Piloting/Wheeled +1, Rifles +1

**Next Path:** [Military Enlistment](#) (3), [Paramilitary Service](#) (3), [Trade School](#) (3), [Training Battalion](#) (3), [Deep Periphery Trader](#) (4), or [Ne'er-Do-Well](#) (4)

### Farm Events

- 2 Your carelessness cost your parents their lives [Addiction/Alcohol, Quirk/Traumatic Flashbacks, Stigma/Orphan]
- 3 Trampled in stampede [Lost Limb, Poor Hearing]
- 4 Family lost the farm [Poverty]
- 5 Needed an escape from farm life [Addiction]
- 6 Family had limited farm equipment [Riding +2, but lose Piloting Skills gained from this path]
- 7 Young Farmers Club was your second home [Academic/Agriculture +1, Career/Farming +1]
- 8 Hunted often [Rifles +1, Tracking +1]
- 9 Found valuable minerals on the farm [Wealth]
- 10 Went to town for school [Academic/Any +1, Language/Affiliation +2, Computers +1]
- 11 Learned to fly family's crop duster [Piloting/Aircraft +2, Bombing +1]
- 12 [Choose one event or roll twice and apply both results]



## FREEBORN SIBKO

### Clan Affiliation only

Though they still regard trueborns as vastly superior warriors, most Clans have come to realize that some freeborns can also excel in combat. Those freeborns who prove themselves fit for warrior training are put through a grueling program designed to make them the best warriors they can be. Casualties in these programs tend to run high, along with the number of dropouts. The losses are exacerbated by the fact that most of the training officers have little regard for their charges and would as happily see them dead as see them pass their Trials of Position.

**Attribute Minimums:** BOD 3, DEX 4, RFL 3, WIL 4, SOC 6

**Attribute Thresholds:** BOD +1, WIL +1

**Traits:** Well-Equipped (2), Quirk/Clan Honor, Stigma/Freebirth Warrior, Promotion (to Rank 2). Also Vehicle (2), unless the character chooses the Infantry Field.

**Skills:** Career/Soldier +3, First Aid +2, Interest/Clan Remembrance +2, Brawling +4, Navigation/Ground +2, Pistols +2, choose one: Academic/Any +1, Interest/Any +1, Streetwise/Clan +1

**Fields:** Basic Training and Cavalry **or** Basic Training and Infantry **or** Clan Aerospace Pilot, Clan Elemental or Clan MechWarrior. All field skills start with 3 Skill Points; the player may also add +1 to any two field skills.

**Next Path:** [Jade Falcon Training Center](#) (3), [Police Academy](#) (3), [Blood Spirit ProtoMech Pilot Training](#) (4), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Cloister Training](#) (4), [Dark Caste](#) (4), [Diamond Shark Warrior-Trader](#) (4), [Goliath Scorpion Seeker](#) (4), [Tour of Duty: Clan](#) (4), [Tour of Duty: Clan-Sphere Liaison](#) (4), [Tour of Duty: Fire Mandrill Clashing Kindraa](#) (4), [Tour of Duty: Harvest Trials](#) (4), [Tour of Duty: Hell's Horses Armor Warrior](#) (4), [Tour of Duty: Home Clan](#) (4), [Tour of Duty: Ice Hellion Flurry Unit](#) (4, must have washed out of training), [Tour of Duty: Joint Nova Cat/Combine Exercises](#) (4)

### Freeborn Sibko Events

- 2 You caused the needless death of a trueborn warrior [Bad Reputation (2), Enemy (2), and you wash out of training]
- 3 Too weak to become a warrior [Glass Jaw, Academic/Any +1, -1 Skill Point to all skills gained from your Military Fields, and you wash out of training]
- 4 You don't have what it takes, or at least what they say it takes [Timid, Bureaucracy/Clan +2, and you wash out of training]
- 5 Your training officers give you "special attention" [Introvert, Brawling +1]
- 6 You sneak out of camp on occasion [Escape Artist +1, Fast Talk +1, -1 Skill Point to any three skills gained from your Military Fields]
- 7 Like a typical freebirth, you take up a stravag hobby [Choose one: Academic/Any +2, Art/Any +2, Interest/Any +2, Gambling +2, Strategy +1]
- 8 You took the worst they could throw at you and came back for more [Brave]
- 9 Natural leader [Good Reputation, Leadership +2, Bureaucracy/Clan +2]
- 10 You pass your Trial of Position with two kills [Commission (Rank 1), Good Reputation, Vehicle (3), Custom Vehicle]
- 11 You pass your Trial of Position with three kills! [Commission (Rank 3), Good Reputation (2), Vehicle (5), Custom Vehicle (2)]
- 12 [Choose one event or roll twice and apply both results; re-roll if you get 10 and 11, as those events are mutually exclusive]

## HIGH SCHOOL

*Capellan Confederation and St. Ives Affiliations require Capellan Confederation citizenship*

You attended one of the many schools that give teenagers a basic education, participating in academic studies as well as a healthy dose of athletic and other extracurricular activities.

**Traits:** Contact

**Skills:** Academic/Any +1, Computers +1, Interest/Any +2, Streetwise/Affiliation +1

**Next Path:** [Capellan Academy](#) (3), [Military Enlistment](#) (3), [Paramilitary Service](#) (3), [Police Academy](#) (3), [Stable Internship](#) (3), [Technical College](#) (3), [Trade School](#) (3), [Training Battalion](#) (3), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Word of Blake Service](#) (4)

### High School Events

- 2 Caught in school shooting crossfire [Disabled, Poor Hearing]
- 3 Gave in to peer pressure [Addiction (2), Timid]
- 4 Sports injury [Interest/Any Sport +1, Choose one: Disabled, Poor Vision, Poor Hearing]
- 5 Traumatic relationship [introvert]
- 6 Another childhood wasted on holovids [Interest/Holovid Shows +1, lose the Academic and Computers Skill Points gained from this path]
- 7 Local sports hero [Acrobatics +1, Interest/Any Sport +2]
- 8 Avid participant in extracurricular activities [Acting +1, Art/Any +1]
- 9 Bright student [Academic/Any +1, Computers +1, Language/Any +1]
- 10 Scholarship [Wealth, character may enter [University](#) Path in next stage]
- 11 Planetary honor student [Wealth, Fast Learner, may enter [University](#) Path in next stage]
- 12 [Choose one event or roll twice and apply both results]

## MERCENARY BRAT

Your parents or guardians were mercenaries, or a mercenary group took you in at a young age. Always on the move, they opted for home (DropShip) schooling. It's what you know. It's all you know.

**Attribute Thresholds:** INT -1, WIL +1, EDG +1

**Skills:** Interest/Any +1, choose two: Academic/Any +2, Administration +2, Appraisal +2, Bureaucracy/Mercenary +2, Negotiation +2, Pistols +1, Tactics/Any +1, Technician/Any +1, Training +2, Brawling +1

**Next Path:** [Canopian Institute of War \(3\)](#), [Capellan Academy \(3\)](#), [Collegium Bellorum Imperium \(3\)](#), [Federated Suns Academy \(3\)](#), [Lyrans Alliance Academy \(3\)](#), [Military Academy \(3\)](#), represents the Outreach Mercenary Training Command), [Military Enlistment \(3\)](#), [Naval Academy \(3\)](#), [Paramilitary Service \(3\)](#), [Police Academy \(3\)](#), [Stable Internship \(3\)](#), [Technical College \(3\)](#), [Trade School \(3\)](#), [Training Battalion \(3\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Word of Blake Service \(4\)](#), [Yakuza \(4\)](#)

### Mercenary Brat Events

- 2 Caught in the crossfire [Choose two: Lost Limb, Combat Paralysis, Timid]
- 3 Parent/guardian lost to mishap/combat; you saw it happen [Combat Paralysis, may not enter Military Academy]
- 4 Trapped too long on a planet with semi-toxic atmosphere [Slow Learner, Poison Resistance]
- 5 Just had to get in trouble on Outreach [Enemy, Streetwise/Chaos March +1, may not enter Military Academy]
- 6 Thought dead and left behind, you burned much accrued karma making it back to civilization [EDG -1, Scrounge +2]
- 7 Around a mercenary unit, any helping hand is appreciated [Choose two: Career/Any +1, Technician/Any +1, Scrounge +1, Streetwise/Any +1]
- 8 Spent all your spare time on the DropShip bridge [Comms/Conv. +2, Navigation/Space +1]
- 9 The unit's scout platoon took you under their wing [Choose two: Demolitions +1, Jump Packs +2, Perception +2, Streetwise/Any +1, Scrounge +1, Survival +1]
- 10 You tested so well that you began your training early [Choose one of the following fields, but receive +1 Skill Point in each of its skills rather than the usual +3: Basic Training, Infantry, Cavalry, Aircraft Pilot, Basic Technician, Ship's Crew, Scout]
- 11 Your adoptive family grants you the finest gift of all on your sixteenth birthday [Choose either Wealth (4) and Well-Equipped **or** Owns Vehicle and Vehicle (2)]
- 12 Mercenaries rely on luck more than most, but you can tip it in your favor [Roll three times and choose two results, discarding the third]

## MILITARY SCHOOL

Some families, most often nobility with a military tradition, ship their children off to military schools in preparation for admission to an academy. In addition to a fine education, these institutions provide a strong early background in tactics and leadership skills.

**Attribute Minimums:** WIL 3

**Attribute Thresholds:** CHA -1, SOC +1

**Traits:** Promotion, but only if next path is Military Enlistment or a Military Academy

**Skills:** Academic/Military History +2, Computers +1, Leadership +2, Rifles +1, Martial Arts/Military +1

**Next Path:** [Canopian Institute of War](#) (3), [Capellan Academy](#) (3), [Collegium Bellorum Imperium](#) (3), [Columbia Academy](#) (3), [Federated Suns Academy](#) (3), [Lyrans Alliance Academy](#) (3), [Military Academy](#) (3), [Military Enlistment](#) (3), [Naval Academy](#) (3), [New Avalon Institute of Science](#) (3), [New Avalon Military Academy](#) (3), [Paramilitary Service](#) (3), [Police Academy](#) (3), [Stable Internship](#) (3), [Sun Zhang MechWarrior Academy](#) (3), [Training Battalion](#) (3), [University](#) (3), [ComStar Service](#) (4), [Ne'er-Do-Well](#) (4), [Word of Blake Service](#) (4)

### Military School Events

- 2 Involved in terrible hazing incident [Glass Jaw]
- 3 Training accident [Choose one: Lost Limb, Poor Hearing, Poor Vision]
- 4 You're just not cut out for the military [Timid; may not enter an Academy]
- 5 You have a rival [Enemy]
- 6 Accidentally destroyed school property [Poverty]
- 7 Make friends with the commandant [Contact]
- 8 Training works almost too well [CHA -1, Brave]
- 9 Extensive nighttime training [Night Vision, Stealth +1]
- 10 Qualified for accelerated training program [You gain one of the following fields: Basic Training, Basic Technician, Military Scientist]
- 11 Relative dies and leaves you his vehicle [Vehicle (3), Owns Vehicle]
- 12 [Choose one event or roll twice and apply both results]

## PREPARATORY SCHOOL

*Capellan Confederation and St. Ives Affiliations require Capellan Confederation citizenship*

These exclusive schools prepare young adults for higher learning. Theoretically, they have superior curricula, but this is not always true in practice. The main advantage of attending such a school is the contacts you make among the upper-class students and their parents.

**Attribute Thresholds:** SOC +1

**Traits:** Well-Connected

**Skills:** Academic/Any +2, Computers +1, Language/Any +1, Protocol/Affiliation +2

**Next Path:** [Canopian Institute of War \(3\)](#), [Capellan Academy \(3\)](#), [Collegium Bellorum Imperium \(3\)](#), [Columbia Academy \(3\)](#), [Federated Suns Academy \(3\)](#), [Lyrans Alliance Academy \(3\)](#), [Military Academy \(3\)](#), [Naval Academy \(3\)](#), [New Avalon Institute of Science \(3\)](#), [Paramilitary Service \(3\)](#), [Stable Internship \(3\)](#), [Technical College \(3\)](#), [Training Battalion \(3\)](#), [University \(3\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Word of Blake Service \(4\)](#)

### Preparatory School Events

- 2 Developed expensive-and illegal-tastes [Addiction (2), Poverty, Streetwise/Affiliation +1]
- 3 You had a relationship with the headmaster's son or daughter, got caught and expelled [Lose Well-Connected, -1 to all Skill Points gained from this path]
- 4 Way too much partying [Addiction, lose Academic and Language Skill Points gained from this path]
- 5 You shamed the son of a powerful noble [Enemy, SOC -1]
- 6 Your sweetheart came from the wrong side of the tracks [If you keep him/her, lose Well-Connected but gain Brave. If you back down and break off the relationship, keep Well-Connected, but also become Timid]
- 7 Weekend cruises with the folks [Piloting/Naval +1]
- 8 You're great at the 'Mech sims, but all that playing rots your brain [Natural Aptitude/Piloting/'Mech, Slow Learner, Piloting/'Mech +1, Tactics/'Mech +1]
- 9 Every school needs a "source," and you happened to be in the wrong place at the right time [SOC -1, Contact, Wealth, Appraisal +1, Negotiation +2, Streetwise +1]
- 10 Honor Student [Contact, Academic/Any +2, Computers +2, Language/Any +1]
- 11 Relative dies and leaves you his vehicle [Vehicle (3), Owns Vehicle]
- 12 [Choose one event or roll twice and apply both results]

## SPACER FAMILY

*Inner Sphere Affiliation; Cannot have Transit Disorient Syndrome Trait (TDS)*

Many of the JumpShips and DropShips operating in the Inner Sphere are owned and operated by families. The children gain the unparalleled experience of a life in space and sought after for spacecraft crews.

**Attribute Minimums:** RFL 4, DEX 4, INT 4

**Attribute Thresholds:** RFL +1, DEX +1, BOD -1

**Traits:** Well-Equipped, G-Tolerance, Natural Aptitude/Zero-G Operations

**Skills:** Career/Ship Crew +2, and choose two of the following: Negotiation +1, Sensor Operations +1, Navigation/Space +1, Appraisal +1

**Next Path:** [Canopian Institute of War \(3\)](#), [Capellan Academy \(3\)](#), [Collegium Bellorum Imperium \(3\)](#), [Columbia Academy \(3\)](#), [Federated Suns Academy \(3\)](#), [Lyran Alliance Academy \(3\)](#), [Military Academy \(3\)](#), must choose one of the following AITs: [Aerospace Fighter Pilot](#), [DropShip Pilot](#), [Ship's Crew or Marine](#), [Military Enlistment \(3\)](#), [Naval Academy \(3\)](#), [Paramilitary Service \(3\)](#), [Technical College \(3\)](#), [Training Battalion \(3\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Travel \(4\)](#)

### Spacer Family Events

- 2 A shipboard accident almost costs you your life [Choose two: Addiction/Pain Killers, Combat Paralysis, Disabled (2), Glass Jaw, Lost Limb (2), Poor Vision]
- 3 A life support accident causes brain damage [Amnesia, INT -1]
- 4 Your family is killed by pirates [Poverty, Enemy (3), next path cannot be Travel]
- 5 A feud erupts between your family and the family of another ship [Combat Sense, Glass Jaw, BOD -1]
- 6 You are involved in a severe mis-jump [Transit Disorientation Syndrome]
- 7 The family wealth is gambled on a risky venture-and is lost [Poverty, next path cannot be Travel]
- 8 Debts force your family to join forces with an underworld group [Contact, Bad Reputation, In for Life]
- 9 You are exposed to a foreign virus. There is no cure! [Choose one: Unattractive, Allergy, BOD -1]
- 10 You become bored on the long trips and read voraciously to fill the time [Interest/Any +1]
- 11 You become lost in a foreign port [Streetwise +1]
- 12 You acquire an exotic pet and work hard to train it [Animal Handling +2]
- 13 Your antics earn you the nickname of "ship's monkey" [Acrobatics +1, Zero-G Operations +1]
- 14 You have a romantic interest in every port [Attractive, Seduction +2]
- 15 You learn the ins and outs of shipboard affairs [Administration +1, Bureaucracy +2]
- 16 You log more hours in the shuttle than most people believe possible for someone so young [Piloting/Aero +3, Tactics/Aero +1]
- 17 Attacked by pirates! You aid in the defense [Gunnery/Laser/Space +1, Gunnery/Missile/Space +1, Gunnery/Ballistic/Space +1]
- 18 Although you are young, you have seen and experienced much on your travels [Double all skill points gained from this path]
- 19 That high-risk contract pays off [Wealth (2), Well-Equipped (2)]
- 20 [Choose one event or roll twice and apply both results]

## STREET

Beyond early childhood, a character living on the street can hardly avoid getting involved in crime. You are no exception. With no money or family, you've learned everything you know from the school of hard knocks.

**Attribute Thresholds:** EDG +1, SOC -1

**Traits:** Contact, Bad Reputation, Enemy

**Skills:** Fast Talk +1, Pistols +1, Scrounge +1, Streetwise/Affiliation +2

**Next Path:** [Capellan Academy/Liao Conservatory of Military Arts \(3\)](#), [Military Enlistment \(3\)](#), [Paramilitary Service \(3\)](#), [Trade School \(3\)](#), [Training Battalion \(3\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Yakuza \(4\)](#)

### Street Events

- 2 Seriously offended underworld kingpin [Enemy (2), Poverty, Streetwise/Affiliation -1, may not enter Yakuza Path]
- 3 Caught and sold into slavery, then escaped [SOC -1, Poverty, Stigma/Slave]
- 4 Caught in gang war [Disabled (2)]
- 5 Fell in with an even worse crowd [Addiction (2)]
- 6 Savagely beaten by police [Disabled]
- 7 Ran "errands" for a local "merchant" [Contact, Appraisal +1]
- 8 Successful gambler [Wealth, Gambling +1]
- 9 Adopted by wealthy family [SOC +1, Wealth (2)]
- 10 Powerful underworld mentor [Contact (2), Well-Equipped, Security Systems +1, Streetwise/Affiliation +1]
- 11 Joined crime syndicate [In For Life, Wealth (3), Well-Connected, Streetwise/Any +2. If Draconis Combine Affiliation, must take [Yakuza](#) as next path.]
- 12 [Choose one event or roll twice and apply both results]

## TRUEBORN SIBKO

### Clan Affiliation only

At this stage, you begin individual training in MechWarrior, pilot or elemental skills. Before Clan children reach what the Inner Sphere considers adulthood, they have already learned all the skills they need to be full-fledged warriors.

**Attribute Minimums:** BOD 3, DEX 4, RFL 3, WIL 3, SOC 7

**Attribute Thresholds:** BOD +1, DEX +1

**Traits:** Well-Equipped (3), Vehicle (2), Custom Vehicle, Quirk/Clan Honor, Promotion (to Rank 6)

**Skills:** Career/Soldier +3, First Aid +2, Interest/Clan Remembrance +3, Martial Arts/Military +3, Navigation/Ground +2, Pistols +2

**Fields:** Clan Aerospace Pilot, Elemental or MechWarrior (as appropriate to phenotype). Rather than the usual +3 points per skill, four skills have +2 Skill Points, two have +4 Skill Points and one has +6 Skill Points (player's choice)

**Next Path:** [Jade Falcon Training Cluster](#) (3), [Blood Spirit ProtoMech Pilot Training](#) (4), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Cloister Training](#) (4), [Dark Caste](#) (4), [Diamond Shark Warrior-Trader](#) (4), [Goliath Scorpion Seeker](#) (4), [Tour of Duty: Clan](#) (4), [Tour of Duty: Clan-Sphere Liaison](#) (4), [Tour of Duty: Fire Mandrill Clashing Kindraa](#) (4), [Tour of Duty: Harvest Trials](#) (4), [Tour of Duty: Hell's Horses Armor Warrior](#) (4), [Tour of Duty: Home Clan](#) (4), [Tour of Duty: Ice Hellion Flurry Unit](#) (4, must have washed out of training), [Tour of Duty: Joint Nova Cat/Combine Exercises](#) (4), [Tour of Duty: Steel Viper Trueborn Infantry](#) (4)

### Trueborn Sibko Events

- 2 Training accident [Lost Limb (3) and wash out of training]
- 3 You do not have what it takes to remain in the sibko [Wash out of training]
- 4 Your training officer takes a keen "interest" in your development [Wash out of training or take all of the following: EDG -1, Introvert, Addiction (2) and Pain Resistance]
- 5 You excel in the sims, but the real thing secretly scares the hell out of you [+2 Skill Points to any three Piloting and/or Gunnery Skills, Combat Paralysis]
- 6 Burned seriously in a training accident [Unattractive, Quirk/Fear of Fire, Pain Resistance]
- 7 You have a rival [Enemy]
- 8 Incessant and brutal training turns you into a ruthless combat machine [CHA -1, Introvert, +2 to any four of your Phenotype Field Skills]
- 9 Your skills come to the attention of the leader of your Bloodname House [Contact (3), Well-Connected]
- 10 You pass your Trial of Position with two kills [Commission (Rank 1), Good Reputation, Vehicle (4), Custom Vehicle]
- 11 You pass your Trial of Position with three kills! [Commission (Rank 3), Good Reputation (2), Vehicle (6), Custom Vehicle (2)]
- 12 [Choose one event or roll twice and apply both results; re-roll if you get 10 and 11, as these events are mutually exclusive]



## WARRIOR HOUSE ASPIRANT

Capellan Confederation and St. Ives Affiliations only.

This Life Path covers both Stage 2 and Stage 3, with characters beginning at ten years of age and advancing as far as age twenty.

It is a special Capellan citizen who gives up his or her normal life to become a Warrior House aspirant. He will know a lifetime of training and constant preparation for combat. When called upon, it is guaranteed to be no easy task set before him. The rewards are few, but then it is never wealth or fame that draws one into a Warrior House, but personal challenge and a strong feeling of duty to the State.

**Time:** 4 years

**Attribute Minimums:** STR 4, BOD 4, DEX 4, RFL 4, INT 4, WIL 5, CHA 4, EDG 4, SOC 3

**Attribute Maximum:** SOC is automatically advanced from 3 to 4 and permanently frozen at 4. Only a House Master rates higher, at a permanent 6.

**Attribute Thresholds:** BOD +1, CHA -1, DEX +1, WIL +2

**Traits:** In for Life, Introvert (with others outside Warrior House), Quirk/Loyalty to the Warrior House

**Skills:** Academic/Capellan History +1, Academic/Capellan Philosophies +3, Academic/Military History +2, Language/Any +1, Protocol/Warrior House +3, Interest/Any +2

**Fields:** Basic Training

**Events:** Do not roll Events during these initial years

**Next Path:** Advanced Infantry Training Subpath (mandatory part of this path)

### Mandatory Subpath: Advanced Infantry Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Brave, Well Equipped (3), Promotion (Rank 6); choose a second Quirk/Loyalty to House Liao, the Chancellor or the Confederation (see Warrior House regimental descriptions, p. 57 Field Manual: Capellan Confederation, for possible determination)

**Skills:** Add +3 to any skill acquired in Basic Training or AIT; add +1 to any three other skills

**Fields:** Infantry. Also, choose one of the following secondary fields and apply +1 to all skills it contains rather than the usual +3:

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Training (*assistant instructor, also gain Training +1*)

Cavalry (*motorized infantry*)

Infantry (*specialist, also gain Strategy +1*)

Marine (*may not have TDS Trait*)

Scout (*minimum RFL 5*)

Special Forces (*minimum DEX 5, RFL 5*)

**Events:** Events marked with an asterisk (\*) may be used as written or the player may choose to take the Special Training Subpath instead.

**Next Path:** Special Training (2/3, part of this pass; an option if character took Armored Infantry, Scout, Marine or Special Forces in AIT training), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Xin Sheng](#) (4). After a Tour, a character may take [Covert Ops](#) (once) but is then limited to the Officer Candidate School Subpath (attainable by an Event roll only), the Special Training Subpath or Tour of Duty Paths.

### Warrior House Aspirant Events

- 2 Was it you, or was it "them?" You flee the House. [Alternate Identity, Enemy/Unknown, Enemy/Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 3 House of cards. No doubt in your mind, it was "them." But they don't know you're wise. [Lose all Quirk/Loyalties, gain Enemy/Warrior House (2), Quirk/Out for Revenge (2)]
- 4 Conflict of interests puts you in no-win situation. [Demotion, Vehicle (-2), Enemy, Bad Reputation, lose one Quirk/Loyalty]
- 5 All work and no play makes warrior far too short-tempered. [Demotion, Vehicle (-1), Enemy, Unattractive (facial scar)]
- 6 Late start. [+1 Year to the time this path takes, any three military skills -1, Vehicle (-2)]
- 7 It's a Warrior House. Not *quite* a monastery [Seduction +2, any three other skills -1, Dependent]
- 8 Theory, yes. Application ... [Academic/Capellan Philosophies +3, Academic/Any +2, any three military skills -2]
- 9 Perhaps military school *wouldn't* have been as bad. [Quirk/Dilettante, any three military skills -1]
- 10 Your *Sifu* is never satisfied with your performance. [BOD -1, WIL +1, Enemy]
- 11 You are right where you wanted to be-now you just have to survive it. [Any two military skills +1]
- 12 Are you certain you've never touched one of these before? [Appropriate piloting skill +3, Vehicle]
- 13 It's all in the balance of life. [Any two non-military skills +2, any other skill +1]
- 14 If you see it, you can hit it. [Ambidextrous, DEX +1, +1 to all gunnery skills character already possesses]
- 15 Maybe five others in the CCAF could have made that shot. [Good Vision, Rifles +4, Stealth +2, Tracking +1]
- 16 Change of the Guard, your original *Sifu* retires from active combat duty. [Promotion, Vehicle (2), Contact (2), any two military skills +1, Quirk/Loyalty to the Warrior House (2)]\*
- 17 To be what we are, and to become what we are capable of becoming, is the only end of life. [-1 Year to the time this path takes, must take Special Training Subpath, any four special training skills +1, Vehicle (2), Custom Vehicle (2)]
- 18 The Death Commandos want you! An honor, to be sure, but do you wish to leave the House? [Any four military skills +1; character may attempt to qualify for the [Death Commandos Covert Tour](#) Path next; if unable (or unwilling) to make Death Commando, characters who have not taken an officer program may immediately take the officer subpath below]\*
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Subpath: Special Training

If a character desires, Tour of Duty may be taken (and repeated) after AIT and before this subpath. A House warrior may return to this subpath up to two times for extra training, in lieu of taking any events effects that involve a promotion or commission. The first time through all benefits are applied. On a second return, the only benefit is to select a new field

and gain +3 per new skill. No traits or threshold increases or repeated skills are gained on the second pass, though events may be rolled again with the standard -1 to the roll for each return.

**Time:** 3 years (if after a Tour of Duty, 2 years)

**Attribute Minimums:** WIL 6

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Traits:** Armored Infantry gain Vehicle (1), Special Forces gain Natural Aptitude/Any, MechWarriors and aerospace pilots gain Commission (Rank 1) and Vehicle (2)

**Skills:** Academic/Capellan Philosophies +2, any four other skills +1

**Fields:** Choose one of the following fields based on the prerequisites:

Aerospace Pilot (*Marine AIT trainees, Houses Dai Da Chi and Kamata only*)

Armored Infantry (*minimum BOD 5, STR 6*)

MechWarrior (*Armored Infantry or Special Forces AIT trainees only*)

Special Forces (*Scout or Special Forces AIT trainees only*)

**Events:** Roll on Warrior House Aspirant table for events this time period

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Xin Sheng](#) (4). After a Tour, a character may take [Covert Ops](#) (once) but is then limited to Tour of Duty Paths or the Officer Candidate School Subpath (attainable by an Events roll only)

#### **Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. If a Tour of Duty Events roll later allows for officer training, Warrior House personnel must return to this subpath.*

**Time:** 1 year

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Strategy +2, Training +3

**Fields:** Officer Training

**Events:** Do not roll events for this subpath

**Next Path:** Per last path followed

## STAGE 3: HIGHER EDUCATION

In early adulthood, many people continue their education before entering the professional world. Higher education can take many forms, ranging from traditional college to military training. This stage of the Life Path is optional; characters can proceed directly to Stage 4: Real Life, depending on the player's preference and the character's *Next Path* prospects.

**Time:** Unlike paths in the previous stages, Higher Education paths take variable amounts of time, depending on the complexity of the courses or training. The number of years each path takes is listed under its Time heading.

**Repeating Paths:** Characters can take some paths in this stage several times. Each repetition has different effects, depending on the particular path.

Characters cannot spend unlimited amounts of time in the Higher Education Stage, however. After completing a path in this stage, a character must proceed to the next stage (Real Life) and complete at least one path there before returning to take another Higher Education path. This limit represents the fact that in some affiliations, courses of study are expensive and the character's money will simply run out. Even with state-funded schooling, the state will expect the character to enter the workforce after an appropriate time, in order to repay the state's investment.

Some Higher Education paths include subpaths, which are considered part of the main path. For example, Vehicle Technician Training is a subpath of Technical College and is available to characters who took the Civilian Tech Field. Subpaths listed as "part of this pass" can be taken immediately following the preceding path or subpath, without going through Real Life. Alternatively, a character can move on to Real Life and return to the subpath later. In either case, a character must meet the prerequisites to take the subpath. Prerequisites for choosing certain occupational fields are italicized in parentheses next to the field.

**Continuation:** Characters can continue in this stage as long as the *Repeating Paths* rules allow. After that, the character may proceed to *Stage 4: Real Life*. If you choose to end the Life Path here and play your character as a young adult, proceed to *Assigning Attributes, Traits and Skills*. Characters can also return to this stage after following one or more Real Life paths, subject to any listed *Next Path* restrictions.

**Clan Characters:** Civilian characters and failed warriors proceed to Stage 3 for final training in their caste. Scientist caste characters follow the University Path, technicians the Technical College Path, and merchants and laborers the Trade School Path (merchants must take the Merchant Field; laborers cannot).

**Capellan Regional Training Centers:** There are no special Life Paths associated with regional training centers (RTCs).

A minor regional training center in the Confederation (including the St. Ives Commonality) is the military's basic instruction program. Taking the Military Enlistment Path without officer training implies that the recruit attended a small RTC. Capellan characters who select the Military Academy Path or were selected for Officer Candidate School during a Military Enlistment Path have attended one of the major regional training centers.

For some extra variety, gamemasters are encouraged to add Academic/Capellan Philosophies +3 to the skills list some RTCs and STR +1 to Attribute thresholds. If the changes are made, apply a penalty of -2 to all Event rolls simply note that the character attended the RTC and military advancement will be limited when compared with a graduate a major Capellan academy. An officer can correct this deficit returning to Sian University for proper political evaluation a an OCS "refresher."

Characters with Affiliation: Magistracy of Canopus or Affiliation: Taurian Concordat may claim to have attended a Capellan RTC as long as they acquire a skill in Academic/Capellan Philosophies. Taurians will not be selected for Officer Training, regardless of Event rolls.

## CANOPIAN INSTITUTE OF WAR

*Magistracy of Canopus Affiliation only, though with an appropriate Contact, Capellan Confederation Affiliation (per the gamemaster's discretion). Cannot have Combat Paralysis, Disabled, Glass Jaw, Slow Learner or any of the following Traits above the lowest possible level: Lost Limb, Poor Vision, Poor Hearing*

Opened only six years ago, the Canopian Institute of War (CIW) has already become the finest MechWarrior training academy in the Periphery and has begun to eclipse some of the smaller academies of the Inner Sphere. From its curriculum to its training practices, the Academy has modeled itself after the Sun Zhang MechWarrior Academy of the Draconis Combine, the largest and arguable most prestigious MechWarrior Academy in the entire Inner Sphere.

**Time:** 3 years

**Attribute Minimums:** INT 5, WIL 4, SOC 3

**Attribute Thresholds:** RFL +1, WIL +1, SOC +1

**Traits:** Contact, Well-Equipped

**Skills:** Academic/Any Military Science +2, +2 to any two Military Field skills

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Canopian Institute of War Events

- 2 Your "accident" just broke the academy's million C-bill simulator. [Stigma/Klutz, Bad Reputation (2), loose all skill bonuses from this path; path only takes 1 year instead of 3, may take no additional military paths]
- 3 The local Duke will NOT have his son beaten up regardless of what he did. [Demotion, add 1D6 years to the time this path take, may take no other legitimate military paths]
- 4 Your first life-fire exercise could not have gone more wrong! [Lost Limb (2), Unattractive (Scars)]
- 5 A recruiter from the Magistracy Royal Guards saw your performance...or lack thereof. [Bad Reputation (3), Timid]
- 6 You've never been on Canopus IV or actually attended a pleasure circus before, or so the story now goes! [Lose half (round down) the skill bonuses from this path, Addiction/Gambling, Addiction/Any (1)]
- 7 Unexplained fires are a matter for the investigators and the courts. [Interest/Any +5, Unattractive]
- 8 The police do not take kind to rafting drunk down the Thetis River outside of the Palace of the Magestrix. [Bad Reputation (2), Demotion]
- 9 You went to the Pleasure Circus, had a few drinks and lost track of time. Now a nine months later she says it's yours! [Dependent]
- 10 You coasted through school without even trying. [Quirk/Regret Wasting School Years]
- 11 Though uninspiring, you made friends for a lifetime. [Contact]
- 12 Study, study, study. [+3 to any two non-Military Field Skills]
- 13 You find that you may not be good in a 'Mech but with a knife in hand, you're anyone's match [-2 to any two Military Field skills, Blades +3, Brawling +3]
- 14 You show enough aptitude that you are given the right to be one of the first to participate in the CIW's first Battlesuit training program. [In place of the MechWarrior or Aerospace Pilot Field, may choose Armored Infantry (*minimum STR 5, BOD 5*) Field]
- 15 The recruiter for the First Canopian Light Horse was very impressed. [+3 to any two skills, Good Reputation (2), Contact (2), Well-Connected]
- 16 On extended training mission off Canopus IV, you were struck by bandits...but you struck back! [Toughness, +3 to four Military Field Skills, Well-Connected (4)]
- 17 With exceptional scores and a disposition for dealing well with people, you are chosen to be one of the first Magistracy troops to attend the Confederation's Victoria Academy of Arms and Technology...you better not let them down. [Proceed to Stage 3: [Capellan Academy/Victoria Academy of Arms and Technology](#) and go through the academy path, ignoring all skill bonuses, traits, and so on earned from this path. Alternately, may take OCS. Afterward, return to this point in the life path and continue on.
- 18 You're a military protégé and not only did you graduate at the top of your class but they sent you off to fight in the Confederation-St. Ives War [Combat Sense, Sixth Sense, +4 to five Military Field skills, Contact (2), may take OCS and/or the [Tour of Duty: Xin Sheng](#) (4) path next, ignoring the path's prerequisites]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Promotion

**Skills:** Tactics/Any +4, +3 to any four Military Field skills

**Fields:**

MechWarrior (*minimum DEX 4, RFL 4*)

Aerospace Pilot (*minimum DEX 4, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Periphery](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Officer Candidate School (OCS)

*Entry via event roll only*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Leadership +1, Tactics/Any +2

**Fields:** Officer Training

**Next Path:** Per last path followed

## CAPELLAN ACADEMY/CAPELLA WAR COLLEGE

*Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives). Cannot have Combat Paralysis, Slow Learner or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No seriously "questionable" events in character's history are allowed (GM judgment call) unless character has or purchases an appropriate Contact (1) who can hide the event. Characters must have at least one of the following admissions requirements: Nobility Path (the Barduc), Military School Path, Mercenary Brat (one of the Converted), Contact (CCAF), or add +1 to all Attribute Minimums.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

The heavy workload of the Capella War College promotes a "sink or swim" attitude among the students, who are among the best the Confederation has to offer. Physical training suffers for the pace, and it is hard for recruits to stand out for special recognition among their peers. The competition is fierce with battlefield camaraderie on the training grounds giving way to jealous rivalries across campus. Despite the pressures, the War College is the most sought-after of the Capellan academies for its training regimen. Its graduates rarely hesitate to rub their pedigree in the face of alumni from other academies, especially the Sian Center for Martial Disciplines.

**Time:** 1 year

**Attribute Minimums:** INT 3, WIL 5, SOC 3

**Attribute Thresholds:** WIL +2, SOC +1, BOD -1, RFL +1

**Traits:** Promotion, Well-Equipped, Enemy, Quirk/Elitism. Characters with Fast Learner acquire two additional Enemy Traits (3 total)

**Skills:** Academic/Capellan History +2, Academic/Capellan Philosophies +1, Blades +1, Perception +1

**Fields:** Basic Training

**Events:** Apply a -1 penalty to all Events rolls during this path. unless character has Fast Learner, in which case he receives a +1 bonus to Events rolls

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take [Covert Ops](#) after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion. Military Fields receive Brave, Civilian Fields receive Contact (1)

**Skills:** Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills, Academic/Capellan Philosophies +3; Military Field receive Strategy +2, Tactics/Any +1, Academic/Military History +3; Civilian Fields receive an additional +1 to all field skills in AIT

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Armored Infantry (*minimum STR 6, BOD 5*)

Basic Technician

Cavalry (*minimum RFL 3*)  
DropShip Pilot (*minimum DEX 4*)  
Infantry (*minimum BOD 3, STR 3*)  
Marine (*minimum BOD 4, may not have TDS Trait*)  
MechWarrior (*minimum DEX 3, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### **Subpath: Special Training**

*AIT graduates only.*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Traits:** Promotion, Well-Equipped (2), Well-Connected

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), Academic/Military History +2, any skill from AIT field +2

#### **Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

'Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### **Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

**Fields:** Officer Training

**Next Path:** Per last path followed

## CAPELLAN ACADEMY/LIAO CONSERVATORY OF MILITARY ARTS

*Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No seriously "questionable" events in character's history are allowed (GM judgment call) unless character has or purchases an appropriate Contact (1) who can hide the event.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

The Conservatory promises to bring out the best in its students through devotion to meditative practices and a program designed to support individual effort. The staff and program both work with the student to accent personal strengths rather than force them into a standardized mold.

**Time:** 2 years

**Attribute Minimums:** INT 4, WIL 4, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1, any Attribute Threshold +2, any other threshold +1, any other threshold -1

**Traits:** Promotion, Well-Equipped, Exceptional Attribute/Any

**Skills:** Academic/Capellan History +2, Academic/Capellan Philosophies +1, Blades +1, Perception +1, +1 to half of Basic Training Skills (rounded up), +2 any other skill

**Fields:** Basic Training

**Events:** Apply a +1 to Events rolls during this path.

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take [Covert Ops](#) after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Natural Aptitude/Any, MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

**Skills:** Academic Capellan Philosophies +1, additional +1 to any three skills, Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

**Fields:**

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Special Training**

*AIT graduates only.*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any two thresholds of player's choice

**Traits:** Promotion, Well-Equipped (2), Quirk/Loyalty to House Liao

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), Academic/Military History +1, any skill from AIT Field +2, any three other skills +1

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

**Fields:** Officer Training

**Next Path:** Per last path followed



## CAPELLAN ACADEMY/SARNA MARTIAL ACADEMY

*Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

The academy of last resort for those attempting to gain an extra advantage before military enlistment, the Sarna Martial Academy is currently fighting for its survival. For the desperate or determined, enrolling here can be advantageous. Impressive skills or an above-average drive will stand out among the regular students, and the chances of being recognized for advancement are higher than at the RTCS. Of course, there is that reputation to overcome.

**Time:** 1 year

**Attribute Minimums:** INT 3, WIL 3, SOC 2

**Attribute Thresholds:** WIL +1, BOD +1, any other +1

**Traits:** Promotion, Stigma/Sarna Supremacist (whether or not this is true) and one of the following: Alternate Identity, Natural Aptitude (2) Toughness, Vehicle (3)

**Skills:** Academic/Capellan History +2, Academic/Capellan Philosophies +2, Blades +1, Perception +2, any two skills not in Basic Training +2, any other three skills +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take [Covert Ops](#) after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Contact, MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

**Skills:** Academic/Capellan Philosophies +1, add +2 to any three non-AIT Skills or take an additional +1 to all AIT Field Skills. Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

**Fields:** Choose one of the following primary fields, subject to the listed restrictions:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only),

Paramilitary Service (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

**Subpath: Special Training**

*AIT graduates only.*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Traits:** Promotion, Well-Equipped (3)

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), Bureaucracy/Confederation +2, Leadership +1, any skill +1

**Fields:** Choose one of the following fields, subject to the listed restrictions:

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** Brotherhood of Randis Training (4, MechWarriors only), Covert Ops (4, Special Forces or Military Scientist Fields only), Paramilitary Service (4), Think Tank (4, Military Scientist Field only), Tour of Duty: Inner Sphere (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

**Fields:** Officer Training

**Next Path:** Per last path followed

## CAPELLAN ACADEMY/SIAN CENTER FOR MARTIAL DISCIPLINES

*Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives), Contact (CCAF or Noble) required or add +1 to all Attribute minimums except SOC. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No questionable events in the character's path unless character has a Contact (3) who can keep it the Maskirovka's in-depth review.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

While the pace of studies is not extreme, training is one small measure of the pressures placed on students. An academy based on the Confederation's capital world cannot be ignorant of political implications. No excuses are tolerated for the slightest violations, from personal appearance to dereliction of studies. The Maskirovka carefully screens all applicants and maintains files on all students through graduation and sometimes beyond.

**Time:** 1 year

**Attribute Minimums:** INT 3, WIL 4, SOC 4, CHA 4, EDG 3

**Attribute Thresholds:** WIL +1, SOC +1, CHA +1, EDG +1

**Traits:** Promotion, Well-Equipped, Well-Connected

**Skills:** Academic/Capellan History +4, Academic/Capellan Philosophies +1, Blades +1, Perception +1, Protocol/Military +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take [Covert Ops](#) after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

**Skills:** Academic/Capellan Philosophies +2, Leadership +1, Protocol/Political +3, Perception +1, Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

### Fields

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Special Training**

*AIT graduates only.*

**Time:** 2 years

**Attribute Minimums:** WIL 5, EDG 4

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Traits:** Promotion, Well-Equipped (3)

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), +1 to any four AIT Skills

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

'Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Must use Academy (Subpath) Sian University below.*

## CAPELLAN ACADEMY(SUBPATH)/SIAN UNIVERSITY

*Attainable by Events roll only from a major Capellan academy or Tour of Duty: Xin Sheng. There can be no questionable events in the character's past, unless the character has a Contact (3) who could conceal the event from the Maskirovka. An appropriate Contact can also waive one of the Attribute minimums. This path may be used in place of the OCS program at another major Capellan academy. Such transfer candidates must meet the prerequisites and minimums. Only a Sian Center cadet given access to the University on an Events roll may bypass the prerequisites and minimums.*

This is a stand-alone subpath that totally replaces any other OCS subpath.

The Sian University is the most accredited school in the Confederation. It also hosts the Capellan Armed Forces' vaunted Officer Candidate Program. The elite of the officer corps, cadets are chosen as much for their political suitability as for their ability. It takes some aptitude, hard work and no small amount of luck to make it into and through the program.

### **Subpath: Officer Candidate Program**

**Time:** 1 year

**Attribute Minimums:** INT 4, WIL 5, SOC 4, CHA 4, EDG 4

**Attribute Thresholds:** WIL +1, EDG -1

**Traits:** Commission (Rank 1; if an officer returning from a tour, ignore this trait), Quirk/Loyalty to Confederation (1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +3, Tactics/Any +1, Strategy +3

**Fields:** Officer Training

**Next Path:** Per last path followed

## CAPELLAN ACADEMY/ST. IVES ACADEMY OF MARTIAL SCIENCES

*St. Ives, Federated Suns or Lyran Alliance Affiliations only prior to the Capellan annexation of St. Ives; St. Ives or Capellan Confederation Affiliations only after the annexation. Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen (after annexation). No seriously "questionable" events in character's history are allowed (GM judgment call) unless character has or purchases an appropriate Contact (1) who can hide the event.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

The St. Ives Academy of Martial Sciences (SIAMS) is St. Ives' only state-run military academy. Attached to the St. Ives Institute of Science (SIIS), the Academy provides its officer cadets an education in dozens of academic fields as well as the military training they require. In addition to the live-fire combat ranges common to every military training facility, the SIAMS fields a combined-arms training group that gives its cadets a true taste of combat. All cadets graduate the SIAMS as officers.

Following the Capellan Confederation's annexation of the St. Ives Compact, the SIAMS' curriculum received a bit of a change, namely in the addition of Capellan political indoctrination. The rules below will indicate where changes have been made because of the annexation.

**Time:** 2 years

**Attribute Minimums:** INT 5, WIL 4, SOC 3, EDG 4, No Attribute less than 3

**Attribute Thresholds:** WIL +1, RFL +1, INT +1, BOD -1 (before annexation, SOC +1)

**Traits:** Promotion, Well-Equipped (2), Commission (Rank 1)

**Skills:** Academic/Capellan History +2, Academic/Capellan Philosophies +2, Blades +1, Perception +1, Academic/Any +2, Computers +1, Language/Any +1, Leadership +1, Strategy +2, Tactics/Any +1 (before annexation, drop Academic/Capellan History and Philosophies; add Bureaucracy/St. Ives +2)

**Fields:** Basic Training and Officer Training

**Events:** Apply a -1 to all Events rolls for this path unless the character has Fast Learner, which negates penalty. Slow Learners gain an additional -1 to rolls. On the Academy Events table, a result of 16 must be substituted for immediate entry into the mandatory Special Training Subpath below.

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 [Immediately enter Special Training Subpath, below]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

**Skills:** Strategy +1, any two field skills +1, Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

**Fields:**

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)

Infantry (*minimum BOD 3, STR 3*)  
Marine (*minimum BOD 4, may not have TDS Trait*)  
MechWarrior (*minimum DEX 3, RFL 4*)

In addition to choosing a primary field on the regular Academy list, choose one of the following secondary fields and apply a +1 to each included skill instead of the standard +3 (note: a character may not take the same field as he or she chose for the primary field): Basic Technician, Civilian Tech, Military Scientist, Politician, Scientist

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### **Subpath: Special Training**

*AIT graduates only.*

**Time:** 3 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Traits:** Promotion, Well-Equipped (2), Well-Connected

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), Tactics/Any +1, Strategy +2, Leadership +1 (after annexation, drop Academic/Capellan Philosophies, add Academic/St. Ives History)

**Fields:** If the character has entered this subpath with an Events roll, he may choose any listed field. If not, he may only choose the Technician or Pilot Fields:

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

'Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### **Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

**Fields:** Officer Training

**Next Path:** Per last path followed

## CAPELLAN ACADEMY/VICTORIA ACADEMY OF ARMS AND TECHNOLOGY

*Affiliation Capellan Confederation only (St. Ives may attend after the annexation, but with requirements detailed in Affiliation: St. Ives). Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Must be a Capellan citizen. No seriously "questionable" events in character's history are allowed (GM judgment call) unless character has or purchases an appropriate Contact (1) who can hide the event.*

Attending one of the primary Capellan military academies is a coveted position. A third of all applicants are denied every year. Located on the commonality capital worlds, these military institutions offer the best training to be found in the Capellan Confederation. Training varies slightly with the available resources and the academic doctrine adopted by each academy, though each is certain to include instruction on Capellan history and philosophies as well as high-quality military instruction.

The Academy of Arms and Technology was originally designed to host technicians and engineers only, but it changed in late 3061 to include military rates. While the academy still focuses more on the technology side, the AAT is in high demand for its tendency to reward superior cadets with access to some of the Confederation's best technology.

**Time:** 1 year

**Attribute Minimums:** INT 4, WIL 4, SOC 3, RFL 3

**Attribute Thresholds:** WIL +1, SOC +1, INT +1

**Traits:** Promotion, Well-Equipped

**Skills:** Academic/Capellan History +2, Academic/Capellan Philosophies +1, Blades +1, Perception +1, any three skills in the Basic Technician Field +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory part of this path)

### Capellan Academy Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -3, Addiction, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent)]
- 3 Framed! An enemy you didn't know you had sets you up to take the fall. You are forced to flee the academy. [Enemy/Unknown, Enemy Maskirovka (3), Stigma/Traitor, may take no additional military paths]
- 4 "Volunteered" for testing new equipment. Lucky you aren't dead. [Timid, BOD -2, EDG -1, Disabled, add 1 year to the time this path takes]
- 5 Rule #3: Avoid the Canopian pleasure circuses! [Addiction (2), Disabled]
- 6 The Maskirovka should never have uncovered that. Prepare for a full investigation [Bureaucracy/Capellan +2, Bad Reputation, Demotion, -1 to three primary field skills, add 1 year to the time this path takes]
- 7 Rule #2: The rewards of military life do not include an instructor's daughter. [-2 to two military field skills, Seduction +1, Dependant, Enemy]
- 8 "Fake it till you make it" can only get you so far. [Slow Learner]
- 9 Rule #1: You should not show up an upperclassman. [Enemy (1), Quirk/Overconfident]
- 10 The sword was calling your name. [Blades +2, Martial Arts/Gung Fu +1, -2 to military field skill, -1 to any two other field skills]
- 11 It's an honor to serve. [Academic/Capellan Philosophies +1, +2 to any one military field skill]
- 12 "The State always deserves your very best effort," Extra sim time and intense studies pay off. [Add +3 to any one military field skill and +1 to three others]
- 13 Even a Capellan military academy couldn't keep you from doing your own thing. [Acting +2, Escape Artist +2, Fast Talk +2, -1 to four of your military field skills]
- 14 The parents of your roommate (and new best friend) turn out to be local nobility. [Language/Any +1, Protocol/Any +2, Contact (1)]
- 15 Your family is known for excellent service to the State. You follow in their footsteps and are rewarded. [Good Reputation, Vehicle (4), Owns Vehicle]
- 16 Don't worry, this man is here to help you. [Contact Maskirovka (2), In for Life, Well-Equipped, Well-Connected, +3 to any three skills not related to a primary field, +1 to five other skills not related to a military field. Must take [Covert Ops](#) after the Academy Path, ignoring any prerequisites]
- 17 You graduated top of your class. [+2 to any four skills, Good Reputation, choose one of the following: Fast Learner, Vehicle (3) or Combat Sense; may take OCS training next and then return and continue Life Path from here]
- 18 Sometimes it's better to be lucky than good, and that's karma. [EDG +1, Sixth Sense, +1 to all future Events rolls, may take OCS next and then return and continue this path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Attribute Thresholds:** INT +1, RFL +1

**Traits:** Choose one: Well-Equipped (2), Contact, Vehicle (3), Custom Vehicle (2), MechWarriors and aerospace pilots receive Commission (Rank 1), all others receive Promotion

**Skills:** Scrounge +1, First Aid +2, any skill in appropriate Technician Field +2, any two other skills in the same Technician Field +1, Combat Fields: Tactics/Any +1, +1 to any two Military Field Skills; Other fields (Basic Technician, DropShip Pilot): +2 to any two skills

**Fields:**

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)

**Events:** Do not roll events for Advanced Individual Training



**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Special Training**

*AIT graduates only.*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** RFL +1, add +1 to any one threshold of player's choice

**Traits:** Promotion, Well-Equipped (2), Well-Connected; choose either Contact, Custom Vehicle or Vehicle (2)

**Skills:** Academic/Capellan Philosophies +2, any three Basic Training Skills +1, add +1 to half of character's AIT Skills (rounding up), Computers +2, Technician/Support +1

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

'Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Events roll only. No "questionable" events in character's history (GM judgment call) unless character has an appropriate Contact (2) who can hide the event. SIAMS characters who qualify for OCS must switch to the Sian University Officer Candidate Program and then return to the previous path.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Capellan Philosophies +1, Academic/Military History +2, Strategy +1

**Fields:** Officer Training

**Next Path:** Per last path followed

## COLLEGIUM BELLORUM IMPERIUM

*Affiliation Marian Hegemony only. Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character will not be turned away from the Academy if the character has questionable Events in his or her past, so long as those events would not reflect badly on the "honor" of the Hegemony.*

Founded within the last decade, the Collegium quickly became known as a very competent and prestigious institution. Today it is recognized as the Hegemony's premier university. The Caesar has limited enrollment to Hegemony citizens only, but the Collegium seems certain to lift the admission restriction as the Lothian League and the Illyrian Palatinate have recently been added to the Hegemony's fold.

**Time:** 2 years

**Attribute Minimums:** INT 3, WIL 4, SOC 2

**Attribute Thresholds:** INT +1, WIL +1

**Traits:** Promotion, Well-Equipped, Well Connected, Quirk/Loyal

**Skills:** Academic/Marian History +4, Academic/ Roman History +4, Language/Latin +4, Tactics/ Raiding +4, Perception +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Collegium Bellorum Imperium Events

- 2 Your first try at command and you blew it. Too bad there isn't enough of those two guys left to fill a shoebox. [Bad Reputation, Enemy (2), Enemy (1), may take no more Military Paths]
- 3 Somebody saw what you did, it just happened to be the wrong guys—ComStar. At least now you draw two paychecks-theoretically, at least. [Acting +4, Fast Talk +3, In For Life, Quirk/Paranoid, Contact (2, ComStar agent)]
- 4 Sugar in the gas tank makes it not work. Acetylene in the tank-well, at least the hood ornament survived intact. [Add 1 year to the time this path takes, -1 to all AIT skills, Disabled (2) and choose one: Poor Hearing, Poor Vision, Glass Jaw]
- 5 A serious accident during training has left you scarred, both inside and out. [Introvert, Timid, Unattractive]
- 6 That one guy you decided to take out your drunken aggressions on turned out to be a *Patrician*. [Enemy (2), Bad Reputation, -1 to two Basic Training field skills, Brawling +5]
- 7 Canopian Pleasure Circuses usually bring a great number of things, not all of which are either good or pretty. [Streetwise +6, Seduction +3, MedTech +3, Disabled, and add a year to the time this Path takes]
- 8 Your instructor never really liked your attitude, and you positively hated his. [Enemy (1)]
- 9 Long hours of training followed by long hours "on the town" do not go together well. [Acting +1, Escape Artist +2, Fast Talk +2, Addiction, -1 to all Basic Training field skills]
- 10 Well now. Spending that extra time on the range was well worth it. [Pistols +1, Rifles +1]
- 11 "Hail Caesar! We who are about to die salute you!" [Good Reputation]
- 12 Your training instructor survived some of the worst fighting ever and so will you. [+2 to any three field skills, Brave]
- 13 You have decided there is more to life than just being a soldier. [Interest/any two +3, Career/any two +3]
- 14 An out-of-control ground car was going to hit a *Patrician*, but you were in the right place at the right time. [Contact (2), Wealth (2), Promotion]
- 15 Free time? That's for people who want to go nowhere. The military is my life, and it should be yours as well. [Combat Sense, +3 to half of the Basic Training field skills]
- 16 You're a quick study and able to refine your leadership abilities. [Fast Learner, Leadership +3, +3 to any three other skills, Good Reputation and may take OCS next]
- 17 Being tapped for Word of Blake service is an incredible honor, right? [May take [Word of Blake Service](#) Life Path next, but reduce all skill bonuses from all Skill Fields to +2, you must choose Word of Blake Militia Training and return immediately after that subpath, forfeiting any Vehicle and Promotion Traits earned in the pass, but then may take OCS]
- 18 Congratulations! You finished Basic Training at the top of your class! But do you wish to move on to bigger and better things or stay here and command the troops? [+4 to any four skills, Vehicle (2), Custom Vehicle and *either* Promotion (4) or may take OCS]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll thrice and apply both]

### Mandatory Subpath: Advanced Individual Training

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Promotion

**Skills:** Leadership +3, Language/ Latin +3, add +2 to three Basic Training Skills, and +2 to any one other skill

**Fields:**

- Aerospace Pilot (minimum DEX 4, RFL 4)
- Armored Infantry (minimum STR 6, BOD 5)
- Basic Technician
- Cavalry (minimum RFL 3)
- DropShip Pilot (minimum DEX 4)
- Infantry (minimum BOD 3, STR 3)
- MechWarrior (minimum DEX 4, RFL 4)
- Police Officer

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, MechWarrior, DropShip Pilot or Basic Technician in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Periphery](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 4 years

**Attribute Minimums:** WIL 5

**Traits:** Promotion, Well Equipped (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Periphery](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Entry via event roll only*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1), Quirk/ Fanatical Loyalty, In for Life

**Skills:** Tactics/Any two +4, Leadership +2, Intimidation +2

**Fields:** Officer Training

**Next Path:** Per last path followed

## COLUMBIA ACADEMY

*Affiliation Outworlds Alliance, Taurian Concordat, Magistracy of Canopus, Federated Suns, Draconis Combine, or ComStar only. Cannot have Transit Disorientation Syndrome, Combat Paralysis, Poor Vision, or any of the following traits above the lowest level: Disabled, Lost Limb, Poor Hearing.*

The premier aerospace training academy in the Inner Sphere and Periphery, Columbia Academy is where the elite pilots of the Outworlds alliance and its allies hone their skills, as do their technicians.

**Time:** 1 year

**Attribute Minimums:** INT 5, DEX 4, RFL 4, WIL 3

**Attribute Thresholds:** RFL +2, DEX +1, SOC +1, CHA -1

**Traits:** G-Tolerance, Good Reputation (in Outworlds Alliance) (2), Rank (2)

**Skills:** Academic/Military History +2, Navigation/Space +2, Bureaucracy/Outworlds Alliance +2

**Fields:** Basic Training (Naval) or Basic Technician

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this pass)

### Columbia Academy Events

- 2 A chance encounter with pirates becomes a nightmare. [DEX -2, Combat Paralysis, Lost Limb (3)]
- 3 A life-support accident causes brain damage. [INT -1, Slow Learner, TDS]
- 4 Horribly burned in a coolant explosion [Unattractive, Addiction (1, painkillers)]
- 5 You take the heat for another student [Bad Reputation, this path takes one extra year to complete]
- 6 You're forced to borrow money to stay in the academy and can't pay it back on time. [Poverty, BOD -1, Lost Limb]
- 7 You catch an unknown illness from a captured bandit and the doctors just don't know what to tell you. [MedTech +3, Allergy, Disabled]
- 8 You show up the son of a Parliament member. [Bureaucracy/Outworlds Alliance +6, Enemy (2)]
- 9 You constantly get into fights. [Bad Reputation, Brawling +4]
- 10 You don't seem to pay as much attention as some other people, at least to the things they were interested in. [Perception -2, Interest/ Any +4]
- 11 The library was pretty much your second home. [Academic/ Any two +3, Interest/ Any +3]
- 12 Those visiting ground-pounders actually had some marketable skills to teach. [Martial Arts/Military +2, Rifles +2, First Aid +2]
- 13 A training mishap leaves you cold, wet and hungry, so you discovered the miracle of fire all by yourself. [Survival +4, Tracking +3, First Aid +2]
- 14 Some people think you're fairly talented. [add +3 to any three Skills from your chosen field]
- 15 Foreign students are usually the best to latch on to. [Protocol/Any +4, Language/Any +3, Interest/Any two +2, Training +2]
- 16 You supply the other students with some "necessities" [Streetwise +5, Scrounge +4, Fast Talk +3, Wealth (3), Well-Connected]
- 17 A pirate attack teaches you some new tricks [Gunnery/Laser/Space +4, Gunnery/Missile/Space +4, Gunnery/Ballistic/Space +4]
- 18 A training mission teaches you the value of having eyes in the back of your head [+6 to any one field skill, Perception +4, Sensor Operations +4, Sixth Sense]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training

**Time:** 2 years

**Traits:** Natural Aptitude (any one Skill from your AIT Field)

**Skills:** Zero-G Operations +6, +4 to any three Basic Training [Naval] or Basic Technician Skills and +2 to any two other skills

**Fields:**

Aerospace Pilot Specialist (*minimum DEX 4, RFL 5, Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others, and +2 to the remaining four*) (AT2, p. 62)

Aerospace Technician (*Basic Technician field required*)

DropShip Pilot Specialist (*minimum RFL 5, Players can select eight Skills from the list, applying +5 points to one, +4 points to a second, +3 points to two others, and +2 to the remaining four*) (AT2, p. 62)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Periphery](#) (4), [Tour of Duty: Piracy](#) (4)

## FEDERATED SUNS ACADEMY/ALBION MILITARY ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Disabled, Glass Jaw, Poor Vision or Poor Hearing or have Lost Limb above the lowest possible level. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 5, SOC 5

**Attribute Thresholds:** WIL +2, SOC +1, DEX +1, RFL +1, BOD +1

**Traits:** Promotion (2), Well-Equipped (2), Well-Connected/New Avalon

**Skills:** Academic/Federated Suns History +3, Protocol/Federated Suns +4, Perception +2, Running +4, Career/Soldier +4, Leadership +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), +2 to any two Military Field Skills, Leadership +1, Survival +1, Interest/Sport (any) +1

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)  
Armored Infantry\* (*minimum STR 6, BOD 5*)  
Basic Technician  
Cavalry\* (*minimum RFL 3*)  
DropShip Pilot (*minimum DEX 4*)  
Infantry\* (*minimum BOD 3, STR 3*)  
Marine\* (*minimum BOD 4, may not have TDS Trait*)  
MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5, EDG 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, +1 to BOD, DEX or RFL (player's choice)

**Traits:** Promotion (2), Well-Equipped (3), Contact (2)

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), Career/Soldier +2, Survival +1

**Fields:**

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)  
Military Scientist (*minimum INT 5*)  
Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/ARMSTRONG FLIGHT ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Disabled, Glass Jaw, Night Blindness, Poor Vision, Poor Hearing or TDS, or have Lost Limb above the lowest possible level. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 2 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3, BOD 5, DEX 6, RFL 6, EDG 4

**Attribute Thresholds:** WIL +2, SOC +1, BOD +1

**Traits:** Promotion (2), Well-Equipped (2), G-Tolerance, Vehicle (2), Custom Vehicle (2)

**Skills:** Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +5, +1 to any five related Technician skills

**Fields:** Basic Training and either Aircraft Pilot or Basic Technician

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1)

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)

DropShip Pilot (*minimum DEX 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** +1 to BOD, DEX or RFL, and add +1 to any one threshold of the player's choice

**Traits:** Promotion (2), Well-Equipped (4), Contact (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), +1 to any three skills, +1 to any two Technician skills, +1 to any two Technician skills not already possessed.

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

**Next Path:** [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Officer Candidate School (OCS)

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/FILTVELT MILITARY ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Characters may possess "questionable" Events in their past so long as the Event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc.; the GM should use his or her best judgment).*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1

**Traits:** Promotion (2), Well-Equipped, Stigma/Graduate of a "Second-Rate" AFFC Academy

**Skills:** Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1)

**Fields:**

- Aerospace Pilot\* (*minimum DEX 4, RFL 4*)
- Armored Infantry\* (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry\* (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry\* (*minimum BOD 3, STR 3*)
- Marine\* (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice

**Traits:** Promotion, Well-Equipped (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)



**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/KILBOURNE ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Characters may possess "questionable" Events in their past so long as the Event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc.; the GM should use his or her best judgment).*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1

**Traits:** Promotion (2), Well-Equipped, Quirk/Paranoid (Big Brother is Watching)

**Skills:** Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1)

**Fields:**

- Aerospace Pilot\* (*minimum DEX 4, RFL 4*)
- Armored Infantry\* (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry\* (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry\* (*minimum BOD 3, STR 3*)
- Marine\* (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice

**Traits:** Promotion, Well-Equipped (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/NAIS COLLEGE OF MILITARY SCIENCES

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Slow Learner or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 4, WIL 4, SOC 3

**Attribute Thresholds:** WIL +2, SOC +2, RFL +1, INT +1

**Traits:** Promotion (2), Well-Equipped (2)

**Skills:** Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +1, Academic/Any +2, Bureaucracy/Federated Suns +2, Computers +1, Swimming +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), Leadership +1, Strategy +2, +1 to any two relevant skills, +1 to any one field skill

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)  
Armored Infantry\* (*minimum STR 6, BOD 5*)  
Basic Technician  
Cavalry\* (*minimum RFL 3*)  
DropShip Pilot (*minimum DEX 4*)  
Infantry\* (*minimum BOD 3, STR 3*)  
MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any two thresholds of the player's choice

**Traits:** Promotion (2), Well-Equipped (3), Wealth, Well-Connected/New Avalon

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), Strategy +2, Tactics/Any +2, +2 to any one other skill

**Fields:**

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)  
Military Scientist (*minimum INT 5*)  
Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/POINT BARROW MILITARY ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 4, WIL 4, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1, BOD +1, DEX +1

**Traits:** Promotion (2), Well-Equipped (2)

**Skills:** Academic/Federated Suns History +4, Protocol/Federated Suns +4, Perception +3

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), Scrounge +4, Computers +3, Engineering +3, +3 to any two Technician Skills, +2 to any two other Military Field Skills

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)

Basic Technician

Cavalry\* (*minimum RFL 3*)

Infantry\* (*minimum BOD 3, STR 3*)

MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any two thresholds of the player's choice

**Traits:** Promotion (2), Well-Equipped (3)

**Skills:** +1 to any three Basic Training Skills, +3 to half of the character's AIT skills (rounding up), +3 to any three other Military Field Skills

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

'Mech Technician (*Basic Technician Field required*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Officer Candidate School (OCS)

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/ROBINSON BATTLE ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the event did not harm the Draconis March in any way (or, conversely, harmed the Draconis Confederation in some way). The GM should make the final determination on this.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL +2, SOC +2

**Traits:** Promotion (2), Well-Equipped, Well-Connected, Quirk/Hates Draconis Combine

**Skills:** Academic/Federated Suns History +3, Protocol/Federated Suns +2, Perception +2, Bureaucracy/Federated Suns +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), Strategy +2, Tactics/Any +2, +2 to any two Military Field Skills

**Fields:**

- Aerospace Pilot\* (*minimum DEX 4, RFL 4*)
- Armored Infantry\* (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry\* (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry\* (*minimum BOD 3, STR 3*)
- Marine\* (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** SOC +1, add +1 to any one threshold of the player's choice

**Traits:** Promotion (2), Well-Equipped (2), Well-Connected/Draconis March (2), Contact (2), Quirk/Loyalty to Sandoval Family (GMs may treat this as a lesser form of In For Life)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)



Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/SAKHARA ACADEMY

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Disabled, Poor Vision or Poor Hearing or have Lost Limb above the lowest possible level. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event. Character must have at least one 2-point Contact (a graduate of Sakhara who can recommend the character).*

**Time:** 1 Year

**Attribute Minimums:** INT 6, WIL 5, SOC 5, EDG 3

**Attribute Thresholds:** WIL +2, SOC +2

**Traits:** Promotion, Well-Equipped, Good Reputation (2), Well-Connected/Federated Suns (2), Natural Aptitude/Strategy, Poverty (4; character cannot have lower than Poverty (1) and must spend Character Points or have sufficient Wealth prior to play to offset any additional Poverty), Quirk/Honorable

**Skills:** Academic/Federated Suns History +2, Protocol/Federated Suns +2, Perception +4, Academic/Military History +6, Strategy +4, Tactics/Any two +3, Language/Any two the character does not already possess +2

**Fields:** Basic Training *and* Officer Candidate School (OCS)

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), Career/Soldier +3, +3 to any three Military Field Skills, +1 to any two others

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)

Cavalry\* (*minimum RFL 3*)

Infantry\* (*minimum BOD 3, STR 3*)

MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Mandatory Subpath: Officer Candidate School (OCS)

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +6, Protocol/Federated Suns +5, Strategy +1, Leadership +4, Training +3, Protocol/Any two the character does not already possess +2

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

### Subpath: Special Training

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** WIL 5, INT 6

**Attribute Thresholds:** EDG +1, add +1 to any one threshold of the player's choice

**Traits:** Promotion (2), Well-Equipped (3), Contact (2), Good Reputation, Natural Aptitude/Tactics (Any), Poverty (2)

**Skills:** +1 to any three Basic Training Skills, +3 to half of the character's AIT skills (rounding up), Leadership +4, +3 to any three other skills

**Fields:**

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

**Next Path:**

[Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

## FEDERATED SUNS ACADEMY/TIKONOV SCHOOL OF MILITARY DISCIPLINE

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Characters may possess "questionable" Events in their past so long as the Event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc.; the GM should use his or her best judgment) or has an appropriate Contact that can cover up the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL +3, SOC -1

**Traits:** Promotion (2), Well-Equipped, Toughness, Stigma/Tikonov separatist (whether or not it is true)

**Skills:** Academic/Federated Suns History +4, Protocol/Federated Suns +4, Perception +3, Streetwise/Tikonov Reaches +6, Bureaucracy/Federated Suns +4

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1)

**Fields:**

- Aerospace Pilot\* (*minimum DEX 4, RFL 4*)
- Armored Infantry\* (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry\* (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry\* (*minimum BOD 3, STR 3*)
- Marine\* (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice

**Traits:** Promotion, Well-Equipped (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/WAR COLLEGE OF GOSHEN

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Disabled, Poor Vision or Poor Hearing (Character may ignore these requirements if he has either Combat Sense or Sixth Sense, or two 2-point Contacts (alumni who can provide recommendations). Cannot have Combat Paralysis or have Lost Limb above the lowest possible level. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** SOC 3, INT 6, WIL 6, EDG 3

**Attribute Thresholds:** WIL +1, SOC +1, BOD +1

**Traits:** Promotion, Well-Equipped, Natural Aptitude/Strategy, Quirk/Honorable

**Skills:** Academic/Federated Suns History +6, Protocol/Federated Suns +6, Perception +1, Academic/Military History +8, Academic/Philosophies of War +8, Academic/Philosophies of Peace +8, Strategy +6, Tactics/Any four +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1), Career/Soldier +3, +3 to any three Military Field Skills, +1 to any two others

**Fields:**

Aerospace Pilot\* (*minimum DEX 4, RFL 4*)

Cavalry\* (*minimum RFL 3*)

Infantry\* (*minimum BOD 3, STR 3*)

MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Training Cadre](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** WIL 5, INT 6

**Attribute Thresholds:** EDG +1, add +1 to any one threshold of the player's choice

**Traits:** Promotion (2), Well-Equipped (3), Contact (2), Good Reputation

**Skills:** +1 to any three Basic Training Skills, +3 to half of the character's AIT skills (rounding up), Academic/Military History +4, Academic/Philosophies of War +4, Academic/Philosophies of Peace +4, +3 to any three other skills

**Fields:**

Military Scientist (*minimum INT 5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Officer Candidate School (OCS)

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## FEDERATED SUNS ACADEMY/WARRIOR'S HALL

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the event did not harm the Capellan March in any way (or, conversely, harmed the Capellan Confederation in some way). The GM should make the final determination on this.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL +2, SOC +2 (add +2 to the final SOC Attribute when operating within the Capellan March)

**Traits:** Promotion (2), Well-Equipped, Well-Connected, Quirk/Hates Capellan Confederation

**Skills:** Academic/Federated Suns History +4, Protocol/Federated Suns +2, Perception +2, Academic/Capellan March History +6, Bureaucracy/Federated Suns +3, Leadership +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Federated Suns Academy Events

- 2 A simple prank went horribly wrong, and at least one cadet ended up in the morgue. [Enemy (2), Bad Reputation (2), lose all AIT skills, no more legitimate military Paths]
- 3 A camping trip turns into a life and death struggle. [BOD -2, RFL -2, Disabled, Lost Limb (2)]
- 4 "We were defending our teammate from a group of armed civilians, SIR!" [Bad Reputation, Bureaucracy/Federated Suns +2, Unarmed Combat +2, add 2 years to the time this Path takes]
- 5 It was supposed to be a simple training run. [+1 to all AIT skills; choose either Disabled, Introvert and Combat Sense or Brave and Quirk/Psychotic]
- 6 The Commandant must not have liked the cut of your jib! [Add 1 year to the time this Path takes, Enemy]
- 7 Though no one can prove it, you were responsible. [Bad Reputation, Enemy]
- 8 That lower classman you liked to bully is a general's son! [Enemy (2)]
- 9 You drifted through the academy without standing out. To *anyone*. [CHA -1, lose one Contact]
- 10 Selling contraband on the side may not have been the most responsible extracurricular activity. [-2 to any two Military Fields or AIT skills, Appraisal +2, Scrounge +2, Stigma/"Go-to Man"]
- 11 Lucky you were a morning person. [Running +3, Swimming +3]
- 12 You lucky dog! You got the girl of your dreams and a career! [EDG +1, Good Reputation, Dependent]
- 13 You wiled away your free time with extracurriculars. [+2 in any three Interest/arts or sports skills]
- 14 Traded weekend passes for extra sim time. [+3 to any two AIT skills]
- 15 The Commandant served with your aunt "in the big one." [Contact (2), +1 to any three Military Field Skills]
- 16 Your scores were high enough to get you into an accelerated program. [Pick one Field from AIT or one Civilian Field, add one year to the time this Path takes]
- 17 The sarge barely survived the Clan front, but made it his business to make sure you would. [WIL +2, Toughness, Pain Resistance]
- 18 Congratulations, you graduated top in your class! [EDG +1, Good Reputation, Contact (2), Wealth (2), Well-Equipped or Vehicle (3), may take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion

**Skills:** +2 to any two Field Skills (combat fields marked with asterisk also gain Tactics/Any +1)

**Fields:**

- Aerospace Pilot\* (*minimum DEX 4, RFL 4*)
- Armored Infantry\* (*minimum STR 6, BOD 5*)
- Basic Technician
- Cavalry\* (*minimum RFL 3*)
- DropShip Pilot (*minimum DEX 4*)
- Infantry\* (*minimum BOD 3, STR 3*)
- Marine\* (*minimum BOD 4, may not have TDS Trait*)
- MechWarrior\* (*minimum DEX 3, RFL 4*)

**Events:** Do not roll Events for Advanced Individual Training

**Next Path:** Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, DropShip Pilot or Basic Training in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 5

**Attribute Thresholds:** SOC +1, add +1 to any one threshold of the player's choice

**Traits:** Promotion (2), Well-Equipped (2), Well-Connected/Capellan March (2), Contact (2), Quirk/Loyalty to Hasek Family (GMs may treat this as a lesser form of In For Life)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up)

**Fields:**

- Aerospace Technician (*Basic Technician Field required*)
- JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)
- 'Mech Technician (*Basic Technician Field required*)
- Military Scientist (*minimum INT 5*)
- Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine or MechWarrior Fields required; may not have TDS Trait*)
- Vehicle Technician (*Basic Technician Field required*)



**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Think Tank](#) (4, Military Scientist Field only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*Attainable by Event roll only. The character must not have any "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Federated Suns +2, Protocol/Federated Suns +1, Strategy +1

**Fields:** Officer Training

**Next Path:** Return to last path at the same point as left for OCS

## JADE FALCON TRAINING CENTER

*Jade Falcon Affiliation; warriors only*

Only the best Falcon cadets graduate directly into frontline units. Most first spend time in one of the Clan's Eyrie Training Clusters where they learn to work together as a team before being entrusted with the Clan's honor.

**Time:** 2 years

**Skills:** +2 to any two field skills, Perception +1

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Cloister Training](#) (4), [Dark Caste](#) (4), [Tour of Duty: Clan](#) (4), [Tour of Duty: Harvest Trials](#) (4), [Tour of Duty: Home Clan](#) (4), [Tour of Duty: Piracy](#) (4)

### Jade Falcon Training Center Events

- 2 Scientist error! You prove unfit for life as a warrior and are reassigned to a Solahma unit [Lose all skill bonuses acquired from this path, Stigma/Solahma, Demotion (to Rank 1)]
- 3 Training Accident. [Glory -2; Choose one: Addiction (2), Disabled (2), Lost Limb (2)]
- 4 Tough lessons. The Cluster sustains major damage at the hands of the Clan's enemies [Choose one: Combat Paralysis, Enemy (3), Poor Vision (4)]
- 5 Test down. [Demotion, Stigma/Test Down]
- 6 "Liaison" with local Freebirth. [Dependent, Demotion, Stigma/Freebirth sympathizer]
- 7 Isorla! Taken as bondsman by another Clan! The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*.]
- 8 Grow up! Your youthful exuberance earns you the enmity of others in the cluster. [Enemy, Bad Reputation, Slow Learner]
- 9 Brutal regimen. Life is hard, but you learn much. [+1 to any two field skills, EDG -1, STR +1, choose one: Demotion, Introvert, Unattractive]
- 10 Baptism by fire. [+1 to any field skills, choose one: Combat Paralysis, Lost Limb]
- 11 All quiet. [Lose half (round down) of all bonuses acquired from this path]
- 12 Punishment detail. [Bad Reputation, Contact]
- 13 Your technician is well trained and has good connections. [Well-Equipped (2)]
- 14 Courage under fire! [+2 to any three Military Field skills, Good Reputation, Brave]
- 15 Command experience. [Bureaucracy +1, Leadership +2, Computer +1, Promotion (3)]
- 16 Pumping iron! You use a lull in the training to attain peak fitness. [Choose one: Pain Resistance, Toughness, STR +1, BOD +1]
- 17 Test up! [Promotion, Leadership +2, Glory +1]
- 18 Honor and Glory. You excel on the field of combat. [Good Reputation (2), Tactics +1, +3 on any four Military Field Skills, choose one: Commission, Promotion (2), Sixth Sense; if character already has Commission Trait, take Promotion instead]
- 19 Your superlative performance comes to the Khan's attention. [Promotion (4), Glory +3, Commission, Well-Connected (3), +3 to all Military Fields]
- 20 [Choose one event or roll twice and apply both results.]

## LYRAN ALLIANCE ACADEMY/ALARION

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Disabled, Glass Jaw, Poor Vision, Poor Hearing or TDS or have Lost Limb above the lowest possible level. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 4, WIL 4, SOC 3, DEX 4

**Attribute Thresholds:** WIL +2, SOC +1, DEX +1, RFL +2, BOD -1

**Traits:** Promotion (2), Well-Connected, G-Tolerance, Well-Equipped, Stigma/Pro-Katherine

**Skills:** Academic/Lyran Alliance History +4, Protocol/Lyran Alliance +5, Perception +2, Career/Soldier +4, Zero-G Operations +2

**Fields:** Basic Training/Basic Training (Naval)

**Events:** Roll on either the Lyran Alliance Academy Events table or the Naval Academy Events Table

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Naval Academy Events

- 2 Your training unit is selected for an "object lesson" by hostile forces [Combat Paralysis, Glass Jaw]
- 3 Training accident [Choose two: Poor Hearing, Poor Vision, Lost Limb (2), -1 BOD, -1 RFL]
- 4 Space travel is not for you [Transit Disorientation Syndrome, Zero-G Operations -2, further military career-if any-must be non-space oriented]
- 5 Though determined, you aren't cut out for the military life [-2 to all Basic Training/Naval Skills and may take no further military paths]
- 6 You are willing and eager but have difficulty remembering everything [Slow Learner]
- 7 Your hot-dogging style causes many problems [Demotion, Bad Reputation, Any two skills +2]
- 8 You do well, but a noble comrade is jealous of your success [Any Skill +2, Enemy (2)]
- 9 A training mishap leaves you stranded [Survival +2, Tracking +2, First Aid +1, Quirk/Agoraphobia]
- 10 You gain a reputation as the unit trickster [Gregarious, Fast Talk +1, Bad Reputation (2)]
- 11 Selected for the academy athletics team [Acrobatics +1, Good Reputation]
- 12 You gain a reputation as the unit "fixer" [Scrounge +2, Negotiation +2]
- 13 You serve as cadet-leader for your unit [Leadership +1, Tactics/Any +1]
- 14 You cross-train as a marine [Martial Arts/Military +2, Pistols +1, Zero-G Operations +2]
- 15 You make great strides in your studies, but have few friends [introvert, Fast Learner]
- 16 You catch the attention of your superiors [Promotion]
- 17 An eventful training cruise proves you have "the right stuff" [Combat Sense, choose one: Career/Pilot or Ship's Crew +2]
- 18 You make a number of high-profile friends [Contact (2), Well-connected (2)]
- 19 You graduate with flying colors [Promotion (2), can take Naval Officer Training next, then return and continue the Life Path from the same point]
- 20 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +1 to three Basic Training Skills, +2 to any other skill, add +2 to any two Basic Training skills, Leadership +1, Survival +1, Academic/Naval History +2, Tactics/Space +2

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Aerospace Pilot Specialist (*minimum DEX 4, RFL 4*)

Basic Technician

Marine (*minimum WIL 4, may not have TDS Trait*)  
Ships Crew

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, part of this pass; an option if character took Aerospace Pilot or Ships Crew in AIT), Special Training (3, part of this pass; an option if character took Basic Technician in AIT), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### **Subpath: Special Training**

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, +1 to DEX, RFL or INT (Player's choice)

**Traits:** Promotion (2), Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, +2 to any one Basic Training skill, +2 to any two technical skills

**Fields:** Aerospace Technician (Basic *Technician Field required*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### **Subpath: Naval Training**

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion (2), Wealth (4)

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), Tactics/Space +3, Sensor Operations +4, Leadership +1, +2 to any two other skills

**Fields:**

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 6, may not have TDS trait*)

**Events:** Do not roll events for Naval Training.

**Next Path:** Naval Training (3), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### **Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to [Tour of Duty: Social General](#)

### **Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4)

## LYRAN ALLIANCE ACADEMY/BOLAN

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 4, SOC 3

**Attribute Thresholds:** WIL -1, SOC +1, RFL +1, INT +1, BOD +1

**Traits:** Promotion (2), Well-Connected, Stigma/New Academy Graduate

**Skills:** Academic/Lyran Alliance History +3, Protocol/Lyran Alliance +3, Perception +2, Career/Soldier +2, Streetwise +1, Scrounge +1

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +2 to three Basic Training Skills, +2 to any two other skills, Bureaucracy/Lyran Alliance +2, Intimidation +1

**Fields:**

Armored Infantry (*minimum STR 6, BOD 5*)  
Basic Technician  
Cavalry (*minimum RFL 3*)  
Engineer (*minimum INT 4*)  
Infantry (*minimum BOD 3, STR 3*)  
Scientist (*minimum INT 4*)  
Scout

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Special Training (3, part of this pass; an option if character took Basic Technician, Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4, INT 4

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice.

**Traits:** Promotion, Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, +1 to any two Basic Training Skills, +3 to any other skill

**Fields:**

Doctor (*Scientist Field require minimum DEX 4, INT 5*)  
Military Scientist (*minimum INT5*)  
Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout Fields required, may not have TDS Trait*)  
Vehicle Technician (*Basic Technician Field required*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops \(4\)](#), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#)

## LYRAN ALLIANCE ACADEMY/BUENA

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing.*

**Time:** 1 Year

**Attribute Minimums:** INT 4, WIL 3, SOC 3, BOD 4, STR 4, DEX 3, RFL 4, EDG 4

**Attribute Thresholds:** WIL +2, SOC +1, BOD +1, INT +1, CHA -1

**Traits:** Promotion (2), Well-Connected, Good Reputation, Toughness

**Skills:** Academic/Lyran Alliance History +4, Protocol/Lyran Alliance +4, Perception +1, Running +2, Swimming +2, Career/Soldier +3, Tactics +1

**Fields:** Basic Training/Basic Training (Naval)

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +2 to three Basic Training Skills, +2 to any two other skills, Leadership +2

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Basic Technician

MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, Aerospace Pilot, Aircraft Pilot), Special Training (3, part of this pass; an option if character took Basic Technician or MechWarrior in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4, INT 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, +1 to DEX or INT (player's choice)

**Traits:** Promotion (2), Wealth (2), Well-Equipped, Contact (2)

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, Career/Soldier +2, Scrounge +2

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

Mech Technician (*Basic Technician Field required*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Naval Training

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion, Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +1, Sensor Operations +2, Leadership +1, +2 to any one other skill.

**Fields:**

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 6, may not have TDS trait*)

**Events:** Do not roll events for Naval Training.

**Next Path:** Naval Training (3), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to [Tour of Duty: Social General](#)

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4)



## LYRAN ALLIANCE ACADEMY/COVENTRY

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, WIL 3, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1

**Traits:** Promotion, Well-Connected

**Skills:** Academic/Lyran Alliance History +6, Protocol/Lyran Alliance +4, Perception +2, Academic/Clan History +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +2 to three Basic Training Skills, +2 to any other skill, Rifles +1, Pistols +1, Survival +1, Tactics +1

**Fields:** MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** [Special Training](#) (3, part of this pass), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice.

**Traits:** Promotion, Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), +2 to any one other skill.

**Fields:** Special Forces (*minimum BOD 4, RFL 4, MechWarrior Field required, may not have TDS Trait*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Officer Candidate School (OCS)

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to [Tour of Duty: Social General](#)

### Subpath: Loki Training

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops \(4\)](#), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#)

## LYRAN ALLIANCE ACADEMY/NAGELRING

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must have one or more of the following: Well-Connected or Contact (any appropriate LAAF or Lyran Alliance), Title, EDG 6+. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event. Members of the SLDF may also attend the Nagelring.*

**Time:** 1 Year

**Attribute Minimums:** INT 5, DEX 5, WIL 5, SOC 5

**Attribute Thresholds:** WIL +1, SOC +2, CHA +1. If SOC under 6, WIL +1

**Traits:** Promotion (2), Well-Connected, Well-Connected/Tharkad, Wealth (2), Quirk/Honorable

**Skills:** Academic/Lyran Alliance History +8, Protocol/Lyran Alliance +8, Perception +1, Academic/SLDF History +3, Career/Soldier +4, Leadership +2, Interest/Winter Sports +2, Strategy +2, Tactics +2, Bureaucracy/Lyran Alliance +1

**Fields:** Basic Training/Basic Training (Naval)

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +3 to three Basic Training Skills, +2 to any other skill, +1 to any two other skills

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)  
Aerospace Pilot Specialist (*minimum DEX 4, RFL 4*)  
Aircraft Pilot (*minimum DEX 4, RFL 3*)  
Armored Infantry (*minimum STR 6, BOD 5*)  
Basic Technician  
Cavalry (*minimum RFL 3*)  
Infantry (*minimum BOD 3, STR 3*)  
Marine (*minimum WIL 4, may not have TDS Trait*)  
MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)  
Politician  
Scientist (*minimum INT 4*)  
Scout  
Ships Crew

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, Aerospace Pilot, Aircraft Pilot, Ships Crew), Special Training (3, part of this pass; an option if character took Basic Technician, Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 6, EDG 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, +1 to BOD, CHA or INT (Player choice)

**Traits:** Promotion (2), Wealth (2), Well-Equipped, Well-Connected/LAAF, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

**Skills:** +3 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, Career/Soldier +2, Protocol/Lyran Alliance+2, Gambling +1

**Fields:**

Aerospace Technician (*Basic Technician Field required*)

Doctor (*Scientist Field require minimum DEX 4. INT 5*)

'Mech Technician (*Basic Technician Field required*)

Military Scientist (*minimum INT5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout Fields required, may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Naval Training**

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion, Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +1, Sensor Operations +2, Leadership +1, +2 to any one other skill.

**Fields:**

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

**Events:** Do not roll events for Naval Training.

**Next Path:** Naval Training (3), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4)

## LYRAN ALLIANCE ACADEMY/PANDORA

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Stigma/Pro-Katherine, Stigma/Pro-Victor or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, SOC 3, BOD 4, WIL 5, DEX 4

**Attribute Thresholds:** WIL +3, SOC +1, BOD +2

**Traits:** Promotion, Well-Connected, Toughness, Brave

**Skills:** Academic/Lyran Alliance History +2, Protocol/Lyran Alliance +2, Perception +1, Pistol +2, Rifle +2, Survival +2, Support Weapons +1, Tracking +1

**Fields:** Basic Training/Basic Training (Naval)

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +2 to three Basic Training Skills, +2 to any other skill, Tactics/Any two +2, Training +2, Administration +2, Interest/The Clans +2

**Fields:**

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Aerospace Pilot Specialist (*minimum DEX 4, RFL 4*)
- Aircraft Pilot (*minimum DEX 4, RFL 3*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Cavalry (*minimum RFL 3*)
- Infantry (*minimum BOD 3, STR 3*)
- MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)
- Scientist (*minimum INT 4*)
- Scout

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, Aerospace Pilot, Aircraft Pilot), Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4, INT 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, INT +1

**Traits:** Promotion, Wealth (2), Well-Equipped, Good Reputation, Good Vision

**Skills:** +1 to any five Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, Tech/Any two +2, Engineering +4, Computers +3, Scrounge +3

**Fields:**

- Aerospace Technician
- Mech Technician
- Vehicle Technician

**Events:** Do not roll events for Special Training.

**Next Path:** [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

**Subpath: Naval Training**

*AIT Graduates only, age must be at least 22*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion (2), Wealth (2), Well-Connected/LAAF Navy

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), Tactics/Space +2, Sensor Operations +4, Leadership +1, +2 to any two other skills.

**Fields:** DropShip Pilot (*minimum DEX 4*)

**Events:** Do not roll events for Naval Training.

**Next Path:** [Naval Training \(3\)](#), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

**Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to [Tour of Duty: Social General](#)

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops \(4\)](#), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#)

## LYRAN ALLIANCE ACADEMY/ROYAL NEW CAPETOWN

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. The character must not have any seriously "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 4, WIL 4, SOC 3

**Attribute Thresholds:** WIL +1, SOC +1, BOD +1, RFL +1, DEX +1

**Traits:** Promotion, Well-Connected, Well-Equipped, Gregarious, Stigma/New Capetown Graduate, and choose one of the following: Stigma/Pro-Katherine, Stigma/Pro-Victor

**Skills:** Academic/Lyran Alliance History +4, Protocol/Lyran Alliance +5, Perception +3, Academic/Race Relations +3

**Fields:** Basic Training/Basic Training (Naval)

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +2 to three Basic Training Skills, +2 to any two other skills, Career/Soldier +2

**Fields:**

- Aerospace Pilot Specialist (*minimum DEX 4, RFL 4*)
- Aircraft Pilot (*minimum DEX 4, RFL 3*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Cavalry (*minimum RFL 3*)
- Engineer (*minimum INT 4*)
- Infantry (*minimum BOD 3, STR 3*)
- Marine (*minimum WIL 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)
- Scientist (*minimum INT 4*)
- Scout

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, Aerospace Pilot, Aircraft Pilot), Special Training (3, part of this pass; an option if character took Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 4, INT 4

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, INT +1

**Traits:** Promotion (2), Wealth (2), Contact (2)

**Skills:** +1 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, +2 to any two Basic Training Skills

**Fields:**

- AeroSpace Technician
- Doctor (*Scientist Field require minimum DEX 4, INT 5*)
- 'Mech Technician
- Military Scientist (*minimum INT5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout Fields required, may not have TDS Trait*)

Vehicle Technician

**Events:** Do not roll events for Special Training.

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### **Subpath: Naval Training**

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion, Wealth (2)

**Skills:** +1 to any three Basic Training Skills, +1 to half of the character's AIT skills (rounding up), Tactics/Space +1, Sensor Operations +2, Leadership +1, +2 to any one other skill.

**Fields:**

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 6, may not have TDS trait*)

**Events:** Do not roll events for Naval Training.

**Next Path:** [Naval Training](#) (3), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### **Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to [Tour of Duty: Social General](#)

### **Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4)



## LYRAN ALLIANCE ACADEMY/SANGLAMORE

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Character must have one or more of the following: Contact-Free Skye, Well-Connected/Free Skye, Well-Connected/LAAF, SOC 6+. May NOT have Stigma/Pro-Katherine or Stigma/Pro-Victor. The character must not have any serious/y "questionable" Events in his or her history relating to Skye (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact who can hide the Event.*

**Time:** 1 Year

**Attribute Minimums:** INT 5, DEX 5, WIL 5, SOC 5

**Attribute Thresholds:** WIL +2, SOC +1, CHA +1

**Traits:** Promotion (2), Well-Connected, Well-Equipped, Well-Connected/Skye, Quirk/Honorable. May choose Well-Connected/Free Skye but then also gains In For Life and Stigma/Free Skye.

**Skills:** Academic/Lyran Alliance History +5, Protocol/Lyran Alliance +6, Perception +2, Academic/Skye History +3, Career/Soldier +3, Leadership +2, Strategy +2, Tactics +2, Bureaucracy/Lyran Alliance + 1, Blade +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +1 to three Basic Training Skills, +2 to any other skill, add +2 to two Basic Training skills, +1 to any two other skills

**Fields:**

Armored Infantry (*minimum STR 6, BOD 5*)  
Basic Technician  
Cavalry (*minimum RFL 3*)  
Engineer (*minimum INT 4*)  
Infantry (*minimum BOD 3, STR 3*)  
MechWarrior (*minimum DEX 3, RFL 4, SOC 4*)  
Scientist (*minimum INT 4*)  
Scout

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Special Training (3, part of this pass; an option if character took Basic Technician, Infantry, Armored Infantry, MechWarrior, Scientist or Scout in AIT), [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

### Subpath: Special Training

*AIT Graduates only*

**Time:** 2 years

**Attribute Minimums:** WIL 6, EDG 5

**Attribute Thresholds:** Add +1 to any one threshold of the player's choice, +1 to STR, WIL or INT (Player choice)

**Traits:** Promotion (2), Wealth (2), Well-Connected/LAAF, Well-Connected/Skye

**Skills:** +3 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), +2 to any one other skill, Career/Soldier +2, Protocol/Lyran Alliance +2

**Fields:**

Doctor (*Scientist Field require minimum DEX 4, INT 5*)  
Mech Technician (*Basic Technician Field required*)  
Military Scientist (*minimum INT5*)

Special Forces (*minimum BOD 4, RFL 4; Armored Infantry, Infantry, Marine, MechWarrior or Scout Fields required, may not have TDS Trait*)

Vehicle Technician (*Basic Technician Field required*)

**Events:** Do not roll events for Special Training.

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Covert Ops](#) (4, Special Forces or Military Scientist Fields only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4)

**Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4)

## LYRAN ALLIANCE ACADEMY/THORIN

*Affiliation Lyran Alliance only (Federated Suns may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis, Disabled, Glass Jaw, Poor Vision, Poor Hearing, TDS or Lost Limb above the lowest possible level.*

**Time:** 1 Year

**Attribute Minimums:** INT 3, SOC 3, WIL 4, DEX 5, RFL 5, EDG 4

**Attribute Thresholds:** WIL +1, SOC +1, DEX +1, RFL +1, BOD -2

**Traits:** Promotion (2), Well-Connected, G-Tolerance, Well-Equipped

**Skills:** Academic/Lyran Alliance History +2, Protocol/Lyran Alliance +2, Perception +4, Tech/Any three +2, Tactics/Space +1, Tactics/Air +1

**Fields:** Basic Training (Naval)

**Events:** Roll on either the Lyran Alliance Academy Events table or the Naval Academy Events Table

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this path)

### Lyran Alliance Academy Events

- 2 Not cut out for military life. [-2 to all Basic Training Skills, may take no additional military Paths]
- 3 Called before the board of inquiry and expelled. [Bad Reputation (2), Streetwise +2, no more legitimate military Paths]
- 4 Your actions bring disgrace on your family. [Choose 2: Addiction, Bad Reputation (2), Dependent, Enemy (2), SOC -2, Lose Title Trait]
- 5 Called before the Honor Board and disciplined. [Bad Reputation (1), Bureaucracy/LAAF +1, Brawling +2, add 1 year to the time this Path takes]
- 6 "Don't make me repeat myself, boy!" You struggle with your studies. [Slow Learner. Choose one: -1 to all Basic Training Skills, add 1 year to the time this Path takes]
- 7 "Watch out!" Training accident. [Choose one: Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision]
- 8 "Oops!" [Bad Reputation, Stigma/Jinx, EDG -1]
- 9 All work and no play makes Franz a dull boy. [Introvert, +2 to any one skill]
- 10 That general's kid ... you'll show him. [Enemy (2), +1 to all Basic Training Skills]
- 11 You have a friend in the quartermaster corps... [Stigma/Fixer, Choose two: Contact(2), Appraisal +2, Scrounge +2, Streetwise +2, Wealth]
- 12 You sure know how to Par-tay! [Gregarious, CHA +1, Well-Connected (2), All Basic Training Skills -1]
- 13 "When I faced the snakes ..." You benefit from the experience of your grizzled instructor. [WIL +1, +2 to two Basic Training Skills]
- 14 I knew those family connections would be useful. [Contact (2)]
- 15 Selected for "Special training." [May take the Loki training subpath after your AIT]
- 16 A talent for command. [Leadership +2; +3 to 3 Military Skills. May take Officer Candidate School next]
- 17 Bright kid! The LAAF sponsors further education. [Take [University](#) path and a Major subpath before returning to this path. Reduce the time spent at the University by 2 years]
- 18 You graduate Summa Cum Laude. The universe is yours for the taking! [SOC +1, Promotion, Good Reputation, Well-Connected, Vehicle (5). May take OCS next, then return and continue this Path]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

### Naval Academy Events

- 2 Your training unit is selected for an "object lesson" by hostile forces [Combat Paralysis, Glass Jaw]
- 3 Training accident [Choose two: Poor Hearing, Poor Vision, Lost Limb (2), -1 BOD, -1 RFL]
- 4 Space travel is not for you [Transit Disorientation Syndrome, Zero-G Operations -2, further military career-if any-must be non-space oriented]
- 5 Though determined, you aren't cut out for the military life [-2 to all Basic Training/Naval Skills and may take no further military paths]
- 6 You are willing and eager but have difficulty remembering everything [Slow Learner]
- 7 Your hot-dogging style causes many problems [Demotion, Bad Reputation, Any two skills +2]
- 8 You do well, but a noble comrade is jealous of your success [Any Skill +2, Enemy (2)]
- 9 A training mishap leaves you stranded [Survival +2, Tracking +2, First Aid +1, Quirk/Agoraphobia]
- 10 You gain a reputation as the unit trickster [Gregarious, Fast Talk +1, Bad Reputation (2)]
- 11 Selected for the academy athletics team [Acrobatics +1, Good Reputation]
- 12 You gain a reputation as the unit "fixer" [Scrounge +2, Negotiation +2]
- 13 You serve as cadet-leader for your unit [Leadership +1, Tactics/Any +1]
- 14 You cross-train as a marine [Martial Arts/Military +2, Pistols +1, Zero-G Operations +2]
- 15 You make great strides in your studies, but have few friends [introvert, Fast Learner]
- 16 You catch the attention of your superiors [Promotion]
- 17 An eventful training cruise proves you have "the right stuff" [Combat Sense, choose one: Career/Pilot or Ship's Crew +2]
- 18 You make a number of high-profile friends [Contact (2), Well-connected (2)]
- 19 You graduate with flying colors [Promotion (2), can take Naval Officer Training next, then return and continue the Life Path from the same point]
- 20 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training Graduates only*

**Time:** 2 years

**Traits:** MechWarriors and Aerospace Pilots receive Promotion to Sergeant (Rank 6), all others receive Promotion.

**Skills:** Add +1 to three Basic Training Skills, +2 to any two other skills

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Aerospace Pilot Specialist (*minimum DEX 4, RFL 4*)

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Ships Crew

**Events:** Do not roll Events for Advanced Individual Training.

**Next Path:** Naval Training (3, Aerospace Pilot, Aircraft Pilot, Ships Crew), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

**Subpath: Naval Training**

*AIT Graduates only*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Traits:** Promotion (2), Wealth (2), Well-Connected/LAAF Navy

**Skills:** +2 to any three Basic Training Skills, +2 to half of the character's AIT skills (rounding up), Tactics/Space +3, Sensor Operations +4, Leadership +1, +2 to any two other skills.

**Fields:**

DropShip Pilot (*minimum DEX 4*)

DropShip Pilot Specialist (*minimum DEX 4, RFL 4*)

JumpShip Pilot (*minimum INT 4, DropShip Pilot Field required, may not have TDS Trait*)

**Events:** Do not roll events for Naval Training.

**Next Path:** Naval Training (3), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

**Subpath: Officer Candidate School (OCS)**

*SOC 6+ or by event roll. The character must not have any "questionable" Events in his or her history (per the gamemaster's judgment) unless the character has or purchases an appropriate Contact (2) who can hide the Event.*

**Time:** 1 year

**Attribute Thresholds:** WIL +1, CHA +1

**Traits:** Commission (Rank 1)

**Skills:** Academic/Military History +2, Bureaucracy/Lyran Alliance +2, Protocol/Lyran Alliance +2

**Fields:** Officer Training/Naval Officer Training

**Next Path:** Return to last path at the same point as left for OCS or proceed directly to Tour of Duty: Social General

**Subpath: Loki Training**

*By event roll only.*

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Alternate identity, Well-Equipped (2), In For Life, Quirk/Loyalty to House Steiner

**Skills:** Tactics/Any +2, +2 to one Basic Training skill, +1 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Covert Ops \(4\)](#), [Paramilitary Service \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#)

## **MAJOR CAPELLAN ACADEMY**

The following is a list of the major Capellan Military Academies:

Capella War College

Liao Conservatory Of Military Arts

Sarna Martial Academy

Sian Center For Martial Disciplines

St. Ives Academy Of Martial Sciences

Victoria Academy Of Arms And Technology

## **MAJOR FEDERATED SUNS ACADEMY**

Albion Military Academy  
Armstrong Flight Academy  
Filtvelt Military Academy  
Kilbourne Academy  
NAIS College Of Military Sciences  
Point Barrow Military Academy  
Robinson Battle Academy  
Sakhara Academy  
Tikonov School Of Military Discipline  
War College Of Goshen  
Warrior's Hall

## MAJOR LYRAN ALLIANCE ACADEMY

Alarion  
Bolan  
Buena  
Coventry  
Nagelring  
Pandora  
Royal New Capetown  
Sanglmore  
Thorin

## MILITARY ACADEMY

Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision

The finest warriors in the Inner Sphere graduate from the many military academies operated by the Successor States. Some have unique curricula, and so the following represents an average academy or participation in a mercenary apprenticeship.

This path does not necessarily represent officer training, but rather a higher grade of training than that available through standard enlistment. Academy training differs from basic military enlistment mainly in granting access to additional fields of study, including MechWarrior and aerospace fighter pilot training.

After completing military training, a character must complete at least one Tour of Duty in the Real Life Stage.

**Time:** 1 year

**Attribute Minimums:** INT 3, WIL 3, SOC 3

**Attribute Thresholds:** RFL +1, BOD +1, WIL +1, SOC +1

**Traits:** Promotion, Well-Equipped

**Skills:** Academic/Military History +2, Leadership +1, Protocol/Affiliation +2, Swimming +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this pass)

### Military Academy Events

- 2 Serious accident [Poor Hearing, may take no additional military paths, choose one: Combat Paralysis, Glass Jaw, Lost Limb (2)]
- 3 Not cut out for military life [-2 to all Basic Training skills, may take no additional military paths]
- 4 Academy tuition puts family in debt [Enemy, Poverty]
- 5 Training accident [Lost Limb]
- 6 Too much desk work [Rifles -1, Martial Arts/Military -1, Computers +1, Administration +1]
- 7 Made a good friend among the command corps [Contact (2)]
- 8 Rival pushes you to excel [Enemy, +1 to all Basic Training skills]
- 9 Qualified for cross-training program [May take a second AIT immediately after finishing the first AIT, Special Training or OCS; no more than two AITs may be taken]
- 10 You're officer material! [May take Officer Candidate School next, then return and continue the Life Path from the same point]
- 11 Graduated at the top of your class [Promotion, Vehicle (4), Custom Vehicle; may take Officer Candidate School next, then return and continue the Life Path from the same point]
- 12 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Promotion

**Skills:** Leadership +1, add +1 to three Basic Training Skills and +1 to any one other skill

**Fields:**

Aerospace Pilot (*minimum DEX 4, RFL 4*)  
Aircraft Pilot (*minimum DEX 4, RFL 3*)  
Armored Infantry (*minimum STR 6, BOD 5*)  
Cavalry  
DropShip Pilot (*minimum DEX 4*)  
Infantry  
Marine (*minimum WIL 4, may not have TDS Trait*)  
MechWarrior (*minimum DEX 3, RFL 4*)  
Scientist (*minimum INT 3*)  
Scout  
Ship's Crew

**Events:** Do not roll events for Advanced Individual Training.

**Next Path:** Special Training (3, part of this pass; take if character enters Scientist, DropShip Pilot, Infantry, Marine, MechWarrior, Armored Infantry or Scout fields), [Brotherhood of Randis Training](#) (4, MechWarriors only), [ComStar Service](#) (4), [Covert Ops](#) (4, Scout only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4), [Word of Blake Service](#) (4)

### Subpath: Special Training

*AIT graduates only*

**Time:** 3 years

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Skills:** Leadership +1, +1 to three Basic Training skills, +1 to half the character's AIT skills (round up), and +1 to any one other skill

**Traits:** Promotion, Wealth, Well-Equipped

**Fields:**

Doctor (*Scientist Field required, minimum DEX 4, INT 5*)  
JumpShip Pilot (*DropShip Pilot Field required, minimum INT 5, may not have TDS Trait*)  
Military Scientist (*minimum INT 5*)  
Special Forces (*Infantry, Marine, MechWarrior, Armored Infantry or Scout Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [ComStar Service](#) (4), [Covert Ops](#) (4, Special Forces or Military Scientist only), [Paramilitary Service](#) (4), [Think Tank](#) (4, Military Scientist Field only), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4), [Word of Blake Service](#) (4)



**Subpath: Officer Candidate School (OCS)**

*Entry via event roll only*

**Time:** 1 year

**Attribute Thresholds:** CHA +1

**Traits:** Commission (Rank 1)

**Fields:** Officer Training

**Next Path:** Per last path followed; add to its *Next Path* options the [Tour of Duty: "Social General"](#) Path if the character has the Lyran Alliance Affiliation

## MILITARY ENLISTMENT

Cannot have Combat Paralysis or any of the following traits above the lowest possible level: Lost Limb, Poor Hearing, Poor Vision

In this age of perpetual war, the military will take just about anyone into its ranks. However, without the money or connections to get into an academy, you must work your way up from the bottom.

After finishing military training, the character must complete at least one Tour of Duty Path in the Real Life Stage.

**Time:** 1 year

**Attribute Minimums:** WIL 3

**Attribute Thresholds:** STR +1, RFL +1, BOD +1, WIL +1, CHA -1

**Traits:** Promotion

**Skills:** Swimming +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this pass)

### Military Enlistment Events

- Horrible training accident [Poor Vision, may take no additional military paths, choose one: Combat Paralysis, Glass Jaw, Lost Limb (2)]
- Not cut out for military life [-2 to all Basic Training skills, may take no additional military paths]
- Owe big to gamblers [Enemy, Poverty]
- Minor training accident [Lost Limb]
- Aptitude tests place your training focus on support services [Rifles -1, Martial Arts/Military -1, Comms/Conv. +1]
- One of your buddies will turn out to be a useful contact [Contact]
- Sharpshooter [Natural Aptitude/Rifles]
- Training standout; recommended to the academy by your CO [Promotion; may take remaining military training (if any) in the [Military Academy Path](#)]
- Become supplier of "special" items for the base [Wealth (2), Well-Equipped, Appraisal +1]
- You're officer material! [May take Officer Candidate School next, then return and continue the Life Path from the same point]
- [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** None (included in Basic Training)

**Traits:** Promotion

**Skills:** Add +1 to three Basic Training skills and +1 to any one other skill

**Fields:**

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Basic Technician (*minimum DEX 3*)

Cavalry

Infantry

Marine (*minimum WIL 4, may not have TDS Trait*)

Police Officer

Ship's Crew

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** [Special Training](#) (3, part of this pass if character enters Basic Technician, Police Officer, Infantry or Marine fields), [ComStar Service](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4), [Word of Blake Service](#) (4)

### Subpath: Special Training

*AIT graduates only*

**Time:** 2 years

**Attribute Thresholds:** Add +1 to any one threshold of player's choice

**Skills:** Add +1 to three Basic Training skills, +1 to half the character's AIT skills (round up) and +1 to any one other skill

**Traits:** Promotion, Wealth, Well-Equipped

**Fields:**

Aerospace Technician (*Basic Technician Field required, minimum INT 4*)

'Mech Technician (*Basic Technician Field required, minimum INT 4*)

Police Tactical Officer (*Police Officer Field required*)

Special Forces (*Infantry or Marine Field required, minimum BOD 4, RFL 4, INT 3, WIL 5*)

Vehicle Technician (*Basic Technician Field required*)

**Next Path:** [ComStar Service](#) (4), [Covert Ops](#) (4, Special Forces or Police Tactical Officer only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Think Tank](#) (4, AeroSpace Technician or 'Mech Technician Fields only), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4), [Word of Blake Service](#) (4)

### Subpath: Officer Candidate School (OCS)

*Entry via event roll only*

**Time:** 1 year

**Attribute Thresholds:** CHA +1

**Traits:** Commission (Rank 1)

**Fields:** Officer Training

**Next Path:** Per last path followed

## NEW AVALON INSTITUTE OF SCIENCE

*Federated Suns or Lyran Alliance Affiliations only*

The New Avalon Institute of Science (NAIS) is perhaps the best-known and most-respected university in the Inner Sphere. Founded by Prince Hanse Davion soon after he took the Federated Suns throne in 3013, the NAIS quickly became known for its huge library, and soon afterward for the astounding developments made by its faculty and students. Scientists working in NAIS laboratories were instrumental in reintroducing lost technologies to the Inner Sphere after the discovery of the Star League memory core on Helm in 3024.

Because this path covers so many possible careers, the player may choose the specific major his or her character is studying and which subskills go with it, subject to the gamemaster's approval.

The main path represents general study, while subpaths focus on the student's major. Some majors involve learning in specific fields, as described below.

**Time:** 2 years

**Attribute Minimums:** INT 5, WIL 3, SOC 3

**Attribute Thresholds:** INT +1, SOC +1

**Traits:** Poverty, Well-Equipped

**Skills:** Bureaucracy/Federated Suns +3, Computers +1, Academic/Any +1, Academic/Any +2, Language/Any +1, Perception +2

**Next Path:** NAIS Major Subpath (mandatory, part of this pass)

### New Avalon Institute of Science Events

- 2 Caught selling term papers; kicked out of school [Bad Reputation, Enemy, Wealth, Fast Talk +2, -1 to all skills gained from this path, may not take any additional NAIS or University paths]
- 3 Can't hack the late nights [Addiction]
- 4 Partied instead of studying [Interest/Any +2, -1 to all skills gained from this path]
- 5 Your dormitory neighbor keep the volume cranked day and night [-1 to any two skills gained from this path]
- 6 Managed to shoehorn your classes between hangovers [Interest/Bartending +2, Addiction/Alcohol]
- 7 Hung out with military students [Contact, choose one: Pistols +1 or Rifles +1]
- 8 Someone had to figure out how to supply the entire dorm with a live holovid feed: you [Computers +1, Scrounge +1]
- 9 Got the best professor at the school [Add +3 to any one skill learned in this path]
- 10 Discovered a rare text in the library [Academic/Any History +3, Wealth, Contact]
- 11 Made the Dean's List [Good Reputation, EDG +1, +1 to any three skills gained from this path, and add +2 to the event die roll in character's next pass through this path or Postgraduate Studies, whichever comes first]
- 12 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: NAIS Major

**Time:** 2 years

**Traits:** Well-Equipped

**Skills:** Any four relevant skills +1, any one field skill at an additional +1

**Fields:**

Civilian Tech  
Basic Technician  
Scientist  
Military Scientist

**Event:** Do not roll an event for NAIS Major

**Next Path:** NAIS Advanced Studies Subpath (3, part of this pass), [Civilian Job](#) (4), [ComStar Service](#) (4), [Covert Ops](#) (4, Military Scientist only), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Think Tank](#) (4, Scientist Field only), [Tour of Duty: Piracy](#) (4)

### Subpath: NAIS Advanced Studies

**Time:** 4 years

**Attribute Minimums:** INT 6, SOC 4

**Traits:** Wealth, Well-Equipped, Well-Connected

**Skills:** Add +2 to half the skills earned from this path so far (round up) and +1 to any four other skills

**Fields:**

Aerospace Technician (*Basic Technician Field required*)  
Doctor (*Scientist Field required, minimum DEX 4*)  
Engineer (*Civilian Tech or Basic Technician Field required*)  
'Mech Technician (*Basic Technician Field required*)  
Planetary Surveyor (*Scientist Field required*)  
Vehicle Technician (*Civilian Tech Field required*)

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4)

## NAVAL ACADEMY

In the years since the Clan Invasion, naval power has taken on new importance, resulting in an expansion of training faculties across the Inner Sphere. The curriculum of many academies has grown beyond fighter pilots and the occasional DropShip Pilot to include the crew and pilots of the rare but powerful Warships fielded by the House militaries.

**Time:** 1 year

**Attribute Minimums:** INT 4, WIL 3, RFL 3

**Attribute Thresholds:** DEX +1, INT +1, WIL +1

**Skills:** Academic/Military History +1, Computer +2, Protocol/Affiliation +2, Sensor Operations +2

**Fields:** Basic Training [Naval]

**Next Path:** Advanced Individual Training Subpath (mandatory as part of this pass)

### Naval Academy Events

- 2 Your training unit is selected for an "object lesson" by hostile forces [Combat Paralysis, Glass Jaw]
- 3 Training accident [Choose two: Poor Hearing, Poor Vision, Lost Limb (2), -1 BOD, -1 RFL]
- 4 Space travel is not for you [Transit Disorientation Syndrome, Zero-G Operations -2, further military career-if any-must be non-space oriented]
- 5 Though determined, you aren't cut out for the military life [-2 to all Basic Training/Naval Skills and may take no further military paths]
- 6 You are willing and eager but have difficulty remembering everything [Slow Learner]
- 7 Your hot-dogging style causes many problems [Demotion, Bad Reputation, Any two skills +2]
- 8 You do well, but a noble comrade is jealous of your success [Any Skill +2, Enemy (2)]
- 9 A training mishap leaves you stranded [Survival +2, Tracking +2, First Aid +1, Quirk/Agoraphobia]
- 10 You gain a reputation as the unit trickster [Gregarious, Fast Talk +1, Bad Reputation (2)]
- 11 Selected for the academy athletics team [Acrobatics +1, Good Reputation]
- 12 You gain a reputation as the unit "fixer" [Scrounge +2, Negotiation +2]
- 13 You serve as cadet-leader for your unit [Leadership +1, Tactics/Any +1]
- 14 You cross-train as a marine [Martial Arts/Military +2, Pistols +1, Zero-G Operations +2]
- 15 You make great strides in your studies, but have few friends [Introvert, Fast Learner]
- 16 You catch the attention of your superiors [Promotion]
- 17 An eventful training cruise proves you have "the right stuff" [Combat Sense, choose one: Career/Pilot or Ship's Crew +2]
- 18 You make a number of high-profile friends [Contact (2), Well-connected (2)]
- 19 You graduate with flying colors [Promotion (2), can take Naval Officer Training next, then return and continue the Life Path from the same point]
- 20 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training

**Time:** 2 years

**Traits:** Promotion

**Skills:** Leadership +1, Zero-G Operations +1, add +1 to any three Basic Training Skills and +1 to any other skill

**Fields:**

Aerospace Pilot Specialist (*minimum DEX 4, RFL 4, Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining four*)

Aerospace Pilot

Aircraft Pilot (*minimum DEX 4, RFL 3*)

Ship's Crew

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** Naval Training (3, part of this pass), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Snow Raven Naval Officer](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### Subpath: Naval Training

*AIT graduates only.*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Skills:** Strategy +1, Tactics/Space +1, Leadership +1

**Fields:**

DropShip Pilot Specialist (*minimum RFL 4. Players can select eight skills from the list, applying +5 points to one, +4 points to a second, +3 points to two, and +2 to the remaining three*)

DropShip Pilot

JumpShip Pilot (*DropShip Pilot Field, minimum INT 5, may not have TDS trait*)

WarShip Pilot (*DropShip Pilot or JumpShip Pilot Field, minimum INT 6, may not have TDS trait*)

**Events:** Do not roll events for Naval Training

**Next Path:** [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Snow Raven Naval Officer](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### Subpath: Naval Officer

*By Event Roll only*

**Time:** 1 year

**Attribute Minimums:** INT 5, WIL 4

**Traits:** Commission

**Fields:** Naval Officer Training

**Events:** Do not roll events for Naval Officer Training

**Next Path:** Per last path followed; add to its Next Path options the [Tour of Duty: "Social General"](#) path if the character has Lyran Alliance Affiliation, [Tour of Duty: Snow Raven Naval Officer](#) (4)

## PARAMILITARY SERVICE

*This Path is open to any Affiliation. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact (1) who can hide the Event. This Path is unique in that it can be taken as part of either Stage 3 or Stage 4. If taken in Stage 3, character may also choose to progress through this Path simultaneously with another Stage 3 Path, adding the time required from both stages together to (but may roll for Events on both).*

Throughout the Successor States and a few of the Periphery nations, paramilitary organizations help police worlds, support public works and otherwise serve the more trivial needs of the state. In realms that require their subjects to provide some form of military and/or civil service, serving a few years with a paramilitary organization often fulfills these requirements.

**Time:** +2 years

**Attribute Minimums:** WIL 3, SOC 2

**Skills:** Choose two: Arts/Any +3, Interest/Any +3 Language/Any +3, Leadership +3, Protocol/Military +3, Running +2, Tracking +2

**Fields:** Basic Training (only 2 points per skill)

**Next Path:** Any the character qualifies for before taking this Life Path

### Paramilitary Events

- 2 You were one of the lucky ones. At least you walked away from the accident. [BOD -1, Disabled, Unattractive, Combat Paralysis]
- 3 How could you have been so careless? And the governor's son was among the casualties. [Bad Reputation, Introvert, Enemy (2)]
- 4 How do you get thrown out of a voluntary organization? [SOC -1, Bad Reputation, Lose all bonus skills from this path]
- 5 Had to find out the hard way. Sometimes you just shouldn't push back. [Enemy, Glass Jaw, Martial Arts/Military +4]
- 6 Didn't anyone ever teach you to stand up to bullies? [Timid, Running +4]
- 7 You were supposed to be on duty. [WIL -1, Dependent, Seduction +4]
- 8 That brief taste of action was enough to change you. Of course, whether it was for the better or not is still up in the air. [Choose either Brave and Quirk/ Jerk or Introvert, Quirk/ Psychosis and Sixth Sense]
- 9 Bad cadet. No citation for you. [Bad Reputation, Bureaucracy/Any +4]
- 10 Marching in place. Take your merit badges and be happy. [Administration +3, Career/Soldier +2]
- 11 Kiss the dummy. You spend a great deal of time teaching CPR at schools. [First Aid +5, Training +2]
- 12 You are a public relations gift to the organization. Good thing children are so easily impressed. [Gregarious, Good Reputation, Arts/Any +4]
- 13 Who would have thought? You're a natural. [Natural Aptitude/Any non-combat skill, +5 to this skill]
- 14 Sent in to help run one of the organization's camps. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/Any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Right place, right time, right training. You save the life of a planetary governor. [Good Reputation, Contact (2), Climbing +2, First Aid +2, MedTech +1]
- 16 Falcon Scout? Get serious. [Night Vision, Stealth +4, Survival +4, Tracking +4, Climbing +2, Tactics/Infantry +2]
- 17 You are selected to serve as a liaison between the organization and the government. Lucky you. [SOC +1, Well-Connected (4), Administration/Any +5, Bureaucracy/Any +5, Language/Any +5, Leadership +5, Negotiation +5, Protocol/Any +5, add 2 years to the time of this Path.]
- 18 All your Citations of Merit and Certificates of Accomplishment will not fit on one wall. [Fast Learner, Well Equipped (4), Apply +2 to all field skills and bonus skills learned this path]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## POLICE ACADEMY

Law enforcement officers are needed on most planets, and so there is always a demand for trained police. Though less prestigious than MechWarrior academies, police academies are nonetheless respectable and well-attended.

**Time:** 1 year

**Attribute Thresholds:** RFL +1, WIL +1

**Fields:** Police Officer

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [To Serve and Protect \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Word of Blake Service \(4\)](#)

### Police Detective Training

*Police Academy graduates only*

**Time:** 1 year

**Skills:** +1 to five Police Officer Field Skills, +1 to any one other skill

**Fields:** Detective

**Events:** Use the Police Academy Events table

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Covert Ops \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [To Serve and Protect \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Word of Blake Service \(4\)](#)

### Tactical Unit Training

*Police Academy graduates only*

**Time:** 1 year

**Skills:** +2 to four Police Officer Field Skills

**Fields:** Police Tactical Officer

**Events:** Use the Police Academy Events table

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Covert Ops \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [To Serve and Protect \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Word of Blake Service \(4\)](#)

### Police Academy Events

- 2 Accident on the firing range [Poor Hearing, choose one: Amnesia, Combat Paralysis, Disability (2)]
- 3 Framed by a dirty cop [Enemy, Bad Reputation, must take [Ne'er-Do-Well](#) Path next]
- 4 Partner killed in front of you [Quirk/Flashbacks, Addiction]
- 5 Helped capture crime boss [Enemy (2), Good Reputation]
- 6 Desk job [Pistols -1, Intimidation -2, Shotguns -1, Computers +1, Comms/Conv. +2]
- 7 Instructor's pet [Contact]
- 8 Aced your classes [may enter Police Detective or Tactical Unit training as next path]
- 9 Sharpshooter [Natural Aptitude/Pistols]
- 10 Expert cadet [add +2 to all Police Officer Field skills]
- 11 Decorated for bravery after saving lives on a field assignment [WIL +1, Brave, Good Reputation, Pistols +1, Tactics/Infantry +1]
- 12 [Choose one event or roll twice and apply both results]

## STABLE INTERNSHIP

Every one of Solaris VII's stables is constantly on the lookout for new talent, including MechWarriors, technicians and those with a mind for business. While a majority of the talent comes to them from different parts of the Inner Sphere, many stables find quite a few qualified individuals among the citizens of their own planet. In exchange for an internship, during which he or she learns a trade, the character pledges a number of years in service to the stable. After this compulsory service, usually four years, characters are free to pursue their own destinies.

The main path represents acclimating oneself to working in the Solaris VII gaming environment. Next, the character must take a subpath that represents his or her specific focus. Only one subpath may be taken in a pass through this path; to take additional subpaths, the character must repeat this path. The four subpaths are BattleMech Technician, MechWarrior Training, Journalist/Broadcaster Training and Stable Manager Training.

**Time:** 1 year

**Attribute Minimums:** INT 4, WIL 3

**Skills:** Computer +2, Bureaucracy/Solaris VII +2, Fast Talk +2

**Next Path:** BattleMech Technician Training (mandatory, part of this pass), Journalist/Broadcaster Training (mandatory, part of this pass), MechWarrior Training (mandatory, part of this pass), Stable Manager Training (mandatory, part of this pass)

### Stable Internship Events

- 2 Convicted of embezzlement (whether or not you did it) [Bureaucracy/Solaris VII +4, Bad Reputation, Stigma/Convicted Felon and add 1D10 years to time this path takes, Prominence -2 and may not take any more Solaris paths]
- 3 You crossed someone, and they got you kicked out of the program [-1 to all skills learned in this path and may not take any more Solaris paths]
- 4 Solaris City's night life becomes your only life [Streetwise/Solaris VII +3, Gambling +2, Addiction (2), -1 to all the skills learned in this path]
- 5 Caught a raging case of Childus Fever that knocked you out of circulation [BOD -1 and add +1 year to the time this path takes]
- 6 You turned to the wrong people after amassing a huge gambling debt [Must repay a loan based on a Wealth (4) Trait (see *Wealth* Trait); the character does not receive the proceeds of the loan-they've already spent it]
- 7 Caught in the crossfire between rival gangs [Introvert, Quirk/Hates Gangs and choose either Poor Vision or Lost Limb]
- 8 A weekend camping trip goes horribly awry [Addiction/Painkillers, Lost Limb, Survival +1]
- 9 Turns out the love of your life considered you nothing more than the flavor of the week, leaving you to care for your child [Dependent]
- 10 Embroiled in a bitter war of practical jokes [-1 to any two skills learned in this path, Fast Talk +1, Perception +1, Scrounge +2]
- 11 Your parents always told you the streets of Solaris were unsafe so you took them at their word and became a bookworm [+1 to any two skills learned in this path]
- 12 A mentor takes you under her wing [Patron, +2 to any two skills learned in this path]
- 13 A friend instructs you in some of the finer points of his specialty [Choose any three skills at +1 from one of the three mandatory subpaths of Stable Internship that you did not choose]
- 14 You found your true calling [Natural Aptitude/Any skill learned in this path]
- 15 You hung out at the corner bistro so much everyone thought you actually worked there [Contact, Gregarious, Career/Bartending +2, Career/Chef +4]
- 16 They thought you were just studying during all those late nights in the office [Computers +4, Security Systems +2, Wealth (2), Well-Equipped]
- 17 You mastered everything they threw at you, so they decided to send you away for more advanced training [Complete the internship and related professional training in half the required time (rounding down). Proceed to either the [University](#) or [Military Academy](#) Path and pick any major or AIT specialty (ignoring the University or Basic Training prerequisite). Afterward, return to this point in the life path and continue on.]
- 18 Not only did the boss offer you a job, but he was so impressed, he bragged about you to all of his friends [Patron (3), Prominence +2]
- 19 You surpassed everyone's expectations, including your own [+1 to all skills learned in this path, Patron (4), Good Reputation (2), Prominence +3]
- 20 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: BattleMech Technician Training

*Stable Internship Path required*

**Time:** 3 years

**Attribute Minimums:** DEX 4, INT 5

**Skills:** Engineering +1, Scrounge +3, Security Systems +1

**Fields:** Basic Technician, 'Mech Technician

**Events:** Do not roll events for BattleMech Technician Training

**Next Path:** [Solaris Insider](#) (4, must take twice)

### Mandatory Subpath: Journalist/Broadcaster Training

*Stable Internship Path required*

**Time:** 2 years

**Attribute Minimums:** INT 4, CHA 5

**Skills:** Career/Journalist +3, Comms/Conventional +1, Interrogation +1, Language/Any +3, Perception +1, Streetwise/Solaris VII +3, choose two: Acting +4, Bureaucracy/ Solaris VII +3, Disguise +1, Fast Talk +3, Language/Any +2, Intimidation +1

**Events:** Do not roll events for Journalist/Broadcaster Training

**Next Path:** [Solaris Insider](#) (4, must take twice)

### Mandatory Subpath: MechWarrior Training

*Stable Internship Path required*

**Time:** 2 years

**Attribute Minimums:** DEX 4, RFL 5

**Attribute Thresholds:** DEX +1, RFL +1

**Skills:** Acting +1, Career/MechWarrior +3, Piloting/Mech +1, Gunnery/Mech/Any +1, Martial Arts/BattleMech +3 Fields:  
MechWarrior (does not require the Basic Training prerequisite)

**Events:** Do not roll events for MechWarrior Training

**Next Path:** [Solaris Games](#) (4, must take twice)

**Mandatory Subpath: Stable Manager Training**

*Stable Internship Path required*

**Time:** 3 years

**Attribute Minimums:** INT 5, CHA 5

**Skills:** Administration +3, Bureaucracy/Solaris VII +4, Career/Stable Manager +3, Computer +3, Negotiation +3, choose two: Acting +1, Leadership +2, Streetwise/Solaris VII +2, Training +1, Protocol/ Solaris VII +3, Fast Talk +3, Intimidation +3

**Events:** Do not roll events for Stable Manager Training

**Next Path:** [Solaris Insider](#) (4, must take twice)



## SUN ZHANG MECHWARRIOR ACADEMY

*Draconis Combine Affiliation only. Cannot have Combat Paralysis, Disabled, Lost Limb, Poor Hearing or Poor Vision traits*

The largest academy of its kind in the Inner Sphere-graduating more than four hundred soldiers annually-the Sun Zhang MechWarrior Academy (SZMA) is feared and respected throughout the Draconis Combine and the rest of the Successor States. Located on the world of New Samarkand, the SZMA trains BattleMech, aerospace fighter and armored infantry cadets (the latter being a recent addition). The academy is infamous for its harsh and brutal regimen; its cadets are steeped in bushido and instilled with intense loyalty to House Kurita. Combined with exceptional resources and the finest teachers available, the SZMA produces some of the most respected-and privileged-soldiers in known space.

**Time:** 2 years

**Attribute Minimums:** INT 4, WIL 4, SOC 4

**Attribute Thresholds:** RFL +1, WIL +2, SOC +1

**Traits:** Brave, Well-Equipped, Quirk/Loyalty to House Kurita

**Skills:** Academic/Any Military Science +2, Martial Arts/Military +2, Blades +2

**Fields:** Basic Training

**Next Path:** Advanced Individual Training Subpath (mandatory, part of this pass)

### Sun Zhang MechWarrior Academy Events

- 2 Accused of sedition by the Internal Security Force; you have no choice but to flee [Stigma/Traitor, Enemy (3), may take no additional military paths]
- 3 You kill a fellow student in an honor duel who turns out to be the cousin of a military district warlord [Enemy (2), Timid]
- 4 Extensive abuse from an instructor is more than your honor can handle; you snap and attack him [Bad Reputation]
- 5 Though victorious in your honor duel, you received a terrible facial scar [Unattractive]
- 6 Obsessed with honor, you neglect your regular studies while practicing your swordsmanship [-2 to any two Basic Training skills, Blades +1, Martial Arts/Military +1]
- 7 A senior cadet takes you under his wing [+1 to any two Basic Training skills]
- 8 While training against a line regiment, you become comrades with one of the unit's soldiers, who is an ex-member of a Yakuza-based Ghost Regiment [Contact, Streetwise/Draconis Combine +1]
- 9 Extensive training reveals your natural aptitude for combat [Combat Sense]
- 10 Talented and backed by your honorable family, your rise is meteoric [Vehicle (4), SOC +1; may take Officer Candidate School next, then return and continue the Life Path from the same point]
- 11 Graduate with honors [Promotion, Vehicle (5), SOC +1; may take Officer Candidate School next, then return and continue the Life Path from the same point]
- 12 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Advanced Individual Training (AIT)

*Basic Training graduates only*

**Time:** 2 years

**Traits:** Promotion

**Skills:** Tactics/Any +2, +1 to any three relevant skills, +1 to any one field skill

**Fields:** Choose one of the following fields, subject to the listed restrictions:

MechWarrior (*minimum DEX 4, RFL 4*)

Aerospace Pilot (*minimum DEX 4, RFL 4*)

Armored Infantry (*minimum STR 6, BOD 5*)

**Events:** Do not roll events for Advanced Individual Training

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), or DEST Training Subpath (3, part of this pass, take if character enters the MechWarrior or Armored Infantry fields)

### Subpath: DEST Training

*AIT graduates (Mech Warriors and Armored Infantry only)*

With the possible exception of House Liao's Death Commandos, the Draconis Elite Strike Teams are the most feared and efficient special forces in the Inner Sphere. Candidates are sent to the DEST Tactical Command Center on Pesht for intense training and indoctrination, isolated from the outside world. Teams of five soldiers train together and graduate together to form a new strike team; these years of working together give them unsurpassed efficiency.

**Time:** 3 years

**Attribute Minimums:** BOD 4, RFL 5, WIL 6

**Attribute Thresholds:** BOD +1, WIL +1, CHA -1

**Traits:** Pain Resistance, Promotion, Well-Equipped (2), In For Life, Quirk/Loyalty to House Kurita (2)

**Skills:** Tactics/Infantry +3, +1 to two Basic Training skills, +2 to half the character's AIT skills (round up)

**Fields:** Special Forces

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Inner Sphere](#) (4) or [Covert Ops](#) (4)

### Subpath: Officer Candidate School (OCS)

*Entry via event roll only*

**Time:** 1 year

**Attribute Thresholds:** WIL +1

**Traits:** Commission (Rank 1)

**Skills:** Leadership +2, Tactics/Any +2

**Fields:** Officer Training

**Next Path:** Per last path followed

## TECHNICAL COLLEGE

Technical fields such as computer and vehicle repair are taught in small colleges across the Inner Sphere. Civilian pilot schools also fall under this category. Entry requirements are fairly lenient, and tuition is affordable or paid for by the government.

Because this path covers so many possible careers, the player chooses his or her character's specific course (field) and relevant subskills, subject to the gamemaster's approval.

**Time:** 2 years

**Attribute Minimums:** DEX 3, INT 3

**Skills:** Academic/Any Relevant +3, Computers +2

**Fields:**

Civilian Tech

DropShip Pilot

Civilian Aircraft Pilot

**Next Path:** Vehicle Technician Training Subpath (3, Civilian Tech Field only, part of this pass), JumpShip Pilot Training Subpath (3, DropShip Pilot Field only, part of this pass), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Free Trader](#) (4, DropShip Pilot Field only), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Scientist Caste Service](#) (4, Technician Caste only), [Think Tank](#) (4, Clan Affiliation only), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

### Technical College Events

- 2 Serious shop accident [Add one year to the time this path takes and choose one: Poor Vision, Lost Limb, Poor Hearing]
- 3 Needed help to get through [Addiction (2)]
- 4 Missed a lot of classes [-1 to all skills granted by the field taken]
- 5 Switched majors mid-course [Add one year to the time this path takes]
- 6 Lots of all-nighters [Addiction, +1 to any skill]
- 7 Spent time in space [Technician/Interplanetary +1, Zero-G Operations +1]
- 8 Held down a good part-time job [Wealth]
- 9 Extra technical training [Add +1 to any two Technician Subskills]
- 10 "Borrowed" materials from shop [Well-Equipped]
- 11 Top of the class [+3 to any two skills, may enter [University](#) or [Military Academy](#) path next]
- 12 [Choose one event or roll twice and apply both results]

### Subpath: Vehicle Technician Training

*Technical College (Civilian Tech) required*

**Time:** 2 years

**Skills:** Piloting/Wheeled +1, add +2 to any two Civilian Tech Field skills

**Fields:** Vehicle Technician

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Think Tank](#) (4, Clan Affiliation only), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

### Subpath: JumpShip Pilot Training

*Technical College (DropShip Pilot) required*

**Time:** 4 years

**Attribute Minimums:** INT 5

**Skills:** Add +2 to any four DropShip Pilot Field skills

**Fields:** JumpShip Pilot

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Free Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Think Tank](#) (4, Clan Affiliation only), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4), [Word of Blake Service](#) (4)

## TRADE SCHOOL

The Trade School Path represents any institute that teaches non-technical and non-academic trades, such as business, accounting and clerical work. Entry requirements are fairly lenient, and tuition is affordable or paid for by the government.

Because this path covers so many possible careers, the player chooses the character's specific trade (field) and relevant subskills, subject to the gamemaster's approval.

**Time:** 1 year

**Skills:** Choose the Merchant Field or the following skills: Bureaucracy/Affiliation +3, Career/Any +4, Administration +3, Academic/Any +2, choose two: Art/Any +3, Career/Any +3, Comms/Conv. +2, Computers +3, Interest/Any +3, Language/Any +3, Piloting/Wheeled +2, or Training +3

**Next Path:** [Diamond Shark Warrior-Trader](#) (4, Merchant Caste only), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Tour of Duty: Piracy](#) (4), [Civilian Job](#) (4), [Free Trader](#) (4, Merchant Field only)

### Trade School Events

- 2 Slept through class [Interest/Any +2, but -2 to all Trade School-granted skills]
- 3 Too much time in front of a computer screen [Poor Vision]
- 4 Picked up a bad habit [Addiction]
- 5 Switched majors mid-course [Add one year to the time this path takes]
- 6 Worked in school office [Administration +1]
- 7 Worked as a teacher's assistant [Training +2]
- 8 Made friends with an instructor [Contact]
- 9 Course included offworld travel [Language/Any +2, Zero-G Operations +1]
- 10 Intensive computer work [Computers +2, Technician/Electronics +1, Well-Equipped]
- 11 Won the lottery and stopped working [Wealth (7), Slow Learner, must take [Ne'er-Do-Well](#) as next path]
- 12 [Choose one event or roll twice and apply both results]

## TRAINING BATTALION

*Affiliation Federated Suns only (Lyran Alliance may attend prior to the secession of the Alliance in 3057). Cannot have Combat Paralysis or any of the following Traits above the second lowest possible level: Disabled, Lost Limb, Poor Vision, Poor Hearing. Additionally, characters may possess "questionable" Events in their past so long as the Event in question is not a conviction for a serious crime (such as espionage, premeditated murder, etc.; the GM should use his or her best judgment) or has an appropriate Contact that can cover up the Event.*

With the formation of the Training Battalions, the ranks of the MechWarriors were no longer limited solely to the wealthy and politically connected. Literally anyone who could prove that he or she was capable could finally join the Federated Suns' elite cadre of modern-day knights. Opportunities for promotion and career advancement are often hard to come by for those hailing from a Training Battalion, as graduation from an academy is virtually required for anyone looking for a command position. Then again, most of these men and women are looking only to serve their nation or to fulfill a lifelong goal to become a MechWarrior.

**Time:** 1D6 + 3 Years

**Attribute Minimums:** DEX 3, RFL 4, EDG 5

**Attribute Thresholds:** WIL +1, SOC +1

**Traits:** Promotion to Sergeant (Rank 6), Stigma/Second-Rate MechWarrior (whether or not true)

**Skills:** +2 to all skills in the Basic Technician Field, Scrounge +1, +1 to any one learned skill for every year spent in the battalion (this bonus may not be combined together with itself)

**Fields:** Basic Training and MechWarrior

**Next Path:** [Brotherhood of Randis Training](#) (4, MechWarriors only), [Paramilitary Service](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Piracy](#) (4)

### Training Battalion Events

- 2 You blew up a friendly 'Mech in your first live-fire exercise. [Bad Reputation (2), Poverty (2), No more legitimate military Paths]
- 3 Some fool shot you and your 'Mech up in his first live-fire exercise. [Addiction (2-Painkillers), Disabled (as effect of serious head wound, P. 125, MW3), Lost Limb (2)]
- 4 Fell in with the "wrong" crowd. [In for Life, Contact (2, Mafia Boss)]
- 5 The Battalion was called to service early, and your best friend was killed. [-1 to all AIT skills, +3 to any two skills, Addiction, Quirk/Vow, Quirk/Temper]
- 6 Even a military life couldn't keep you away from the pleasures of youth. [-1 to all Military Field Skills, Escape Artist +1, Gambling +1, Seduction +1]
- 7 You hold the record for the most safety violations in any one year. [Bad Reputation (2)]
- 8 The sarge liked everyone. But you. [Choose: WIL -1, Introvert or Timid]
- 9 Best of friends turn to bitter enemies over the smallest of things. [Enemy]
- 10 It was either helping out at the local soup kitchen or extra PT to make up for all those foul-ups. [Bad Reputation and either Streetwise +2 or Running +2]
- 11 You passed, and that's all that matters! [+1 to any one skill]
- 12 Could've been worse: you might've spent all that time mopping the floors instead of filing in triplicate! [Administration +3, Computers +3, Bureaucracy/Federated Suns +3]
- 13 Your skill with the hydrosponder almost equals your skill in the cockpit. [+2 to any three Technician skills]
- 14 A simple temporary assignment to the supply office uncovered some of your hidden talents. [Negotiation +4, Appraisal +3, Scrounge +3, Well-Equipped]
- 15 The other cadets looked up to you. [Leadership +3, Training +3, +2 in any three skills]
- 16 Officer thinking, cadet! [Leadership +2, may take OCS next, then return and continue this Path]
- 17 What are you doing here?! [Good Reputation, Contact; spend one year in this Path, gaining only a +2 to all Basic Training Field skills (no other benefits), but may attend a Military Academy as next Path, may take OCS next]
- 18 Your actions save the entire battalion from certain doom. [Good Reputation (2), Contact (3), Promotion (2), Custom Vehicle, and choose one of the following: Disabled, Lost Limb, Poor Hearing or Poor Vision, may take OCS next]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

# UNIVERSITY

In the thirty-first century, major institutions of higher learning are rare except on the most prosperous and advanced worlds. Entry to these prestigious facilities is limited, though the children of nobility always seem to get in. Hefty tuition and other expenses tend to drain the typical university student's C-bill accounts, but the education is usually well worth it.

Because this path covers so many possible areas of study, the player chooses the character's specific major and relevant subskills, subject to the gamemaster's approval.

The main path represents general study; the character must take a Major Subpath next that represents his or her specific focus. Only one Major Subpath may be taken in a pass through this path; to take additional majors, the character must repeat this path. Some majors involve learning in specific fields, as described below.

**Time:** 2 years

**Attribute Minimums:** INT 4, SOC 3

**Attribute Thresholds:** INT +1

**Traits:** Poverty

**Skills:** Academic/Any +3, Bureaucracy/Affiliation +2, Language/Any +1, Perception +2

**Next Path:** Sciences Major Subpath (mandatory, part of this pass), Technical Major Subpath (mandatory, part of this pass), Political Science Major Subpath (mandatory, part of this pass), Other Major Subpath (mandatory, part of this pass)

## University Events

- 2 Wild party results in the destruction of a dorm building, several injuries and your expulsion [Bad Reputation, Enemy, -1 to all skills gained from this path, may take no additional University paths]
- 3 A slave to your studies, your physical and social skills wither [BOD -1, Introvert]
- 4 Scandalous romance with a professor; you are expelled [Seduction +1, -1 to all skills gained from this path, may take no additional University paths]
- 5 Studied all day, partied all night [Addiction, -1 to all skills gained from this path]
- 6 Worked your way through school [Career/Any +2]
- 7 Worked as a teacher's assistant [Training +1, Administration +1]
- 8 Course of study included extensive travel [G-Tolerance, Language/Any +1, Protocol/Any +1]
- 9 Made friends with a professor who turned out to be an ex-military intelligence officer [Contact (2)]
- 10 A fast study and a sharp test-taker [Fast Learner; reduce the time spent in every University path and subpath by one year]
- 11 Top of your class [Good Reputation, Wealth, +1 to all skills gained from this path, add +1 to all event rolls in Postgraduate Studies Path]
- 12 [Choose one event or roll twice and apply both results]

## Mandatory Subpath: Sciences Major

*University Path required*

**Time:** 2 years

**Skills:** Add +1 to any three skills

**Fields:** Scientist

**Events:** Do not roll events for Sciences Major

**Next Path:** Medical School Subpath (3, part of this pass), Field Scientist School Subpath (3, part of this pass), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Scientist Caste Service](#) (4, Scientist Caste only), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

## Mandatory Subpath: Technical Major

*University Path required*

**Time:** 2 years

**Skills:** Add +1 to any two skills

**Fields:** Civilian Tech

**Events:** Do not roll events for Technical Major

**Next Path:** Aerospace School Subpath (3, part of this pass), Engineering School Subpath (3, part of this pass), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

## Mandatory Subpath: Political Science Major

*University Path required*

**Time:** 2 years

**Skills:** Add +1 to any three skills

**Fields:** Politician

**Events:** Do not roll events for Political Science Major

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4), [Word of Blake Service](#) (4)

## Mandatory Subpath: Other Majors

*University Path required*

Create your own major using the following guidelines.

**Time:** 2 years

**Skills:** Academic/Any Relevant +4, add +1 to any two skills. Choose three: Academic/Any +3, Acting +2, Art/Any Relevant +3, Administration +3, Career/Any Relevant +3, Computers +2, Language/Any +3, or Training +3

**Events:** Do not roll events for Other Majors

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Paramilitary Service](#) (4), [Postgraduate Studies](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

## Subpath: Medical School

*Sciences Major required*

**Time:** 4 years

**Attribute Minimums:** DEX 4, WIL 3

**Skills:** Add +1 to any three skills

**Fields:** Doctor

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [Postgraduate Studies \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#), [Word of Blake Service \(4\)](#)

**Subpath: Field Scientist School**

*Sciences Major required*

**Time:** 2 years

**Skills:** Add +1 to any two skills

**Fields:** Planetary Surveyor

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [Postgraduate Studies \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Travel \(4\)](#), [Word of Blake Service \(4\)](#)

**Subpath: Aerospace School**

*Technical Major required*

**Time:** 3 years

**Attribute Minimums:** DEX 4

**Skills:** Add +1 to two Civilian Tech Field skills

**Fields:** Aerospace Technician

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [Postgraduate Studies \(4\)](#), [Think Tank \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#), [Word of Blake Service \(4\)](#)

**Subpath: Engineering School**

*Technical Major required*

**Time:** 4 years

**Attribute Minimums:** INT 5, WIL 3

**Skills:** Add +2 to two Civilian Tech Field skills

**Fields:** Engineer

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Paramilitary Service \(4\)](#), [Postgraduate Studies \(4\)](#), [Think Tank \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Word of Blake Service \(4\)](#)

## STAGE 4: REAL LIFE

Once a character has finished school and training, the real challenge of making a living begins. Depending on your earlier path choices, your character has several different options at this stage. As with the Higher Education Stage, the Real Life Stage is optional; however, most characters should go through it at least once, or they will be totally green when play begins.

**Time:** Real Life Paths take variable amounts of time, depending on the contents of each path. The number of years each path takes is listed under its Time heading.

**Repeats:** After completing a path in this stage, characters who meet the prerequisites may continue in that path, move on to a different Real Life Path or return to Stage 3: Higher Education, following the Next Path restrictions as usual. After completing any Real Life Path, a player may end his character's Life Path and proceed to Assigning Attributes, Traits and Skills.

**Clan Characters:** Trueborn warriors must follow the Tour of Duty: Clan Path. Freeborn warriors can choose To Serve and Protect instead. Scientist caste characters can choose Civilian Job or Postgraduate Studies; technicians can choose Civilian Job or serve on the front lines in Tour of Duty: Clan; most merchants will follow the Free Trader Path but can also choose Civilian Job; and laborer caste characters toil away at the Civilian Job Path, with no other prospects.

## BLOOD SPIRIT PROTOMECH PILOT TRAINING

*Clan Blood Spirit Affiliation; warrior only. Must have Fighter Pilot Phenotype; cannot have the Combat Paralysis, Disabled, Glass Jaw, Lost Limb, Poor Hearing, Poor Vision or Slow Learner Traits; other Clan affiliation warriors at the gamemaster's discretion only.*

First fielded by the Smoke Jaguars against the invading forces of the Inner Sphere, the ProtoMech is a half-sized 'Mech that combines aspects of a 'Mech and battle armor into a unique new field unit. Though the Smoke Jaguar attempted to create a new Phenotype to pilot their new creation, they failed. However, it was soon discovered that aerospace pilots fit the bill: they are small and wiry, allowing them to fit into the cramped ProtoMech cockpit; in addition their brains and circulatory system are bred to withstand the pressure of high-G maneuvering which, coincidentally, gives them increased resistance to the negative side effects of the direct neural interface that drives the ProtoMech. However, though the tightly knit team of a ProtoMech Point counters some of the "god" complex that results from such a sympathetic bond between man and machine, most Clans have found it necessary to supplement each warrior's diet with drugs. Other non-drug related methods are currently being researched to fight the "god" complex problem.

With the exceptional showing they made against the Inner Sphere, nearly every Clan has obtained ProtoMech salvage and several have begun to produce them in limited numbers, though there are many within the Clans that view this new "minimech" with disdain. Currently, only Clan Blood Spirit has begun a full-blown training program. However, in their haste to use a new and relatively untested weapons platform, the dangers are excessively high.

**Time:** 2 years

**Traits:** EI Neural Implant, Fast Learner, Toughness, Vehicle (3), Addiction, In For Life, Stigma/ProtoMech Pilot

**Skills:** Interest/Neural Implants +4, Career/Soldier +3, Martial Arts/Military +2, +3 to any two skills in a Military Field

**Fields:** ProtoMech Pilot

**Next Path:** [Cloister Training \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clan \(4\)](#)

### Blood Spirit ProtoMech Pilot Training Events

- 2 The implantation of the EI Neural Implant goes horribly wrong and you flee your Clan. [Amnesia, Leave the Clans with the usual effects]
- 3 In an attempt to jump-start their own ProtoMech program, you are taken as a bondsman by another clan. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see Changing Affiliations.]
- 4 A horrible training accident occurs. [Glory -2, Glass Jaw and wash out of training]
- 5 The "god" complex becomes too much for you to handle, even with the drugs. [Addiction and wash out of training]
- 6 You are involved in a Trial of Possession that goes against you. [choose two: Poor Hearing (3), Poor Vision, Lost Limb]
- 7 They increase your dosage to help combat your "god" complex problem. [Addiction, Bad Reputation]
- 8 You fail in your attempt at a Bloodname. [Stigma/Failed Trial of Bloodright, Timid]
- 9 You run into a warrior of your own Clan who does not see the worth in these new "minimechs." [Enemy (2)]
- 10 You are not spectacular but you get the job done. [+1 to two Military Field skills]
- 11 A raid by the Bandit Caste was repulsed but not without some cost. [Good Reputation (2), +1 to any three Military Field skills, choose one: Timid, Introvert, Unattractive]
- 12 Though nothing occurred, training is always useful. [+2 to any three Military Field skills]
- 13 Your good performance earns you a promotion to Point Commander. [Commission (Rank 1), +2 to any two Military Field skills]
- 14 You are so fascinated with the technical aspects of the ProtoMech and your interface with it that you spend more time with the technician than in the field. [-1 to all skills gained from this path, Academic/Neural Implants +3, Technician/Fusion/ProtoMechs +1/+3, Technician/Support/ProtoMechs +1/+3]
- 15 During garrison duty on one of the five Pentagon worlds, you make contact with another Clan's warrior. [Contact (2), Protocol/any Clan affiliation, Negotiation +2]
- 16 You quickly demonstrate that you have a preternatural ability to move your ProtoMech in combat. [Sixth Sense]
- 17 Your outstanding performance earns you the notice of your Bloodname House Leader. [Contact (3), Glory +1, Good Reputation (3), +3 to three Military Field skills]
- 18 You single-handedly best a superior opponent in a 'Mech, thus proving the worth of your Clan's ProtoMech program. [Good Reputation (2), Glory +2, Commission (Rank 6), add +4 to four Military Field Skills, Combat Sense]
- 19 [Choose one event or roll twice and apply both results]
- 20 [Choose two events or roll three times and apply each event]



## BROTHERHOOD OF RANDIS TRAINING

*The Brotherhood is open to MechWarriors of any affiliation, though characters must not have any “questionable” events or Quirks in their past (such as sociopathic or homicidal tendencies or any other factors that would prevent the character from acting in a kind and charitable way toward his fellow man; whether or not any potentially questionable characters should be allowed into this path is up to the gamemaster). After successfully completing this path, a character is a Knight of Randis.*

The Brotherhood of Randis is seemingly the sole beacon of hope and justice in the Periphery. Many MechWarriors find their way to the world of Randis, but few have the moral and mental mettle to gain admittance into the Brotherhood.

**Time:** 1D6 years

**Attribute Minimums:** WIL 5

**Traits:** Quirk/Honorable, In for Life, Title (5, Knight of Randis)

**Skills:** Academic/Theology +8, Interest/Meditation +6, Perception +3, +3 to any two Field skills

**Next Path:** [Tour of Duty: Brotherhood of Randis](#)

### Brotherhood of Randis Events

- 2 Your actions prove that you do not possess the required moral convictions to remain in the Brotherhood and deserve swift and final punishment. [Lose all traits and half the skills learned in this path, Stigma/Evil, Quirk/Hunted, Bad Reputation (3) and Enemy (2–Grand Knight Lucas Beckett)]
- 3 That those pirates captured and tortured you does not bother you, for they will soon be shown the light, one way or another. [WIL +2, BOD –1 and choose two: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Vision (4)]
- 4 You get word that a close relative has passed away, leaving you the only family member to take care of her children. Now you must make a choice. [Choose either to leave the Brotherhood and gain both Dependents (3) and Wealth (2) or stay with the Brotherhood and gain Quirk/Guilt]
- 5 You cannot help but feel that Grand Knight Beckett does not deserve to lead the Brotherhood, so you continually look for a way to remove him and his “kind”. [Strategy +6, Enemy (3), Quirk/Hates Clansmen]
- 6 An accident leaves you and a small detachment of Knights floating dead in space for months until someone finally answers your distress call. [Zero-G Operations +6, Scrounge +3, TDS, Quirk/Claustrophobic, STR –1]
- 7 An attack by a band of depraved pirates leaves you wondering if there truly is any hope. [Academic/Theology +3, Combat Paralysis]
- 8 Every order has its own rascalion and you made sure that was you. [–2 to all skills learned in this Path and choose three: Climbing +2, Free Fall +2, Gambling +2, Interest/Any +2, Seduction +2]
- 9 While the Periphery is known for its wild societies, you discovered some of its wild animals and their defensive mechanisms. [Allergy (2)]
- 10 You find the perfect person for you and start a new life on Randis. [Good Reputation, Dependents (2)]
- 11 You see more of the chapel than you do of the battlefields. [Academic/Theology +2, Interest/Any two +2]
- 12 The Brotherhood attract all kinds, which provides opportunities to pick up many wonderful skills. [+2 to any three skills the character does not already possess]
- 13 Having spent most of your time on ships traveling the length and breadth of the Periphery, you no longer feel at home on solid ground. [Zero-G Operations +4, Sensor Operations +3, G-Tolerance, Night Vision, BOD –1]
- 14 You have been blessed with a gift. [Natural Aptitude/Any]
- 15 You inherit the BattleMech of a fallen Brother. [Vehicle (4), Owns Vehicle]
- 16 Even in the worst of times, you willingly take on the mantle of leadership. [Leadership +6, Strategy +4, Tactics/Any two +4]
- 17 Any defeat of Fuchida’s Fusiliers is a cause for celebration, but this is one deserving of illumination in the Brotherhood’s sacred annals. [Good Reputation (3), Vehicle (3), Custom Vehicle (2), Wealth (2), Well-Equipped (2)]
- 18 Having set the bar even higher than before, you are the example the rest of the Brotherhood looks to. [Leadership +6, Academic/Theology +4, +4 to any four other skills, Brave, Good Reputation (3), Sixth Sense, Title (+2), Enemy (2)]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## CIVILIAN JOB

Your job in the private sector may be dull, but countless trillions of civilians do this to make a living and keep the war machines of the Inner Sphere going. This path also represents non-combat civil-service jobs.

Because this path covers so many possible careers, the player chooses his or her character's job and relevant subskills, with the gamemaster's approval.

**Time:** 4 years

**Skills:** Career/Any Relevant +3, add +2 to any two other skills related to this career, +1 to any other skill. Choose one: Academic/Any Relevant +2, Administration +2, Bureaucracy/Affiliation +2, Computers +1, Leadership +1, or Protocol/Affiliation +2

**Next Path:** [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Diamond Shark Warrior-Trader](#) (4-Merchant Caste only), [Ne'er-Do-Well](#) (4), [Scientist Caste Service](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4), [Word of Blake Service](#) (4)

### Civilian Job Events

- 2 A freak accident on the job leaves you disabled but compensated through a civil suit [Disabled (2), Wealth (4)]
- 3 You're fired! [Poverty; must take [Ne'er-Do-Well](#) (4) Path next]
- 4 Involved in harassment scandal [Bad Reputation]
- 5 There's a war on, and you're drafted [Character's next path is [Military Enlistment](#) (3); Clan characters can join a [Freeborn Sibko](#) (2), but do not apply the Attribute threshold modifiers listed for that path, and assume the training takes four years]
- 6 You hate your job and daydream the hours away [-1 to all skills gained from this path]
- 7 Standard worker drone [+1 to any one skill]
- 8 You get a raise [Wealth]
- 9 Hard work pays off with a raise and a promotion [Wealth (2), Administration +1, Leadership +1]
- 10 Your dedication gets you noticed by government officials, who approve you for advanced training [Wealth, Protocol/Affiliation +2; may choose any Higher Education Path next]
- 11 You become a primary interstellar representative for your company [Well-Connected (2), Wealth, Language/Any +1, Negotiation +2, Zero-G Operations +1]
- 12 [Choose one event or roll twice and apply both results]

## CLOISTER TRAINING

*Cloud Cobra Affiliation; warrior only. Must have at least a one-point Contact. Warriors from other Clan affiliations may enter, but must have an appropriate two-point Contact. All characters must possess a WIL of 5 or higher.*

While the warriors of most other Clans trust only in their own prowess, those of Clan Cloud Cobra know instinctively that there is more to the universe. While no one is obligated to train within the warrior-priest brotherhoods, most Cloud Cobra warriors turn to these Cloisters not only to hone their combat skills, but also to immerse themselves in the teachings and scripture of their chosen religion. When they emerge from this intensive training, these warriors are ordained ministers with the unique calling out only to protect their Clan but also to bring the Way to those who do not know it.

The great majority of Cloister Fellows do indeed belong to Clan Cloud Cobra, or at least once did, but as word of the Way spreads, a steadily growing number of warriors from other Clans petition daily for initiation into the Cloisters. Only warriors may become full Fellows within the Cloisters, though most of the membership of each belongs to the lower castes. As a result, members of lower castes may take this Path with all the requirements listed above, but do not gain the Contact Trait, and gain the Well-Connected Trait at the lowest level.

**Time:** 2 years

**Traits:** Contact (3), Well Connected (3, within Cloister), In for Life

**Skills:** Academic/Theology (any, based on the chosen religion) +6, Academic/Theology +3, Interest/Clan Remembrance +3, Training +3, add +2 to any three field skills

**Next Path:** Cloister Training (4), Diamond Shark Warrior-Trader (4), Goliath Scorpion Seeker (4), Tour of Duty: Clan (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Hell's Horses Armor Warrior (4), Tour of Duty: Home Clan (4), Tour of Duty: Joint Nova Cat/Combine Exercises (4), To Serve and Protect (4, freeborn warriors only), any warrior-only stage (4) Path allowed by the character's Affiliation.

### Cloister Training Events

- 2 You failed not only your Cloister, but also your entire Clan. [Bad Reputation (3), leave the Clans with the usual effects.]
- 3 The Way proved to be the correct path for you, but for your superiors, it was only a means to an end. [Bad Reputation (3), Enemy (3), may not take this path again]
- 4 The Cloister was not for you, but there is loss of honor for accepting the truth. [Path takes only 1 year, lose half of all skill bonuses (rounded down) and all Traits from this path and may not take this path again]
- 5 The eckhan believes you need additional time to examine your convictions. [Academic/Theology (any) +4, Bad Reputation and add 1D6/2 years (round down) to the time this Path takes]
- 6 You must overcome your natural urges if you are to earn Fellowship, and your trainers "help" you in this endeavor. [Academic/Clan History +4, Glory -1, Introvert, Slow Learner and BOD -2]
- 7 While you were simply bringing the word of the Way to them, they rejected and attacked you, and though they didn't survive punishment, the scars remain with you. [Disabled, Unattractive and WIL -2]
- 8 Even the Cloisters could not suppress your free spirit. [-2 to all skills learned this Path, Gambling +3, Streetwise/Any +3, Addiction (2), Bad Reputation]
- 9 The Way's call in mysterious-you are taken as bondsman by a rival Clan that has yet to receive the blessings of the Way. [The specific Clan can be chosen by the character or is left up to the discretion of the gamemaster; see *Changing Affiliations*.]
- 10 Khan Katib once said "Trials and Tribulations are my closest companions." [Choose one: Addiction (2), Disabled, Dependent or Night Blindness]
- 11 Your work brings the Way to the lower castes. [Training +2, Contact]
- 12 The eckhan exhorts you and your fellow initiates to explore your full selves. [Choose two not already possessed: Academics/Any +2, Arts/Any +2, Animal Handling +2, Interest/Any +2, Riding +2]
- 13 Duty to your Cloister takes you to the reaches of Clan Space-and into conflict with rebellious souls. [+2 to any two Military Field skills]
- 14 War is the Way of the Clans. [Strategy +3, Tactics/Any +3, +2 to any three other Military Field skills]
- 15 The lower castes begin to look to you as a leader and teacher. [Contact (2), Good Reputation (3), Well-Connected (to the lower castes)]
- 16 The Cloister is truly your calling. [Academic/Clan History +4, Leadership +4, Interest/Clan Remembrance +3, Training +2, Academic/Any two +2]
- 17 Visits to the Honorarium help you to focus your energies. [Academic/Clan History +4, Leadership +4 and choose two: Combat Sense, Fast Learner, Pain Resistance, Poison Resistance or Sixth Sense]
- 18 Devotion to the Way demands you dedicate more time not only to understanding, but also to mastery of your station. [Academic/Theology (any) +6, Glory +2, +6 to any one skill, +4 to any four other Military Field skills and add 1D6/2 years (round down) to the time this Path takes.]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event.]

## COMSTAR SERVICE

### *ComStar Affiliation only*

Life as a ComStar Acolyte can involve assignment to research stations, HPG compounds or garrison cantonments scattered across much of known space. This presents an unparalleled opportunity to see the universe firsthand, though there are many risks.

**Time:** 2 years

**Skills:** Academic/Inner Sphere History +3, Administration +1, Interest/Any +2, Negotiation +1, Perception +1, Streetwise/Any +1

**Next Path:** First time through path only-ComStar Training (mandatory, part of this pass), Com Guard Training (mandatory, part of this pass); subsequent times through path- [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), Explorer Corps (4, part of this pass), [Ne'er-Do-Well](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

### **ComStar Service Events**

- 2 Accused of espionage and imprisoned [Stigma/Traitor, Amnesia and add 1D6 years to this path. Lose all Rank and Commission Traits]
- 3 Almost killed when facility attacked by Word of Blake agents [Choose two: Poor Vision (3), Combat Paralysis, Poor Hearing (5), Lost limb (2), BOD -1, Slow Learner]
- 4 Offered "opportunity" to spy for foreign power [If accepted: Wealth (4), Enemy (3), In for Life. If refused, choose one: BOD -1, STR -1, DEX -1]
- 5 Run in with the local wildlife [BOD -1, Quirk/Scared of the Wild]
- 6 You hate space travel. I mean you *really* hate space travel [Transit Disorientation Syndrome, Allergy/Space Travel]
- 7 Culture Shock: Life here is so different from home that you spend all your time in the compound [Introvert, Academics/Any +2, Technical/Any +2]
- 8 Bored by life at this backwater station you seek out new diversions [Addiction, Streetwise/Any +2]
- 9 The local food and environment do not agree with you [Allergy (2)]
- 10 Develop contacts with the locals [Language/Any +2, Bureaucracy/Any +1, Contact]
- 11 Too much time working on the computers [Computer +1, Poor Vision]
- 12 Clash with facility administrator [Negotiation +1, Enemy]
- 13 You contract Rockland Fever but survive [Poison Resistance]
- 14 The varied work gives you a chance to hone your abilities [+1 to any two skills]
- 15 Thrown in at the deep end, you are forced to learn or die [Fast Learner, +2 to any two skills]
- 16 Posted to a major station where the workload keeps you busy [Administration +2, Career/ComStar +3, Contact (2)]
- 17 Decorated for heroism during enemy action [Brave, Good Reputation (2), +2 to any two skills and +2 to any three Military Field skills]
- 18 Promoted! [Administration +1, Leadership +1, Training +1, Good Reputation (2), Commission, Promotion (2), Career/ComStar +2]
- 19 You earn a reputation as the person to know [Contact (3), Gregarious, Streetwise/Any +3, Fast Talk +2, Scrounge +2, Well Connected (2)]
- 20 [Choose one event or roll twice and apply both results]

### **Mandatory Subpath: ComStar Acolyte**

*ComStar Service required*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Skills:** Comms/Any +3, Administration +1, Technical/Any +1, Career/ComStar +2

**Fields:**

- Civilian Tech
- Politician
- Scientist (*minimum INT 6*)

**Events:** Do not roll an event for ComStar Acolyte

**Next Path:** [University](#) (3), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), Explorer Corps (4, part of this path), [Ne'er-Do-Well](#) (4), [Tour of Duty: Piracy](#) (4)

### **Mandatory Subpath: Com Guard Training**

*ComStar Service required, cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision*

**Time:** 5 years

**Attribute Minimums:** INT 4, BOD 4

**Attribute Thresholds:** RFL +1, BOD +1, WIL +1, SOC +1

**Traits:** Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

**Skills:** Strategy +2, Tactics/Any +2, +1 to three Basic Training Skills, +2 to any three other Skills, Career/ComStar +1

**Fields:** Basic Training, and choose one of the following fields, subject to the listed restrictions:

- Aerospace Pilot (*minimum DEX 4, RFL 4*)
- Aircraft Pilot (*minimum DEX 4, RFL 3*)
- Armored Infantry (*minimum STR 6, BOD 5*)
- Cavalry
- DropShip Pilot (*minimum DEX 4*)
- Infantry
- JumpShip Pilot (DropShip Pilot, *minimum INT 5, may not have TDS Trait*)
- Marine (*minimum WIL 4, may not have TDS Trait*)
- MechWarrior (*minimum DEX 3, RFL 4*)
- Scientist (*minimum INT 3*)
- Scout
- Ship's Crew
- WarShip Pilot (DropShip Pilot or JumpShip Pilot, *minimum INT 6, may not have TDS Trait*)

**Events:** Do not roll events for Com Guard Training

**Next Path:** Blake's Wrath Training (4, part of this pass), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#)

### **Subpath: Blake's Wrath Training**

*Com Guard Training required (Armored Infantry, Marine and Mech Warrior only)*

Though not as universally feared as the DEST of the Draconis Combine—due more to the secretive nature of the organization than a lack of ability—the special forces branch of ComStar's ROM has the unparalleled resource of ComStar's entire communications network at its disposal. Brutal training techniques combined with almost unlimited funding makes Blake's Wrath one of the most effective forces of its kind operating in the Inner Sphere.

**Time:** 4 years

**Attribute Minimums:** INT 5, BOD 5, RFL 6

**Attribute Thresholds:** INT +1, RFL +1, CHA -1

**Traits:** Commission, Brave, Promotion, Vehicle (2), in For Life, Quirk/Loyalty to ComStar

**Skills:** Acting +1, Disguise +2, Perception +2, Streetwise/Any +3, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

**Fields:** Special Forces, MechWarrior, Aerospace Pilot

**Next Path:** [Covert Ops \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#)

### **Subpath: Explorer Corps**

*ComStar Service required (Aerospace, DropShip, Marine, JumpShip, Ship's Crew, WarShip only) Cannot have TDS Trait*

In 2947, Primus Adrienne Sims created the Explorer Corps to expand human knowledge of the universe, explore new worlds for colonization and provide an early warning of danger to the Inner Sphere. Little did she know the Clan invasion would be started by the discovery of an errant Explorer Corps vessel. Regardless, thanks to the tireless work of the Corps, strides have been made in every field of astronomy. These discoveries have provided the impetus for further exploration and adventure.

**Time:** 6 years

**Attribute Minimums:** INT 5, BOD 4, RFL 4

**Attribute Thresholds:** INT +1, STR -1

**Skills:** Academics/Any +2, Administration +1, Career/ComStar +1, Language/Any +2, Language/Any +1, Zero-G Operations +3

**Fields:**

DropShip Pilot (*minimum DEX 5*)

JumpShip Pilot (*DropShip Pilot Field, minimum INT 6*)

Planetary Surveyor (*minimum INT 6*)

Ship's Crew (*minimum RFL 6*)

Scientist (*University Path, minimum INT 7*)

**Next Path:** [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Explorer Corps \(4\)](#), [Free Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Travel \(4\)](#)

## COVERT OPS

Your nation summons you to perform well beyond the call of duty. You will earn significant rewards ... if you survive. The player determines the specific duty covered by this path, ranging from sabotage and infiltration to assassination and fomenting rebellion. Choose appropriate subskills based on your character's particular task.

**Time:** 1D6 + 1 years

**Traits:** Alternate Identity, Wealth, Well-Equipped, Enemy (3), In For Life

**Skills:** Disguise +2, Fast Talk +2, Perception +2. Choose three: Acting +3, Blades +2, Computers +2, Cryptography +2, Demolitions +2, Escape Artist +3, Forgery +3, Gambling +3, Interrogation +3, Language/Any +3, Leadership +2, Martial Arts/Any +2, Pistols +2, Protocol/Any +3, Seduction +3, Streetwise/Any +2, Tactics/Infantry +2

**Next Path:** [Ne'er-Do-Well \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Nueva Castile \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#), [Travel \(4\)](#), [Yakuza \(4\)](#)

### Covert Ops Events

- 2 Captured and thrown in prison for treason; you escape after several years [Escape Artist +3, Disabled (2), add 2D6 years to the time this path takes]
- 3 Captured and forced to become a double agent [Bad Reputation, Enemy (3), add 1D6 years to the time this path takes]
- 4 Nosy reporter uncovers your identity [Good Reputation (2), Enemy, lose Alternate Identity Trait]
- 5 A close call leaves you scarred and shaken [Timid, Unattractive]
- 6 Bungled operation gets you a desk assignment [-1 to all skills receiving Skill Points in this path]
- 7 Uneventful operations [+1 to any skill]
- 8 Extensive training reveals hidden talent [Choose one: Ambidextrous, Brave, Exceptional Attribute/Any, Natural Aptitude/Any]
- 9 Numerous successful missions prove your dedication and skill [+1 to all skills receiving Skill Points in this Covert Ops Path, +1 to any four other skills, Promotion]
- 10 You become a master of "persuasion" [First Aid +2, Interrogation +3, Intimidation +2, MedTech +2, Bad Reputation, Pain Resistance]
- 11 You are instrumental in setting up a critical defection [Contact (3), Promotion (2), Wealth]
- 12 [Choose one event or roll twice and apply both results]

## DARK CASTE

Any Clan-based character may take this Path, regardless of affiliation or profession but only after leaving the clans or washing out of training.

Life in the Dark Caste is difficult, especially with units of Clan enforcers looking to wipe out you and your kind. Worse are the bands of disgraces Smoke Jaguars looking for ways to reintegrate themselves into Clan society or to rebuild their fallen Clan. Yet with so much pestilence, hardship and disease to contend with, it is still better than living under *their* dictatorship.

**Time:** 2 years

**Traits:** Stigma/Dark Caste (if not already possessed)

**Skills:** +3 to any three field skills, +1 to any other one skill

**Next Path:** [Civilian Job](#) (4), [Dark Caste](#) (4), [Ne'er-Do-Well](#) (4), [To Serve and Protect](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4); character must possess all Field and Attribute prerequisites of these Paths before taking them, however

### Dark Caste Events

- 2 They found your settlement and annihilated everyone who didn't escape. [Scrounge +4, Disabled (3), Glass Jaw, Quirk/Vow (to destroy the unit that did this)]
- 3 Exiled from your community and made an outcast among outcasts. [Bad Reputation (3), Enemy (2), Glory -3, Stigma/Outcast (2)]
- 4 They captured and imprisoned you in an attempt to reeducate you. [Interest/Clan Remembrance +6, Bureaucracy/Any +6, Bad Reputation (3), Enemy (3), add 1D6 years to the time this path takes; the specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*.]
- 5 An accident forces a change upon you. [Glory -2; Choose one: -3 BOD, -3 DEX or -3 STR]
- 6 Life support failed and dozens died before you could get repairs done. [Scavenging +3, Disabled (3), Glass Jaw, Quirk/Guilt]
- 7 A Clan strike wipes out a nearby settlement, depriving yours of supplies and you personally of a vital contact. [Poverty, Well-Equipped -1, lose a single Contact]
- 8 The temptations of normalcy beckon you. [Dependents (2)]
- 9 An epidemic rips through your settlement. [Choose one: Allergy (2) or Glass Jaw]
- 10 Infighting among your settlement sets you at odds with its leader. [Enemy]
- 11 A trade of skills. [Training +1, choose any one skill at +1]
- 12 Discoveries like this are what you need to keep surviving. [Wealth, Well-Equipped]
- 13 A catastrophe forces you to live off the land. [BOD -1, WIL +1, Survival +5, Climbing +3, Scrounge +3]
- 14 He that dares... You spend your time living among your "misguided" brethren. [Acting +5, Streetwise/Any +5, Alternate Identity, Contact (2)]
- 15 You traveled among the uncharted stars. [Add +3 to any three skills, Well-Connected (3), Well-Equipped (2)]
- 16 Your raid on a Brian Cache nets you supplies enough to last a year, as well as an extensive Star League library. [Wealth (3), Well-Equipped (2), Academic/Any +3, +3 to any three skills]
- 17 You find yourself a place in Clan society in hopes of learning a new trade. [Alternate Identity, choose a new Civilian Field]
- 18 Somehow you made your way to a new life in the Inner Sphere. [Loose Stigma/Dark Caste, change affiliation to a non-Clan affiliation, apply all Skill bonuses but ignore any Traits gained by the new affiliation and continue through the Life Paths with the new affiliation.]
- 19 You pull off a raid that would find you a place in the Remembrance, if you kept one. [Good Reputation (3), Enemy (2) and choose either Vehicle (4), Custom Vehicle (3) and Owns Vehicle or Wealth (6) and Well-Equipped (4)]
- 20 [Choose one event or roll twice and apply both events.]

## DEATH COMMANDOS COVERT TOUR

*Affiliation Capellan Confederation and St. Ives only. Mech Warrior-trained personnel only. No Slow Learners. Entry by Events roll only.*

The Death Commandos of the Capellan Confederation are among the most feared combat units in the universe. Only a fraction of a percentile of the CCAF's elite are admitted into this prestigious and grueling training program. Three years of intense instruction and combat duty with the best gear the Confederation has to offer molds graduates into killing machines.

**Time:** 3 years

**Attribute Minimums:** WIL 7, EDG 4, STR 5, BOD 6, DEX 5, RFL 6, INT 5

**Attribute Thresholds:** WIL +2, BOD +1, DEX +1, RFL +1

**Traits:** Commission (Rank 3, ignore if already a higher-ranked officer), Bad Reputation (5), In for Life. A Death Commando has the equivalent of Vehicle (10), Well-Equipped (8) and Custom Vehicle (3) Traits as long as they are in active service. The Well-Equipped and Vehicle Traits are lost if the character leaves "active" duty. In addition, the character gains Quirk/Loyal to the Chancellor (2) and Quirk/Loyal to the Commandos which may replace other Loyalty Quirks of equal value already possessed (if any)

**Skills:** Perception +2, Strategy +1, Tactics/Any +3, Martial Arts/Any +2; also choose to acquire or improve any one military skill at +3, two military skills +2 and four military skill +1, all chosen from the following fields: Basic Training, Marine, MechWarrior, Officer Training

**Next Path:** [Death Commandos Covert Tour](#) (4); character is in the Commandos until done with character generation, at which time he/she may choose to be an active or "inactive" member-complete escape is impossible

### Death Commandos Covert Tour Events

- 2 Taken alive! Will you keep your mouth shut no matter the cost, or will you break? [No skill improvement this pass, and choose one of the following: if you don't talk, WIL +1, Lost Limb, Addiction (2) and add 2D6 years to the time this path takes; If you break down and talk, WIL -2, Enemy (3), Wealth and add 1D6 years to the time this path takes]
- 3 Maybe it is getting to you a little. [Introvert, Addiction (2)]
- 4 You were supposed to make it off the JumpShip *before* it tried to jump. [Transit Disorientation Syndrome, Glass Jaw, -1 to all skills improved this pass]
- 5 A nuisance, really. Nothing more. [BOD -1, Quirk/Overconfident; choose one: Poor Vision, Poor Hearing, Lost Limb, Disabled, Night Blindness]
- 6 Paranoia or premonition? Been at this too long? [Quirk/Paranoid, Demotion]
- 7 You must have been very good in a previous life, but your luck may be all used up. [EDG -4]
- 8 Yes, there *is* a difference between being despised and being reviled. Did somebody say Kentares? [Stigma, Enemy (2)]
- 9 Friends come and go, but enemies accumulate. [Enemy (1), Enemy (1), Enemy (1)]
- 10 Convalescent leave forces you to miss several choice assignments. [-1 to all skills improved this pass]
- 11 All in all, just another few years of "office" work. [Any military skill +2, any two skills +1, Enemy]
- 12 Nothing like a well-rounded war! [Any six skills +1]
- 13 Out of the 'Mech and into the action. [Apply +1 to all Basic Training and Infantry Field Skills; choose one: Allergy, Poor Hearing or Poor Vision]
- 14 Always open for something different. [Choose a field: Armored Infantry, Cavalry, Pilot]
- 15 Sniper duty is your calling, and you enjoy your work. Your victims' friends, on the other hand ... [Scout Occupational Field, Rifles +3, Good Vision, Enemy (2)]
- 16 Front-line heroics earn you some powerful enemies. [Tactics/Mech +2, apply +2 to all skills in MechWarrior Field, Promotion, Enemy (3)]
- 17 Paranoia or premonition? Either way, it paid off. [Sixth Sense, EDG +1, Promotion, Survival +2, Strategy +1, Tactics/Any +1]
- 18 They can rebuild you; they have the technology. All it will cost you is your soul. [Amnesia, BOD +1, STR +2, CHA -1, Exceptional Attribute/Strength, Toughness, Pain Resistance, Poison Resistance]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]



## DEEP PERIPHERY TRADER

*Any Periphery Affiliation.*

While its markets may not be as vast as those of the Inner Sphere, the Deep Periphery offers a host of opportunities for those willing to risk everything on the long journey between the stars.

**Time:** 2 years

**Attribute Minimums:** CHA 4

**Skills:** Appraisal +3, Fast Talk + 3, Negotiation +3

**Next Path:** [Civilian Job \(4\)](#), [Deep Periphery Trader \(4\)](#), [Free Trader \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

### Deep Periphery Trader

- 2 Lose your Shirt! A business dealing goes horribly wrong and you lose everything! [Lose all Wealth and Well-Equipped traits]
- 3 Infected! At one of your ports of call you contract a deadly disease and barely survive [BOD -1, STR -2, Poison Resistance, Unattractive]
- 4 Pirate Raid! [Bawling +3, Pistols +3, Choose one: Glass Jaw, Lost Limb, Poverty]
- 5 A Clan "customs vessel" boards your ship. [Choose two: BOD -1, Bad Reputation, Poverty, Stigma/Smuggler]
- 6 Marooned! Your vessel suffers a mechanical failure and you spend several months awaiting rescue [Poverty, Survival +2, Rifles +1, Navigation/Ground +1. Add one year to the time this path takes.]
- 7 A rival undercuts your dealings [Enemy, Poverty]
- 8 Bad year [Poverty, Bureaucracy/Any +3]
- 9 A war breaks out in one of your ports of call and you decide to make a profit running guns. [Wealth, Contact (2), Stigma/Gun Runner, Streetwise +4]
- 10 Smuggling provides a range of opportunities. [Disguise +2, Fast Talk +2, Forgery +2]
- 11 A port in every storm, or something like that. [Seduction +3, Dependent]
- 12 Routine Business [+3 to any Merchant Field skill]
- 13 New markets [Appraisal +3, Negotiation +3]
- 14 Good Year [Wealth (2)]
- 15 A contact offers you "favored trader" status. [Good Reputation, Wealth (4)]
- 16 Inroads! You strike a lucrative deal with Clan merchants [Protocol/any Clan +5, Contact (1, any Clan)]
- 17 Eureka! You discover an abandoned cache of goods [Well Equipped (4), Wealth (4)]
- 18 You stumble on a completely untapped market. [Appraisal +5, Negotiation +5, Wealth (5), Good Reputation]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## DIAMOND SHARK WARRIOR-TRADER

*Clan Diamond Shark affiliation; warrior or merchant caste only. May not have Transit Disorientation Syndrome.*

In Clan Diamond Shark, many sublevels of the merchant caste must work fist-in-hand with the warrior caste. Their counsel is sought after with regard to target evaluation and selection, and they also control the Clan logistics corps and intelligence gathering services. About the only thing they do not do (most of them, anyway) is fight.

**Attribute Minimums:** WIL 4, CHA 4

**Attribute Thresholds:** WIL +1

**Time:** 3 years

**Skills:** Negotiation +3, Perception +2, Choose three: Administration +2 Appraisal +1, Bureaucracy/Any +2, Protocol/Any +2, Strategy +1, Language/Any +1

**Next Path:** [Civilian Job](#) (4-Merchant Caste only), [Cloister Training](#) (4), [Diamond Shark Warrior Trader](#) (4), [Free Trader](#) (4-Merchant Caste only), [Ne'er-Do-Well](#) (4-Merchant Caste only), [Tour of Duty: Home Clan](#) (4), [To Serve and Protect](#) (4, freeborn warriors only), [Travel](#) (4-Merchant Caste only)

### Diamond Shark Warrior-Trader Events

- 2 Never-Never!-speak for the Khan, in any deal! [Enemy (3), Leave the Clans with the usual effects]
- 3 Burned by an Inner Sphere con man! Will you ever be the same? [WIL -1, Glory -2, Timid, Poverty, lose all skill bonuses acquired through this path]
- 4 The iron womb that pilot came out of should be sterilized! [BOD -1, Transit Disorientation Syndrome, Addiction/Any (2)]
- 5 Your mistake, but the warrior caste paid for it. [Enemy (2), Enemy (1), Bad Reputation; warrior reservists can never return to active duty]
- 6 Every path has its pitfalls. [Addiction/Gambling, Bad Reputation, Gambling +2]
- 7 It took every last bit of luck, skill and resources to worm your way out of *that* deal. [EDG -2, Poverty, loose half (round down) of all skill bonuses acquired from this Path.]
- 8 "Fake it till you make it" just caught up with you. [Lose all bonuses from one skill acquired in this Path.]
- 9 Maybe you bargained a bit *too* hard. [Enemy, Negotiation +2, Brawling (or for warrior, Martial Arts/Any) +1]
- 10 Transit time is killing your deals. [Interest/Any +1, Zero-G Operations +1, lose half (round up) of all skill bonuses acquired from this path]
- 11 Short term rewards. [Appraisal +1, Gambling +1]
- 12 Facing down a warrior, even when you are right, is always a risky proposition. [WIL +2, Enemy, Fast Talk +1]
- 13 Active planning in an important raid boosts your value. [Wealth, +1 to Strategy or Tactics/Any, +2 Negotiation]
- 14 Your services are in high demand. [Wealth, +1 to all Merchant Field skills (if character does not have the Merchant Field, acquire it with +1 to all skills instead of the standard +3), add 1 year to the time this Path takes.]
- 15 A merchant is measured by the company he keeps. [Good Reputation (2), Contact, Contact, Contact (2)]
- 16 Sometimes it's better to be lucky than good. [EDG +3, Sixth Sense, Glory +1]
- 17 When dealing with the Inner Sphere, sometimes concessions must be made to Clan protocol [Alternate Identity, Contact (2), Wealth (3), +3 to two Merchant Field skills (if character does not have the Merchant Field, acquire it with +2 to all skills instead of the standard +3)]
- 18 You may be perfecting the art of the deal. [WIL +1, Fast Learner, Merchant Field]
- 19 You are called on to defend your bargaining position, quire literally, and succeed! [Choose three: Toughness, Sixth Sense, Glory +3, Wealth (4), Contact (3), Well-Connected (3)]
- 20 [Choose one event or roll twice and apply both results.]

## FREE TRADER

Though interstellar cartels dominate shipping and trade in the thirty-first century, the independent free trader is nonetheless a common sight across the Inner Sphere, especially in war-torn or remote areas where larger corporations are reluctant to operate. In these regions, a resourceful person can make serious profit.

**Time:** 2 years

**Attribute Minimums:** CHA 3

**Skills:** Zero-G Operations +1, Appraisal +2, Negotiation +2, choose one: Fast Talk +2, Interest/Any +2, Protocol/Any +2, Scrounge +1, Language/Any +2

**Next Path:** [Civilian Job](#) (4), [Deep Periphery Trader](#) (4), [Free Trader](#) (4, only if character has the Wealth Trait; it takes money to make money), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Piracy](#) (4)

### Free Trader Events

- 2 Caught smuggling contraband [Streetwise/Any +2, but add 4 years to the time this path takes and choose two: Stigma/Drug Runner, Bad Reputation, Poverty, Enemy]
- 3 Local crime syndicate makes you an offer you can't refuse [In For Life, Wealth\*]
- 4 A rival muscles in on your territory [Enemy, Poverty]
- 5 Slow year [Poverty]
- 6 Pirates harass your shipping lines [Poverty, +1 to any combat-related skill]
- 7 A mildly prosperous period [+1 to any skill listed in Merchant Field, +1 to any other skill]
- 8 Busy year [Wealth\*]
- 9 A valued customer offers a "limited partnership" [Contact, Wealth\*]
- 10 You're in the right place when new markets open up [Contact (2), Wealth (2)\*, Negotiation +1, Language/Any +1]
- 11 The deal of the decade! [Negotiation +2, choose two: Contact (3), Wealth (3)\*, Well-Equipped, Well-Connected, Good Reputation (2)]
- 12 [Choose one event or roll twice and apply both results]

\*If Wealth reaches the maximum (level 10) through these events, the player may exchange ten Wealth levels for both the Vehicle/Civilian DropShip (7) and Owns Vehicle traits.

## GOLIATH SCORPION SEEKER

*Clan Goliath Scorpion Affiliation; warrior only*

Fueled by the words and dreams of its first Loremaster, Clan Goliath Scorpion has embraced the Seeker movement as a cornerstone of its culture. Warriors requesting Seeker rights search far and wide for relics and information vital to understanding the former Star League. Returning these items to the vast Temple of Nine Muses, they contribute not only to their own glory but that of the Clan as a whole.

A small number of Seekers occasionally take what they find for themselves and do not return to the Clan. These individuals are branded as bandits and declared *dezgra*. Hunted incessantly by their former brethren, they become targets of the very system they once upheld.

**Time:** 2 years

**Traits:** In For Life, Well-Connected (3) [in Seekers]

**Skills:** Survival +2, Perception +2, First Aid +1, Zero-G Operations +1, choose two of the following: Navigation/Space +1 or Navigation/Ground +1, Academics/Star League History +1 or Academics/Archaeology +1

**Next Path:** [Goliath Scorpion Seeker](#) (4), [Ne'er Do Well](#) (4) (gain Enemy (3) and Stigma/Heretic), [Tour of Duty: Clan](#) (4), [Tour of Duty: Harvest Trials](#) (4), [Tour of Duty: Home Clans](#) (4), [To Serve and Protect](#) (4, freeborn warriors only)

### Seeker Path Events

- 2 Overcome and imprisoned by bandits, you are forced to become one yourself. [Streetwise/Bandit Caste +2, Leave the Clans with the usual effects, choose one: Lost Limb (3), Poor Hearing (3), or Poor Vision (4)]
- 3 You loose an honor duel over a cache and return home to lick your wounds. [First Aid +1, Glory -2; choose two: Lost Limb (2), Poor Hearing (3), Poor Vision (2)]
- 4 Escaping from certain death in a bandit ambush, you are nonetheless deterred from reaching your goal. [Escape Artist +2, Bad Reputation (2)]
- 5 Led into the Inner Sphere on your quest, you face a dangerous decision. [Continue On: Repeat path with a +4 to Event Roll, then Leave the Clans with the usual effect; Turn Back: Bad Reputation (2), Stigma/Coward (2), Enemy (2)]
- 6 While on a quest you are taken as a bondsman by another Clan! [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*]
- 7 A Seeker Templar doubts your vision and demands a Trial by Necrosia to prove your worthiness. [Roll on the Using Necrosia table, even if already used on this path, Protocol/Scorpion Seeker +2]
- 8 Your request for Seeker Rights is denied but you gain some insight on the exploits of your predecessors. [Academics/Clan Remembrance +2, Administration +2]
- 9 Political infighting robs you of time but teaches you valuable lessons. [Bureaucracy +2, Enemy]
- 10 Are you sure your maps are right? You spend months in the wilderness. [Navigation/Ground +2, Poison Resistance]
- 11 Dancing the scars with a rival gains you prestige as you await word on your Seeker Rights. [Blades +2, SOC +1, Enemy]
- 12 It's got to be here somewhere! You expend every effort to locate your goal, to no avail. [Choose two: Climbing +3, Demolition +2, Sensor Operations +2, Riding +2, Swimming +2]
- 13 Months of research help you locate the probable site of your quest. [Academics/Archaeology +2, +2 to the Event Roll if this path is repeated]
- 14 A skilled tech aids your cause and teaches you a thing or two in the process. [Contact, Dependent, Technician/Any +3]
- 15 You skirmish with bandits over a useless cache of baubles. [Bad Reputation, +3 to four Military Field skills]
- 16 Annihilating a fallen Seeker and returning the bandit's tainted codex to the Temple of Nine Muses earns you high praise! [Contact (2), Glory +1, Vehicle, SOC +1, Protocol/Scorpion Seeker +2]
- 17 You uncover a minor relic of the Star League. [Contact (2), Good Reputation, Glory +2, Commission (Rank 1), SOC +1. If character already has the Commission trait, take Promotion instead.]
- 18 After a hard-fought battle with defending forces, the site you claim proves unextraordinary. [Combat Sense, Glory (3), +4 to five Military Field Skills]
- 19 You have found a cache of Star League artifacts! [Contact (3), Good Reputation (3), Glory +4, Well-Connected (3), Vehicle (3), Custom Vehicle (3)]
- 20 [Choose one event or roll twice and apply both results]

## LOSTECH PROSPECTOR

Hundreds of years ago, the original Star League Defense Force left caches of high-tech weaponry scattered throughout known space so they could tap into them during extended campaigns. When the Star League collapsed, the locations of many of those caches were lost when entire SLDF units were destroyed or left with Kerensky's Exodus. Now, your sources have pointed you toward a remote Periphery world supposedly home to a major SLDF cache. The search will take years and you will face many dangers. It will drain your coffers and could turn up a bust. But there are just too many clues, scattered across too many worlds, for this lead to be false!

Characters with Clan Affiliation may not select the Lostech Prospector Path. Characters of Periphery Affiliation have no additional prerequisites. Other characters must be Well-Connected or have an appropriate Contact who could offer a lead on Star League lostech and have Wealth 5+ or own a DropShip (Vehicle 8+ and Owns Vehicle).

**Time:** 1D6 + 1 years

**Attribute Minimums:** BOD 4, WIL 6, EDG 5

**Traits:** Poverty

**Skills:** Appraisal +2, Perception +2, Scrounge +3, and choose two: Climbing +2, Jump Packs +2, Language/Any +3, Riding +3, Streetwise/Periphery +2, Survival +2, Swimming +3, Tracking +2

**Next Path:** [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4) [Tour of Duty: Piracy](#) (4), or the character's previous path

### Lostech Prospector Events

- 2 Don't touch that button! The Star League Facility you found goes into lock-down, trapping you inside. You are rescued in a coma, clinging to a single priceless relic. [Special Item (2), choose one: Amnesia, Combat Paralysis, Glass Jaw]
- 3 Detailed directions from that kindly local take you right into a slaver trap! [Escape Artist +2, Scrounge +1, Poverty, add 1D6 years to the time the Lostech Prospector Path takes, and choose one: Disabled, Introvert, Night Blindness, Timid]
- 4 You arrive at the site just as a rival expedition does, and chaos ensues. [Tactics/Ground +1, Enemy (2), choose one: Bad Reputation (2), Disabled, Lost Limb]
- 5 That's no Star League cache; it's an active Clan outpost, and they are not fond of intruders! [Captured as a bondsman, you may continue the Life Path from this point forward as a Freeborn Clan character]
- 6 Marauding bandits rough you up and steal your maps. [Brawling +1, choose one: Disabled, Lost Limb, Poor Hearing, Poor Vision]
- 7 A hyperspace mis-jump takes your expedition way off Course. [Add 1D6 years to the time this path takes, and must take [Ne'er-Do-Well](#) as your next path]
- 8 Cost overruns wouldn't have been such a bother except the mission was a bust. [Poverty]
- 9 After a long journey you find nothing but more rumors. [May take [Lostech Prospector](#) as your next path]
- 10 The search turns up nothing but a dusty old army base. Chalk it up to "life experience." [Scrounge +1]
- 11 Traveling all over the Periphery is an educational-but profitless-experience. [Language/Any +1, Streetwise/Periphery +1]
- 12 They say "getting there is half the fun." Unfortunately, this expedition was nothing but "getting there." [Gambling +1, and choose one: Brawling +2, Fast Talk +2, Running +2, Seduction +2]
- 13 Total disappointment, but a few trinkets under a Star League-era sewer cover-not to mention the rare sewer cover itself-mean you at least break even for this expedition. [Perception +1, Swimming +1, Wealth]
- 14 The command center was mostly ransacked before you got there, but you managed to download some useful data from the terminals. [Sell the data for Wealth (2) or keep the data and learn a thing or two: add +5 to MedTech, Engineering or any one Technician Subskill]
- 15 You found only one relic, but it was worth the trip! [Special Item (3)]
- 16 The local guide leads you to a cobweb-filled cavern, where you find an ancient vehicle shrouded under a tarp. [Custom Vehicle (3), Lemon, Owns Vehicle, Vehicle (4)]
- 17 An awesome haul, but you had to fight off a band of pirates to get to it. [Leadership +2, Good Reputation (2), Wealth (6), Well-Equipped (3), choose one: Disabled, Enemy, Lost Limb, Poor Hearing]
- 18 The find of a lifetime, and right where they said it would be! [Custom Vehicle (2), Good Reputation, Owns Vehicle, Vehicle (6), Wealth (7), Well-Equipped (3) and reduce the time this path takes by 1 year]
- 19 [Choose one event other than 20 or roll twice and apply both results]
- 20 The rumors were false. This is not just any SLDF cache; it's the mother lode! Time to retire in style, or perhaps start your own mercenary unit? [Custom Vehicle (4), Good Reputation (3), Owns Vehicle, Vehicle (8), Wealth (10), Well-Equipped (4)]

## NE'ER-DO-WELL

This catchall path exists for characters who just don't fit in. You may be a criminal or simply unemployed. Whatever the case, you work outside the usual bounds of society. Because the specific possibilities are virtually endless, this path gives characters considerable latitude as to the advances they can-make.

**Time:** 1D6 years

**Attribute Thresholds:** EDG +1

**Skills:** Streetwise/Any +2, add +1 to any two other skills, choose one: Appraisal +1, Brawling +1, Gambling +1, Seduction +1, Escape Artist +1, Blades +1, Quickdraw +1, Stealth +1

**Next Path:** [Military Enlistment](#) (3), [Deep Periphery Trader](#) (4), [Diamond Shark Warrior-Trader](#) (4-Merchant Caste only), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Black Warrior](#) (4), [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [Yakuza](#) (4)

### Ne'er-Do-Well Events

- 2 Lacking legal status, you are abducted and sold into slavery; you escape and must make a new life for yourself [SOC -1, Alternate Identity, Poverty, Escape Artist +1, add six years to the time this path takes]
- 3 You really shouldn't have done that! Convicted of a serious crime (player decides whether the character is actually guilty) [Bad Reputation, Streetwise/Any +2, Scrounge +1, choose one: Addiction or Enemy. Add four years to the time this path takes]
- 4 Your life lacks direction; you lose yourself in substance abuse and holovids [Addiction, Introvert, Interest/Holovid Shows +1]
- 5 Become obsessed with poker and lose your shirt [Poverty, Gambling +1]
- 6 Convicted of a minor crime (player determines whether the character is actually guilty) [Streetwise/Any +1, add two years to the time this path takes]
- 7 Drifting from one location to the next, you meet many "interesting" people [Contact]
- 8 To improve your image, you join a planetary conservation corps [First Aid +1, Negotiation +1, Scrounge +1, Survival +2]
- 9 You pull the wife of the planetary governor from the flaming wreck of her hovercar [Wealth, Contact (2)]
- 10 With no responsibilities, you spend considerable time in self-improvement [+2 to any skill, choose three: Academic/Any +3, Acrobatics +3, Language/Any +3, Martial Arts/Any +2, Perception +2, Piloting/Any +2, Quickdraw +3, Running +2, or Swimming +3]
- 11 Lady luck smiles; you make a living playing poker [EDG +1, Wealth (3), Good Reputation, Gambling +2]
- 12 [Choose one event or roll twice and apply both results]

## PARAMILITARY SERVICE

*This Path is open to any Affiliation. The character must not have any seriously "questionable" Events in his or her history (per the GM's judgment) unless the character has or purchases an appropriate Contact (1) who can hide the Event. This Path is unique in that it can be taken as part of either Stage 3 or Stage 4. If taken in Stage 3, character may also choose to progress through this Path simultaneously with another Stage 3 Path, adding the time required from both stages together to (but may roll for Events on both).*

Throughout the Successor States and a few of the Periphery nations, paramilitary organizations help police worlds, support public works and otherwise serve the more trivial needs of the state. In realms that require their subjects to provide some form of military and/or civil service, serving a few years with a paramilitary organization often fulfills these requirements.

**Time:** 2 years

**Attribute Minimums:** WIL 3, SOC 2

**Skills:** Choose two: Arts/Any +3, Interest/Any +3 Language/Any +3, Leadership +3, Protocol/Military +3, Running +2, Tracking +2

**Fields:** Basic Training (only 2 points per skill)

**Next Path:** Any

### Paramilitary Events

- 2 You were one of the lucky ones. At least you walked away from the accident. [BOD -1, Disabled, Unattractive, Combat Paralysis]
- 3 How could you have been so careless? And the governor's son was among the casualties. [Bad Reputation, Introvert, Enemy (2)]
- 4 How do you get thrown out of a voluntary organization? [SOC -1, Bad Reputation, Lose all bonus skills from this path]
- 5 Had to find out the hard way. Sometimes you just shouldn't push back. [Enemy, Glass Jaw, Martial Arts/Military +4]
- 6 Didn't anyone ever teach you to stand up to bullies? [Timid, Running +4]
- 7 You were supposed to be on duty. [WIL -1, Dependent, Seduction +4]
- 8 That brief taste of action was enough to change you. Of course, whether it was for the better or not is still up in the air. [Choose either Brave and Quirk/Jerk or Introvert, Quirk/Psychosis and Sixth Sense]
- 9 Bad cadet. No citation for you. [Bad Reputation, Bureaucracy/Any +4]
- 10 Marching in place. Take your merit badges and be happy. [Administration +3, Career/Soldier +2]
- 11 Kiss the dummy. You spend a great deal of time teaching CPR at schools. [First Aid +5, Training +2]
- 12 You are a public relations gift to the organization. Good thing children are so easily impressed. [Gregarious, Good Reputation, Arts/Any +4]
- 13 Who would have thought? You're a natural. [Natural Aptitude/Any non-combat skill, +5 to this skill]
- 14 Sent in to help run one of the organization's camps. [Choose three: Administration +3, Communications +3, First Aid +3, Interest/Any +3, Leadership +3, Swimming +3, Rifles +2, Tracking +2, Training +2]
- 15 Right place, right time, right training. You save the life of a planetary governor. [Good Reputation, Contact (2), Climbing +2, First Aid +2, MedTech +1]
- 16 Falcon Scout? Get serious. [Night Vision, Stealth +4, Survival +4, Tracking +4, Climbing +2, Tactics/Infantry +2]
- 17 You are selected to serve as a liaison between the organization and the government. Lucky you. [SOC +1, Well-Connected (4), Administration/Any +5, Bureaucracy/Any +5, Language/Any +5, Leadership +5, Negotiation +5, Protocol/Any +5, add 2 years to the time of this Path.]
- 18 All your Citations of Merit and Certificates of Accomplishment will not fit on one wall. [Fast Learner, Well Equipped (4), Apply +2 to all field skills and bonus skills learned this path]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## POSTGRADUATE STUDIES

### *University Path required*

Depending on your chosen field, this path can involve travel, pure study, exploration or even service in combat zones. Because this path covers so many possible areas of study, the player chooses the character's specific study area and relevant subskills, subject to the gamemaster's approval.

**Time:** 2 years

**Skills:** Academic/Any Relevant +3, Academic/Any +2, add +1 to any other skill. Choose one: Appraisal +1, Language/Any +1, Survival +1, Training +1, Zero-G Operations +1

**Next Path:** [University \(3\)](#), [Civilian Job \(4\)](#), [ComStar Service \(4\)](#), [Deep Periphery Trader \(4\)](#), [Lostech Prospector \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Postgraduate Studies \(4\)](#), [Think Tank \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Travel \(4\)](#), [Word of Blake Service \(4\)](#)

### **Postgraduate Studies Events**

- 2 Switching of critical samples causes death of personnel; you get fired [Bad Reputation (2), Poverty, -1 to all skills gained from Post-Graduate Studies Path; may not enter University or Post-Graduate Studies paths again]
- 3 Your field study team gets caught in a border raid [Disabled, Timid]
- 4 Your studies frequently take you to poorly lit places [Poor Vision]
- 5 Caught falsifying records to cover for a friend [Bad Reputation]
- 6 You take stimulants to keep up with the long hours [Addiction]
- 7 You get by on adequate skills [+1 to any skill from this path]
- 8 Your leadership ability puts you in a teaching position [Leadership +1, Training +2]
- 9 Your studies frequently force you to work alone in the field [Piloting/Hover +1, Navigation/Ground +2, Comms/Conv. +1, Survival +1]
- 10 Because your studies involve extensive and legitimate travel, you are recruited as a government informant [Alternate Identity, Contact (3), In for Life, Cryptography +1, may choose [Covert Ops](#) as next path]
- 11 Brilliant fieldwork puts you in the limelight [Good Reputation (3), Contact (2), Wealth (2), add +1 to any three skills]
- 12 [Choose one event or roll twice and apply both results]



## SCIENTIST CASTE SERVICE

*Any Clan Affiliation; any scientist or technician caste.*

It may be the Warrior Caste that leads, but truly those like yourself shape the direction of your Clan. Scientist and Technician Caste members are literally found all over Clan Space, as well as beyond, in both military and civilian stations, their efforts keeping their Clans operating though even the most trying of hours. It is because of this effort that you are afforded more liberties than just about any other Clansman, and in many cases more than most warriors. On the other hand, only through superior performance will you be allowed to maintain your status.

**Time:** 2 years

**Skills:** +3 to any three Field skills, +2 to any four other skills and choose two of the following: Academics/Any +1, Administration +1, Bureaucracy/Any +1, Comms/Any +1, Computers +1, Cryptography +1, Fast Talk +1, Negotiation +1, Protocol/Any or Training +1

**Next Path:** [University](#) (3-Scientist Caste only), [Civilian Job](#) (4), [Ne'er-Do-Well](#) (4), [Scientist Caste Service](#) (4), [Tour of Duty: Piracy](#) (4)

### Scientist Caste Events

- 2 Your personal research into forbidden disciplines leaves you but two choices. [+4 to any two field skills and choose either imprisonment (add 1D6+1 years to the time this path takes) or change affiliation to Dark Caste]
- 3 So far, you have managed to hide yourself, but someday they will find you and punish you. [Alternate Identity, Glory -2, Quirk/On the Run]
- 4 An accident leaves you hospitalized for months. [Academic/Any +3 and choose three: Disabled (2), Lost Limb (2), Poor Hearing (3), Poor Vision (3), Slow Learner, and BOD -2]
- 5 Memories of what you saw on that world continue to haunt you. [Introvert, Quirk/Paranoid and WIL -2]
- 6 You lose your mate and friends in an "honorable" Trial of Possession, leaving you little but your child and your anger. [Dependent, Quirk/Vow of Vengeance]
- 7 You ran afoul of a Warrior who had no idea what she was butting her head into. [Bureaucracy/Any +5, Bad Reputation (3), Enemy (2)]
- 8 The constant travel plays havoc with your immune system. [Survival +3, Allergy, Disabled]
- 9 Taken as Isorla, your skills atrophied as you were slowly accepted into your new Clan. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster; see *Changing Affiliations*. -1 to all skills learned this path, Bureaucracy/Any +4, Interest/Remembrance +4]
- 10 Your duties allowed you more freedoms than most. [-1 to three skills learned this path, Gambling +3, Seduction +3, Streetwise/Any +3]
- 11 Forced to defend yourself during an attack. [Choose one: Blades, Brawling, Pistols or Rifles at +4]
- 12 Your status confers on you a comfortable life. [Arts/Any two +3, Interest/Any +3, Enemy]
- 13 Assigned to an exploration team, you saw more than most others ever will, but have the scars to prove it. [+2 to any four skills and choose two: Addiction, Disabled, Enemy, Glass Jaw, Lost Limb or Quirk/Psychosis]
- 14 An attack forces you and your colleagues to fend for yourselves for weeks. [BOD -1 and choose four: Climbing +4, Leadership +3, Medtech +3, Navigation +3, Scrounge +4, Survival +4 and Tracking +4]
- 15 Your assignments keep you in the field. [Choose either the Planetary Surveyor or Scout Fields]
- 16 Your collection of Star League era texts is nearly unsurpassed. [Academic/Any two +6, Quirk/Collector, Quirk/Paranoid, Wealth (2) and Well-Equipped (4); at the gamemaster's discretion, both of these Traits must be used to purchase rare texts and items]
- 17 Few have managed to keep abreast of your rise. [Fast Learner, Enemy (2), take any one Civilian or non-Military Field at +3 to all skills]
- 18 Chosen to be a Keeper. [Interest/Remembrance +8, Good Reputation (3), Well-Connected (3), Wealth (3), Well-Equipped (3), In for Life]
- 19 Your work brings both you and your Clan much honor. [+6 to any three skills, Good Reputation (5), Wealth (4), Well-Equipped (4), Enemy (3)]
- 20 [Choose one event or roll twice and apply both events]

## SOLARIS INSIDER

*Solaris Stable Internship Path or Prominence 1 required*

With the exception of MechWarriors few outsiders are ever accepted into the gaming establishment. Those that somehow manage to gain entry do so only after devoting years to learning the ins and outs of the gaming circuit. However, the potential rewards are tremendous, a fact that often makes the years spent learning the ropes pass quickly.

The Stable Internship Path, with the exception of the MechWarrior Training Subpath, requires characters to take this path twice. No character is exempt from the -1 penalty to the event roll for each repeat regardless of the reason for choosing this path.

**Time:** 2 years

**Traits:** Wealth, Contact, Enemy

**Skills:** Bureaucracy/Solaris +1, Streetwise +1, add +2 to any three skills and an additional +1 to any other three skills

**Next Path:** [Civilian Job](#) (4), [Deep Periphery Trader](#) (4), [Free Trader](#) (4), [Ne'er-Do-Well](#) (4), [Solaris Insider](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4)

### Solaris Insider Events

- 2 You picked the wrong person to back! Worst of all, you brought other people down with you [Enemy (3), Poverty, Timid, Stigma/Loser, Prominence -2, Gambling +2]
- 3 Too much business done at night [Addiction (2), lose all skill bonuses from this path, Streetwise/Solaris VII +3]
- 4 Working all those late nights, you discover what your boss was *really* up to. You did the right thing, and the police promise to keep you safe [Contact (2), Enemy (3), Stigma/Bounty on Head, Alternate Identity, and may choose from *any* Higher Education or Real Life paths that do not have a specific affiliation requirement, ignoring any additional requirements]
- 5 The Mob got their hooks into you [Contact, In For Life, Stigma/Corruptible]
- 6 You shouldn't have gone out the night before appearing on the morning holo-show [Bad Reputation (2), Stigma/Incompetent]
- 7 You acquire a taste for the finer things in life [Addiction]
- 8 They offer you a deal that really is too good to be true [Make a choice: If you accept, gain Wealth, Timid and Stigma/Corruptible. If you pass, gain Enemy (2), Poverty, Brave]
- 9 The chance to buy a rare set of first-edition *Immortal Warrior* action figures was too good to pass up [Poverty]
- 10 It wasn't until they sent you on a whirlwind tour of the Inner Sphere that you realized how much you hated space travel [Transit Disorientation Syndrome]
- 11 The new boss encourages you to "expand your horizons" and develop new talents [+2 to any three skills]
- 12 The boss shares her insider tricks with you [+2 to any three skills]
- 13 You learn the fine art of office management [Administration +1, Leadership +1]
- 14 Your brief assignment off-planet teaches you far more about guerrilla warfare than you ever wanted to know [First Aid +4, Rifles +2, Scrounge +2, Tactics/Any +2]
- 15 You stuck with your choice through thick and thin [Natural Aptitude/Gambling, Contact]
- 16 While everyone else around you brushes up on their brown-nosing skills, you keep on doing what you do best, unrecognized [+4 to any one skill and +2 to any two other skills]
- 17 You've learned the fine art of when to hold and when to fold [Good Reputation, Wealth (2), Well-Equipped]
- 18 The climb to the top hasn't been easy and you've had to step over your share of comrades, but you've made it into the big time [Patron (2), Wealth (4), Prominence +1, Stigma/Backstabber]
- 19 Your gamble paid off big time! [Patron (4), Wealth (3), Well-Equipped (2), Prominence +2, Gambling +4]
- 20 [Choose one event or roll twice and apply both results]

## SOLARIS VII GAMES

*Stable Internship Mech Warrior Training graduate or Tour of Duty only*

Solaris VII is a dream world, filled with the heroes that children hope someday to become. Even after those children grow up and become MechWarriors, many still hold on to that dream in their hearts. Those that find the gumption (or desperation) to make their way to Solaris often find a world quite different than what they expected. The stakes are high, as are the rewards, but the potential risks are far more insidious and dangerous than anyone supposes.

The Stable Internship MechWarrior Training Subpath requires characters to take this path twice. No character is exempt from the -1 penalty to the event roll for each repeat regardless of the reason for choosing this path.

**Time:** 2 years

**Traits:** Wealth, Vehicle (2), Enemy

**Skills:** Bureaucracy/Solaris +1, add +2 to any three skills and an additional +1 to any three other skills

**Next Path:** [Ne'er-Do-Well](#) (4), [Solaris Games](#) (4), [Solaris Insider](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### Solaris VII Games Events

- 2 You are horribly injured in the big game when your 'Mech goes up in a ball of fire [Vehicle -2, Lost Limb (3), Unattractive, RFL -1]
- 3 "Business parties" become your only life [Lose all skill bonuses from this path, gain Streetwise +4 and choose three: Addiction (2), Glass Jaw, Poor Hearing (2), Poor Vision (2), Poverty]
- 4 Your biggest fan turns out to be a complete whacko who takes you hostage in a two-week nightmare ordeal [DEX -1, Disabled, Glass Jaw, Introvert, Prominence +1, Escape Artist +4]
- 5 You are injured when your 'Mech suffers an ammo explosion; good thing you had CASE [Vehicle -1, Lost Limb (2)]
- 6 The Mob got their hooks into you [Contact, In For Life, Stigma/Corruptible]
- 7 The arenas are not kind to you [Lemon]
- 8 Your blossoming social life leads to a blossoming social disease [BOD -1 and add a year to the time this path takes]
- 9 Your manager perfected the fine art of embezzlement [Poverty, Bureaucracy/Solaris +4]
- 10 A close friend is ruthlessly gunned down in an arena (at least from your point of view) [Quirk/Blood Feud]
- 11 There's more to Solaris VI than fighting on the gaming circuit [Fast Talk +1, Seduction +1, Streetwise +1]
- 12 The new boss encourages you to "expand your horizons" and develop new talents [Pick any two Academic or Interest skills at +2 each]
- 13 A recruiter offers you the chance for real adventure [May take [Military Enlistment](#) or [Military Academy](#) next (ignoring any prerequisites, Capellan Confederation and St. Ives Affiliation may choose [Major Capellan Academy](#), Federated Suns Affiliation may attend [Major Federated Suns Academy](#), Lyran Alliance Affiliation may choose [Major Lyran Alliance Academy](#))]
- 14 You may not have been the champion, but you always put on a good show [+2 to any three skills]
- 15 That commercial spot you did turns into a burgeoning acting career [Prominence +1, Acting +4, Bureaucracy/Solaris VII Film Industry +3]
- 16 You racked up an impressive record [Wealth (3), Prominence +2]
- 17 A near-death experience radically alters your life [Choose either Fast Learner, Natural Aptitude/Piloting/'Mech and Combat Paralysis or Combat Sense and Introvert]
- 18 You find a patron who makes a place for you in his stable [Patron (4), Well-Equipped, Administration +2, Protocol/Solaris VII +4]
- 19 You won the big one! [Wealth (3), Well-Equipped, Vehicle (3), Owns Vehicle, Prominence +3, Patron (3)]
- 20 [Choose one event or roll twice and apply both results]

## THINK TANK

Great Houses gather the brightest minds from universities across the Inner Sphere. The Clans bring the finest of their scientist and technician castes together as well. They meet behind closed doors, sequestered from the outside world. Experts in their chosen fields, they create the most advanced breakthroughs in science. To those who are asked to join these "think tanks," the lure of the ultimate scientific honor often outweighs the risks: once you have entered the inner circle of knowledge and gained access to the most highly classified technological secrets, there is no turning back. Furthermore, the experiments demanded by cutting-edge science, often performed in the field, can be extremely dangerous.

**Time:** 4 years

**Attribute Minimums:** INT 7, WIL 6

**Attribute Thresholds:** STR -1, INT +1

**Traits:** Contact (3), In For Life, Promotion, Wealth, Well-Equipped

**Skills:** Bureaucracy/Affiliation +3, add +2 to any Academics Skill, +2 to any Technician Skill, and +1 to any other skill

**Fields:** Scientist

**Next Path:** [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Postgraduate Studies](#) (4), [Think Tank](#) (4), [Tour of Duty: Piracy](#) (4), [Travel](#) (4)

### Think Tank Events

- 2 A horrible lab accident leaves you scarred inside and out. [Unattractive, add 1D6 years to the time this path takes, choose two: Addiction (2), Amnesia, Combat Paralysis, Disabled (2), Glass Jaw, Lost Limb (2), Poor Hearing (3), Poor Vision (2)]
- 3 An enemy spy presents you with an offer you can't refuse. [Choose one: accept his offer and funnel secrets to the enemy until you are caught and flee, Alternate Identity, Bad Reputation (3), Enemy (3), transfer In For Life to enemy affiliation; or refuse his offer and "disappear," Alternate Identity, Brave, Enemy (3), Poverty]
- 4 Your experimental serum needed a test subject, and you were the only one available. [Addiction (2), choose one: Amnesia, Combat Paralysis, Glass Jaw, Slow Learner]
- 5 Tragically, you got this far as a scientist before discovering your curse. [Gremlins, may not take Think Tank Path again]
- 6 One of your colleagues turns traitor, taking your research with him. [Enemy (2)]
- 7 They kept you locked in your lab and slid a pizza under the door every day. [BOD -1, Introvert]
- 8 All work and no play makes you a dull boy. [CHA -1, add +2 to any one Academic or Technician Skill]
- 9 Repetition is the mother of invention, at least according to your employers. [Bureaucracy +1, and must take Think Tank as your next path]
- 10 Sometimes entire years can pass and it seems like the hands on the clock never move. [Interest/Any +1]
- 11 This job is 99 percent perspiration and 1 percent inspiration! [Add +2 to any single skill]
- 12 Nothing like on-the-job training to make the days whiz by. [Administration +1, Career/Scientist +2, add +1 to any Technician Skill]
- 13 You invented a better mouse trap-literally! [Wealth, Technician/Mechanics +2]
- 14 Diligent work and constant study bring knowledge, but not always new discoveries. [Academics/Any +3, Career/Scientist +2, Engineering +1, Technician/Electronics +2, Technician/Any +2]
- 15 A colleague makes a breakthrough, but you have the chance to take the credit. [Choose one: take the credit and the guilt, Fast Talk +2, Enemy, Good Reputation (2), Wealth; or help your colleague complete his research, Engineering +3, Leadership +2, Contact (2)]
- 16 Your dedication brings you to the attention of the "special projects" division. [Cryptography +3, Security Systems +3, Wealth, Well-Equipped, may take [Covert Ops](#) as next path]
- 17 Your experimental serum needed a test subject, and you were the only one available. [Addiction (2), choose one: Exceptional Attribute, Fast Learner, Pain Resistance, Toughness]
- 18 Persistence pays huge dividends, not the least of which is a working prototype of your new invention. [Engineering +2, Technician/Any +2, Good Reputation, Special Item (4), Wealth (3)]
- 19 Eureka! The breakthrough you've been working so hard for makes you and your team instant heroes. [Engineering +3, Technician/Any +3, Good Reputation (3), Promotion, Wealth (4), Well-Connected, Well-Equipped]
- 20 [Choose one event or roll twice and apply both results]

## TO SERVE AND PROTECT

Even in the thirty-first century, crime is a fact of life. Though they go by various names and wear various uniforms, all societies in known space require police forces that share common skills and goals. Service on a police force can be every bit as dangerous as on the front lines in a 'Mech.

**Time:** 2 years

**Attribute Minimums:** WIL 4

**Skills:** Add +2 to any three Police Officer, Police Tactical Officer or Detective Field skills; add +1 to any two other skills

**Next Path:** [Military Enlistment](#) (3), [Police Detective Training](#) (3), [Tactical Unit Training](#) (3), [Civilian Job](#) (4), [ComStar Service](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [To Serve and Protect](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

### To Serve and Protect Events

- 2 Captured by a crime syndicate while undercover ... not a good place to be [DEX -1, Pain Resistance, Enemy (2), choose two: Addiction, Disabled, Lost Limb, Poor Vision, Unattractive]
- 3 Caught taking a bribe (or you were framed) [Bad Reputation (2), lose all Skill Points provided by this pass through this path; may not take additional police paths]
- 4 Wounded in the line of duty [Disabled (2)]
- 5 Your partner is killed in front of you [Introvert, Timid]
- 6 You make an enemy of the local syndicate [Enemy (2)]
- 7 Uneventful duty [+1 to any one skill]
- 8 You serve on the bomb squad [Demolitions +3]
- 9 As a beat cop, you see serious action [Streetwise/Affiliation +2, +1 to any three skills in one Police Field]
- 10 The department recruits you for deep undercover sting operations, with a healthy dose of danger pay [Alternate Identity, Wealth, Stealth +1, Fast Talk +2, Disguise +2, Streetwise/Any +2]
- 11 Your heroic efforts on duty earn you the attention of the local nobility [Brave, Good Reputation, Contact (2), Well-Connected]
- 12 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: BLACK WARRIOR

Open only to individuals fighting for the Circinus Federation. Characters possessing the Black Warrior Affiliation gain a +2 bonus to all event rolls during this path.

Unlike most other pirate bands, the Black Warriors and their associated units must maintain some level of legitimacy, a task that often poses moral and political quandaries to the units. While the Warriors have many opportunities to profit, they also encounter many opportunities to court the wrath of the Successor States.

**Time:** 2 years

**Traits:** Vehicle (2) for MechWarrior, Aerospace Pilot, and Cavalry

**Skills:** Add +3 to any three skills from your Military Fields, add +1 to any two other skills

**Next Path:** [Tour of Duty: Black Warrior \(4\)](#), [Tour of Duty: Piracy \(4\)](#)

### Black Warrior Training Events

- 2 Captured during bandit raid and interrogated by the world's defenders. [Lose all Vehicle Traits, choose two: Combat Paralysis, Disability, Glass Jaw, Poor Hearing, Poor Vision, Slow Learner and may only take [Ne'er-Do-Well](#) Path next]
- 3 You sustained major injuries during a recent raid. [Lose all Vehicle Traits, choose three: Amnesia, Combat Paralysis, Disability (2), Glass Jaw, Lost Limb, Poor Hearing, Poor Vision, Slow Learner and may take no other combat paths]
- 4 You attempted a mutiny and failed. [Acting +3, Cryptography +3, Alternate Identity, Enemy (2), Stigma/Traitor and may take no other paths in the Circinus Federation]
- 5 You become sympathetic with the victims of your raids. [Good Reputation, Stigma/Weak-Willed, Timid and may take no other military paths in the Circinus Federation.]
- 6 You are on the losing side of a brawl with another Black Warrior. [Choose two: BOD -2, Disability, Glass Jaw, Poor Hearing, Poor Vision, Timid or Unattractiveness *and* may take no other combat paths in the Circinus Federation]
- 7 Your commanding officer just doesn't like you. [Bureaucracy/Black Warriors +3, Bad Reputation, Demotion, Enemy]
- 8 Not much loot but you did bring something else back from that Periphery outpost. [Allergy (2) and add 1 year to the time this Path takes]
- 9 The stress of the bandit lifestyle is getting to you. [Tactics/Any +4, Sensor Operations +2, Perception +2, Addiction, Quirk/Paranoid]
- 10 You don't get your fair share of the spoils and turn informant but someone smells a rat. [Acting +3, Enemy]
- 11 Is there honor among thieves? [Perception +2, Quirk/Paranoid, Sixth Sense]
- 12 You survive another year of hectic bandit raids. [+3 to any three skills in your Military Field, +2 to two other skills]
- 13 You like being a bandit a little too much. [Interrogation +3, Intimidation +3, Scrounge +3, Promotion, Quirk/Gung-Ho, Custom Vehicle (3)]
- 14 Lots of salvage this year [Choose two: Vehicle (3), Owns Vehicle, Custom Vehicle (3)]
- 15 Why do you always get "point"? [+5 to any military skill, add +3 to any three other military skills, Perception +3, EDG +1, Sixth Sense, Stigma/"Golden Child"]
- 16 Banditry sure is profitable. [Contact (2), Forgery +4, Gambling +4, Negotiation +4 and either Owns Vehicle or Wealth (3)]
- 17 Your actions in the field earn the respect of your partners in crime [Leadership +5, Tactics/Any +5, Brave, Commission (Rank 1), Custom Vehicle, Good Reputation]
- 18 Your exploits make you famous, or is that infamous? [Leadership +5, Strategy +5, Tactics/Any +5, Custom Vehicle (2), Enemy (2), Wealth (3), Well-Connected]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: BROTHERHOOD OF RANDIS

### *Brotherhood of Randis characters only*

Though stationed on Randis, the Brotherhood sees action throughout the Periphery. From former Smoke Jaguar warriors to ex-military personnel to simple bandits, anyone who preys on their fellow man is a likely target of the Brotherhood. The group members alone in the Periphery, dealing out their own brand of justice and sometimes making the ultimate sacrifice.

**Time:** 2 years

**Skills:** Academic/Theology +4, +4 to any three skills, +2 to any two additional skills

**Next Path:** [Ne'er-Do-Well \(4\)](#), [Tour of Duty: Brotherhood of Randis \(4\)](#), [Tour of Duty: Piracy \(4\)](#) [Travel \(4\)](#); once a character leaves the Brotherhood (to take part in a different Life Path, for example), that character must reduce his Edge Threshold by one point and spend 1D6 years in study if he wants to return to the Brotherhood.

### **Tour of Duty: Brotherhood of Randis Events**

- 2 Your actions prove that you do not possess the required moral convictions to remain in the Brotherhood and deserve swift and final punishment. [Lose all traits and half the skills learned in this path, Stigma/Evil, Quirk/Hunted, Bad Reputation (3) and Enemy (2–Grand Knight Lucas Beckett)]
- 3 That those pirates captured and tortured you does not bother you, for they will soon be shown the light, one way or another. [WIL +2, BOD –1 and choose two: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Vision (4)]
- 4 You get word that a close relative has passed away, leaving you the only family member to take care of her children. Now you must make a choice. [Choose either to leave the Brotherhood and gain both Dependents (3) and Wealth (2) or stay with the Brotherhood and gain Quirk/Guilt]
- 5 You cannot help but feel that Grand Knight Beckett does not deserve to lead the Brotherhood, so you continually look for a way to remove him and his “kind”. [Strategy +6, Enemy (3), Quirk/Hates Clansmen]
- 6 An accident leaves you and a small detachment of Knights floating dead in space for months until someone finally answers your distress call. [Zero-G Operations +6, Scrounge +3, TDS, Quirk/Claustrophobic, STR –1]
- 7 An attack by a band of depraved pirates leaves you wondering if there truly is any hope. [Academic/Theology +3, Combat Paralysis]
- 8 Every order has its own rascalion and you made sure that was you. [-2 to all skills learned in this Path and choose three: Climbing +2, Free Fall +2, Gambling +2, Interest/Any +2, Seduction +2]
- 9 While the Periphery is known for its wild societies, you discovered some of its wild animals and their defensive mechanisms. [Allergy (2)]
- 10 You find the perfect person for you and start a new life on Randis. [Good Reputation, Dependents (2)]
- 11 You see more of the chapel than you do of the battlefields. [Academic/Theology +2, Interest/Any two +2]
- 12 The Brotherhood attract all kinds, which provides opportunities to pick up many wonderful skills. [+2 to any three skills the character does not already possess]
- 13 Having spent most of your time on ships traveling the length and breadth of the Periphery, you no longer feel at home on solid ground. [Zero-G Operations +4, Sensor Operations +3, G-Tolerance, Night Vision, BOD –1]
- 14 You have been blessed with a gift. [Natural Aptitude/Any]
- 15 You inherit the BattleMech of a fallen Brother. [Vehicle (4), Owns Vehicle]
- 16 Even in the worst of times, you willingly take on the mantle of leadership. [Leadership +6, Strategy +4, Tactics/Any two +4]
- 17 Any defeat of Fuchida’s Fusiliers is a cause for celebration, but this is one deserving of illumination in the Brotherhood’s sacred annals. [Good Reputation (3), Vehicle (3), Custom Vehicle (2), Wealth (2), Well-Equipped (2)]
- 18 Having set the bar even higher than before, you are the example the rest of the Brotherhood looks to. [Leadership +6, Academic/Theology +4, +4 to any four other skills, Brave, Good Reputation (3), Sixth Sense, Title (+2), Enemy (2)]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: CLAN

*Clan warriors only*

A Clan warrior lives for battle, and this path is where it all happens! You will either prove your mettle or show yourself unworthy of the legacy of Kerensky. It is all up to you.

**Time:** 2 years

**Skills:** +2 to any three skills in a Military Field, choose one: Interest/Clan Remembrance +2, Academic/Clan History +1, Tactics/Any +1

**Next Path:** [Cloister Training \(4\)](#), [Diamond Shark Warrior-Trader \(4\)](#), [Goliath Scorpion Seeker \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Fire Mandrill Clashing Kindraa \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Hell's Horses Armor Warrior \(4\)](#), [Tour of Duty: Home Clan \(4\)](#), [Tour of Duty: Joint Nova Cat/Combine Exercises \(4\)](#), [To Serve and Protect \(4, freeborn warriors only\)](#)

### Tour of Duty: Clan Events

- 2 A dezgra ambush cuts you off from your unit, but you survived [+2 to any two skills in character's Military Fields, but choose two of the following (or choose one twice): Lost Limb, Poor Vision, Addiction, Poor Hearing, Disabled]
- 3 Defeated and captured by Inner Sphere surats. Honor demands that you become a bondsman to your captors [Leave the Clans with the usual effects, except that the character suffers a lesser Stigma/Inner Sphere Bondsman, rather than the usual Stigma/Bandit Caste (2). Character must take [Tour of Duty: Inner Sphere](#) as next path]
- 4 An honor duel with your commander goes against you [Demotion, Enemy (2)]
- 5 Your opponent takes your rivalry beyond the battlefield [Enemy]
- 6 In the occupation zones, you found Inner Sphere ways too tempting to ignore [Bad Reputation (2), choose one: Gambling +1, Seduction +1 or Streetwise/Any +1]
- 7 Garrison duty on a backwater planet [+1 to any one skill]
- 8 Assigned to a planet where raids are common [Tactics/Any +1, +1 to any three of the character's Military Field skills]
- 9 Exemplary service lands you a leading position in a planetary assault [Vehicle, Custom Vehicle, Strategy +1, +2 to any two of the character's Military Field skills]
- 10 Victory in a Trial of Position brings honor and added responsibility [Commission (Rank 1), Leadership +2. If character already has the Commission Trait, take Promotion instead]
- 11 Your heroic exploits rate a brief mention in your Clan's Remembrance [SOC +1, Brave, Good Reputation (2), Vehicle, Enemy, +2 to any one skill]
- 12 [Choose one event or roll twice and apply both results]



## TOUR OF DUTY: CLAN-SPHERE LIAISON

*Clan Wolf (in Exile), Nova Cat, Ghost Bear or Diamond Shark Affiliations only; any caste*

As Clans settle into the Inner Sphere, a degree of “cultural seepage” is inevitable. Warriors will occupy garrison posts on Inner Sphere worlds. Clan merchants will haggle with Spheroid suppliers. Technicians will share tools and tips. The lines are bound to become blurred.

Clan Wolf (in Exile) is at the leading edge of this phenomenon, though by necessity the Nova Cats are not far behind. Not content with a hands-off policy, they embrace the differences. Their liaison teams, drawn to represent the concerns from every caste, act as guides, buyers, military advisors and, all in all, ambassadors to their Inner Sphere counterparts.

**Time:** 1 Year

**Attribute Minimums:** CHA 4

**Attribute Thresholds:** CHA +1

**Traits:** Contact; unlike standard Traits given by a Life Path, the Contact Trait is obtained every time a character takes this path.

**Skills:** One skill at +2 and one skill at +1 in Occupational Field; also take two skills at +2 and three others at +1 from the following list: Protocol, Bureaucracy, Administration, Language/Secondary, Negotiation, Perception, Streetwise, Training [Ghost Bears: change the +2 bonuses to +1].

**Next Path:** As appropriate to caste and affiliation

**Events:** Ghost Bear characters suffer a –2 modifier to Events Rolls for this path if CHA is less than 5. If greater than 5, they suffer only a –1 modifier. Diamond Shark characters suffer a –1 modifier to Events Rolls if CHA is less than 5. If greater than 5, they suffer no modifier. These penalties are cumulative with the standard penalties for retaking this path.

### Tour of Duty: Clan-Sphere Liaison Events

- 2 This was a delicate assignment! You dare put yourself before the Clan? Outcast! [CHA –2, lose all skill bonuses from this path, Leave the Clan with the usual effects]
- 3 Who was that again? [Enemy (2), Glory –2, Perception –2, Protocol/Appropriate –2, Quirk/Outspoken, May not repeat Path]
- 4 The political machine chewed you up fairly well. [CHA –1, Introvert, Timid, Bureaucracy +2]
- 5 It was a political decision. Nothing personal, you understand. [Enemy, Bureaucracy +3, add 1D6 years to time this path takes, may not take this path again]
- 6 So, you weren't cut out for Diplomacy. [CHA –2, lose half (round down) of all skill bonuses earned from this path]
- 7 Some people just can't stand the truth. [CHA –1, Enemy, additional –2 modifier to Event Roll if this path is taken again]
- 8 Too much leisure time on your hands? [Alternate Identity, Dependent, Seduction +1, lose the Contact Trait and half (round up) of all skill bonuses earned from this path]
- 9 A fairly routine year gives you some rare time for relaxation. [Randomly lose all skill bonuses of one skill earned from this path, Interest/Any +1]
- 10 They found your accent amusing. [Language/Secondary +2]
- 11 Free time! [+2 to any one Interest or Art skill, +1 to any other non-Military skill]
- 12 No one said it wouldn't be work. [Administration +2, Bureaucracy +1, +1 to any two skills earned in this path]
- 13 You can't please all of the people, all of the time. [Enemy, Contact (2), +2 to any two non-Military Field Skills]
- 14 Do you bury this memory, or embrace it? [Addiction/Gambling, Alternate Identity, Contact (2), Wealth (2), Gambling +3, Seduction +1]
- 15 Hard work and impressive results bring you to the attention of the Khan. [WIL +1, Well-Connected (4), Protocol/Any +2, +2 to any three non-Military Field skills]
- 16 A people person. Who would've figured? [Gregarious, Contact (2), Contact, +3 to any three skills earned from this path, ignore standard Event Roll modifier if this path is repeated; another repeat, however, would incur the standard modifier unless this event is rolled again]
- 17 The land of opportunity, but for whom exactly? [EDG +1, Alternate Identity, Wealth, +3 to any four non-Military Field skills, Contact (Wolf Khan, Hidden Operative) or Contact (Inner Sphere Leader, Recruited Agent), may change affiliation to a non-Clan affiliation, apply all Skill bonuses but ignore any Traits gained by the new affiliation and continue through the Life Paths with the new affiliation; ignore all effects of Leaving the Clans but the SOC 1]
- 18 In the middle of large events. [EDG +2, Well-Connected (4), Good Reputation (3), +4 to any four skills]
- 19 Making friends and influencing people-important people. [WIL +1, Well-Connected (4), Contact (3), Promotion (4), Glory –3, Protocol/Any Inner Sphere +3, +4 to any five skills, must take this path again, but with a +2 modifier in place of the standard –1 modifier for repeating a path; a third repeat, however, would incur the standard –2 modifier unless this event is rolled again]
- 20 [Choose one event or roll twice and apply both results.]

## TOUR OF DUTY: FEDERATED SUNS

Available to characters who completed training at a Federated Suns Academy or Training Facility.

**Time:** 2 Years

**Traits:** Vehicle (2); if taken for a second time in a row, add Contact (2) and Stigma/either Victor or Katherine Loyalist (player choice)

**Skills:** Add +2 to any three Military Field skills, +1 to any three other skills

**Next Path:** [Police Academy](#) (3), [Covert Ops](#) (4, Military Scientist, Scout or Special Forces-trained characters only), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Tour of Duty: Federated Suns Events

- 2 You're having strange dreams about another life you never lead ... or did you? [Amnesia, Quirk/Paranoid, GM should devise a "true" history for the character]
- 3 It was a "no-brainer," an assignment so simple you and your entire unit were taken prisoner. [-1 to all skills advanced this Path, Escape Artist +4, Survival +4, BOD -1, WIL -1 and add 1D6 years to the time this Path takes]
- 4 In the end, you took the coward's way out and watched your unit die, but you also took the hero's identity. [Acting +3, Alternate Identity, Combat Paralysis, Good Reputation (2), Quirk/Self-doubt]
- 5 You were there, and it was worse than anyone could've described. [+4 to any three Military Field Skills, and choose two of the following: Addiction (2), Combat Paralysis Disabled (2), Glass Jaw, Lost Limb(3), Poor Hearing (2), Poor Vision (2) or Quirk/Phobia]
- 6 A bad bailout leaves you comatose for weeks. [Amnesia, Disabled]
- 7 Everyone else was on the take, so you had to at least take the money or become their patsy. [Player's choice: either In For Life, Stigma/On the Take and Wealth (4) or Enemy (3)]
- 8 You survived the fight that half your unit didn't walk away from, but not without some "problems." [+3 to any two Military Field skills, Interest/Astrology +4, Addiction/Astrology (must consult a seer before making any major decisions)]
- 9 Congratulations! You caught a rare disease in the Periphery and won an all-expenses paid vacation to the NAIS. [Bureaucracy/Federated Suns +4, Contact (2), Well-Equipped, Allergy (2) or Disabled (player's choice), and add 1D6/2 years (round up) to the time this Path takes]
- 10 Here comes the bride ... [Dependent]
- 11 Caught in the middle of the growing feud within the AFFC. [Bureaucracy/Federated Suns +2, Enemy]
- 12 The proverbial cake walk. [+1 to any one Military Field skill]
- 13 Action in the Chaos March leaves you wondering about your place in life. [+2 to any four skills and player's choice: WIL -2, Brave and Quirk/Gung-Ho or WIL +2, Timid and Quirk/Pacifist]
- 14 You know what assignment to the Outback means? Party time! [-1 to all skills advanced this Path, Gambling +3, Seduction +3, Streetwise +3,]
- 15 Saw action in St. Ives ... against your supposed "allies." [+3 to any two Military Field Skills, Stigma/Victor or Katherine Loyalist (player's choice)]
- 16 War is hell, and the Smoke Jaguars were its minions. [+3 to any three Military Field skills, Addiction, Combat Sense, Commission (Rank 1 if not an officer) or Promotion (if already an officer)]
- 17 Those men in the suits and sunglasses say you've got "potential." [Add +3 to any three skills, Contact (2), Character may take the Marine, Officer Training or Special Forces AIT path next]
- 18 You were the right man at the right place-awarded the Silver Sunburst for gallantry under fire. [+6 to any one Military Field skill, EDG +1, Good Reputation (2), Promotion, Vehicle (4), Custom Vehicle (2), Well-Equipped, Wealth (2); choose from *any* Stage 3 [Academy](#) Life Path next, applying a +2 to any resulting Event rolls]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: FIRE MANDRILL CLASHING KINDRAA

*Clan Fire Mandrill Affiliation; warrior only*

Most of the Clans look on times of peace as something to be avoided. Being in a Fire Mandrill Kindraa, you have never heard of such a time. Always, a campaign beckons-the recovery of resources lost to rivals, the securing of new genetic material, or simply attesting to your own Kindraa's dominance. Who needs war with the Inner Sphere?

**Time:** 2 years

**Traits:** Every three passes through this Path earns 2 Trait points which may only be spent on any Traits.

**Skills:** +2 to any one Military Field skill, +1 to any three Military Field skills; choose two: Survival +1, Protocol/Kindraa +1, Leadership +1, Tactics/Any +1, Strategy +1

**Next Path:** [Cloister Training \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Fire Mandrill Clashing Kindraa \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clan \(4\)](#)

**Events:** Some Events call for a roll of 1D10. On this occasion, the usual modifiers for repeating a path do not apply and EDG may still be spent to affect the roll by 1.

### Tour of Duty: Fire Mandrill Clashing Kindraa Events

- 2 They did this to you-the enemies of your Kindraa. But you will have your revenge if it kills you! [Leave the Clans with the usual effects, Quirk/Vendetta (2)]
- 3 A brutal year brings rewards and setbacks both. [Roll on the Events Table twice, using only 1D10, and apply both results. On a roll of 1, choose any Event below 10. On a roll of 3, nothing is gained.]
- 4 They are taking you, one piece at a time. [BOD -2; Toughness, Choose two: Lost Limb, Poor Vision (2), Poor Hearing (3), Disabled, Unattractive (scarred)]
- 5 The pace! The constant fighting day after day after day...another alert! When does it end? [BOD -1, WIL -2, choose Combat Paralysis *or* take Timid, Introvert and Demotion; +2 to four Military Field skills]
- 6 Your combat style is very hard on equipment. You actually spend a good portion of the year dispossessed! [Vehicle -2, Custom Vehicle -1, -1 to three Military Field skills, +1 to two non-Military Field skills]
- 7 One more reason to hate your rival Kindraa. [Enemy, Glory -1, Quirk/Vendetta]
- 8 The technology just wasn't meant to stand up to this kind of punishment. [Custom Vehicle -1, Lemon, Scrounge +2, Tech/Any +1]
- 9 How fast fortunes may change! [EDG +1, Vehicle -2, Custom Vehicle 1, Demotion, +1 to any three skills]
- 10 You buy a promotion with a hard-fought battle. [Promotion, Lemon, Tactics/Any +2, +2 to one Military Field skill]
- 11 A steadfast display of martial skill. [+1 to three Military Field skills]
- 11 You should rest up more between battles. [BOD -1, +2 to all Military Field skills]
- 13 Seemed like a good idea at the time! [Brave, Demotion, +3 to a Military Field skill, +1 to any other two Military Field skills]
- 14 She paid for *that!* [Enemy, Quirk/Personal Feud, Promotion, Vehicle, +2 to any two Military Field skills]
- 15 Fortunately, you are just about as deadly outside of your vehicle! [Ambidextrous, Vehicle -2, Combat Sense, Blades +2, Pistols/Any +1, Stealth +1, +3 Martial Arts/Any]
- 16 Your efforts elevate your Kindraa over a rival-a fact that does not go unnoticed. [Contact (2), Commission (Rank 1), Enemy (3), Vehicle (1), any two military skills +2; if character already has Commission Trait, take Promotion instead]
- 17 Your lineage bred true. Strength to the Kindraa! [Any Attribute Thresholds +1, Exceptional Attribute (any), Quirk/Elitist, Good Reputation (3)]
- 18 The terror of your rival Kindraa! [Enemy, Enemy, Enemy (2), Combat Sense, Glory +2, Natural Aptitude (Any Military), Promotion, Well-Connected (4)]
- 19 Some impressive fighting, though your enemies may have something to say about it. [Any two Thresholds +1 each, Glory (3), Commission (Rank 1), +2 to all Military Field skills; if character already has Commission Trait, take Promotion instead. May roll an extra time on this Event Table, rolling 1D10, where 1 equals 10, 2 equals 11 and so on; extra roll does not count toward the maximum number of Life Path]
- 20 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: HARVEST TRIALS

*This path is restricted to the Warrior Caste, though any Clan starting affiliation is allowed. After this tour, the character either remains as a member of the old Clan or may choose Clan Wolf or Falcon as the Events Table allows. If a Wolf or Falcon character takes this path, it is assumed he did so for the experience, not intending to switch Clans; ignore the initial Stigma and SOC penalties, though on a roll of 5 or less on the Events Table, the warrior is taken by a randomly assigned (or gamemaster designated) Clan [Rank Trait is reduced to 1]. This Tour may not be repeated except in the case of a Wolf or Falcon character being captured by an opposing Clan. At that point, the Wolf character may try to challenge his way back into Clan Wolf. Ignore all bonus traits and skills. Roll on the Events Table with a -2 modifier in place of the standard -1. EDG may still be spent per the rules.*

Thinking it would be your best opportunity to see fighting in the Inner Sphere, you try to challenge your way into Clan Wolf (or Jade Falcon) during the Harvest Trials. However, they are only taking the better warriors, and abandoning your old Clan comes with consequences.

**Time:** 1 year

**Attribute Thresholds:** SOC -2

**Traits:** Stigma/"Defection" from Clan, Rank is "reset" to 6

**Skills:** Tactics/Any +1, Negotiation +2, +2 to any Military Field skills, Interest/Wolf Remembrance +1

**Next Path:** Cloister Training (4), Goliath Scorpion Seeker (4), Tour of Duty: Clan (4), Tour of Duty: Fire Mandrill Clashing Kindraa (4), Tour of Duty: Hell's Horses Armor Warrior (4), Tour of Duty: Home Clan (4), Tour of Duty: Joint Nova Cat/Combine Exercises (4), To Serve and Protect (4, Freebirth warrior only), any warrior-only Stage (4) Path allowed by the character's Affiliation.

**Events Table:** On a roll of 6 or better, the character changes his current affiliation to that of Clan Jade Falcon or Clan Wolf (player's choice). The additional skills from the new Clan affiliation are applied, they are in addition to those already obtained through the character's primary affiliation. Traits from the new affiliation are not applied. However, at the discretion of the gamemaster, a single Trait from the new affiliation may be applied to the character.

### Tour of Duty: Harvest Trials Events

- 2 Knowing there was no going back, you deactivated your ejection system. [Choose one: Disabled (3), Combat Paralysis, Amnesia; Leave the Clans with the usual effects]
- 3 You might still see the Inner Sphere-as a tourist. [Glory -4, Lost Limb (2), Disabled, Unattractive, may take no further military paths]
- 4 Not only did you anger your Clan by challenging, you were declined as a Bondsman for your poor performance. The ultimate disgrace is upon your name. [Vehicle -3, Demotion (2), Bad Reputation (2), lose all skill bonuses gained from this path]
- 5 Your surviving starmates were never so enthusiastic about your plan. [EDG -1, Demotion, Enemy, Enemy, Enemy]
- 6 You squeaked by, but were partially blinded in your last battle. [Poor Vision (4), -1 modifier to all subsequent Event Rolls regardless of path; this is in addition to the standard modifiers]
- 7 Taken as bondsman by a warrior with a grudge against your old Clan. [Enemy, Negotiation -1, next two Promotions are ignored]
- 8 How were you to know your previous commander would rise to Galaxy Commander? [Enemy (2)]
- 9 Your tongue was actually faster than your trigger finger. [Fast Talk +1, Negotiation +1, lose all skill bonuses acquired through this path]
- 10 It wasn't pretty, but it *did* work. [EDG +1, Vehicle -1, Tactics/Any -1, -1 to one other Military Field skill]
- 11 You made it, but they *did* not accept your old starmate as bondsman. [Enemy]
- 12 Trading up. [Vehicle (2), Custom Vehicle]
- 13 You manage to keep contacts inside the other Clan. [Contact, Contact, lose the Stigma Trait acquired from this path]
- 14 The Jade Falcons would be especially interested in your straight-up fighting style. [Negotiation -1, Tactics/Any +1, +1 to any two Military Field skills. If changing to Jade Falcon; Vehicle (2)]
- 15 You manage a leg up on others taken in the Harvest Trials. [Retain previous Rank (no Demotion), Vehicle (2), +2 to any two Military Field skills]
- 16 Patience, preparation, savagery. Maybe you *do* have what it takes to be a Wolf. [Perception +2, Strategy +1, If changing to Clan Wolf, retain previous Rank (no Demotion), Promotion (2)]
- 17 Finally out from under the controlling influence of your old command, you show them what you're made of. [Leadership +2, choose: Combat Sense *or* take both Natural Aptitude (Military Skill) and Commission (Rank 1). If the character already has the Commission Trait, take Promotion instead]
- 18 A sweeping, glorious victory. [SOC +1, Commission (Rank 1), Vehicle (4), Glory +2, Leadership +2, +3 to three Military Field skills. If the character already has the Commission Trait, take Promotion instead]
- 19 After *that* showing, what your old Clan wouldn't do to get you back! [SOC +2, Commission (Rank 3), Good Reputation (3), Leadership +3, Glory +3, Lose Stigma Trait. If character already has Commission, take Promotion instead]
- 20 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: HELL'S HORSES ARMOR WARRIOR

*Clan Hell's Horses Affiliation; warrior only, Armor field required.*

**Time:** 2 years

**Skills:** Tactics/Ground +1, +2 to any three skills in a Military Field, choose two: Interest/Clan Hell's Horses Remembrance +2, Academic/Clan History +1, Survival +1, Protocol/Clan Hell's Horses +1, Navigation/Ground +1

**Next Path:** [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Hell's Horses Armor Warrior \(4\)](#), [Tour of Duty: Home Clan \(4\)](#), [To Serve and Protect \(4, freeborn warriors only\)](#)

### Tour of Duty: Hell's Horses Armor Warrior Events

- 2 Defeated and captured in battle against the Bandit Caste. [Leave the Clans with the usual effects]
- 3 Captured during a Trial against another Clan and become a bondsman. [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster]
- 4 In a disastrous Trial, your vehicle was struck by incendiary weapons. You survived, but just barely. [Choose two of the following: Unattractive, BOD -1, Glory -2, Quirk/Fear of Fire, Combat Paralysis, Disabled]
- 5 A failed Branding rite earns you the Mark of Hell and the scorn of your fellow warriors. [Survival +1, Stigma/Mark of Hell, Bad Reputation (2), SOC -1. This event may be rolled only once. Any repeats should be rerolled]
- 6 Your unHorselike arrogance raises the ire of a superior officer, who knocks you down a few pegs in a Circle of Equals. [Choose two: Enemy (2), Demotion, Poor Vision (2), Poor Hearing (3), Custom Vehicle -1]
- 7 Your crewmate challenges your authority, and not even a Trial of Grievance ends the dispute. [Enemy, Martial Arts/Military +1]
- 8 You develop a disturbing habit of visiting the civilian caste quarters between missions. [Choose two: Addiction, Bad Reputation, Streetwise +1]
- 9 Owing to your commanding officer's underbidding, your unit was battered by superior forces and you were critically wounded. [+1 to two Military Field skills, choose two: Lost Limb, Disabled, Poor Vision, Poor Hearing]
- 10 Assigned to a reconnaissance Star, you spend more time observing the enemy than fighting. [-1 to any one of the character's Military Field skills, Sensors Operations +1, Perception +1]
- 11 Frequently bid out of battle, you see little opportunity to test your mettle. [+1 to any one skill]
- 12 Regular sparring with the neighboring Clan keeps your skills sharp. [+1 to any three of the character's Military Field skills]
- 13 Between missions, a veteran Elemental Star Commander takes you under her wing. [Contact, +1 to two skills in the Infantry or Basic Training Fields, +2 to any other Military Field skills]
- 14 A "friendly Trial" against your crewmates places you in command of your vehicle. [Leadership +1, choose one: Blade +1, Staff +1, Martial Arts/Military +1, Commission (Rank 1). If character already has the Commission Trait, take Promotion instead]
- 15 Your superiors reward your exemplary service with a posting to a front-line unit/ [Vehicle, Custom Vehicle, Tactics/Any +2, Strategy +1, +2 to two Military Field skills]
- 16 You have developed bidding to a fine art indeed. [Negotiation +2, Tactics/Any +1, +3 to three Military Field skills]
- 17 You are at the forefront of a significant victory against a neighboring Clan. [Sixth Sense, Tactics/Any +2, Leadership +1, +3 to two Military Field skills]
- 18 A victorious Trial of Position advances your position within the Clan. [Commission (Rank 3), Glory +1, Leadership +2, Tactics/Any +1. If character already has the Commission Trait, take Promotion instead]
- 19 Success in the Branding rite earns you the Mark of the Horse award. [Good Reputation (2), Glory +2, SOC +1, Survival +2, Tracking +1, Protocol/Clan Hell's Horses +1. This event may be rolled only once. If this path is taken again and this event is rolled, roll twice, taking the higher of the two results]
- 20 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: HOME CLAN

*Any Clan affiliation; warrior only*

While the history texts will forever focus on the invasion of the Inner Sphere, the Clans have, in fact, seen far more action against one another within Kerensky's Cluster than they have against the Inner Sphere. The last decade has been perhaps the most bloody, with the surviving Clans battling each other for the holdings once controlled by not only the Smoke Jaguars, but also the Nova Cats and the Ghost Bears. The potential rewards and risks are likewise significant.

**Time:** 2 years

**Traits:** Vehicle (2); if taken for the second time in a row, add Promotion and Stigma/Warden or Crusader (player's choice).

**Skills:** Add +2 to any four Military Field skills and choose one: Interest/Clan Remembrance +2, Bureaucracy/Any Clan +1, Negotiation +1, Protocol +1 or Strategy +1

**Next Path:** [Cloister Training \(4\)](#), [Goliath Scorpion Seeker Path \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Fire Mandrill Clashing Kindraa \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clan \(4\)](#), [Tour of Duty: Joint Nova Cat/Combine Exercises \(4\)](#), [To Serve and Protect \(4\)](#), freeborn warriors only), any warrior-only Stage (4) Path allowed by the character's Affiliation

### Tour of Duty: Home Clan Events

- 2 The ultimate disgrace-you are captured in a bandit raid, and whether you choose to stay with them or not, you can find no way back home. [Leave the Clans with the usual effects]
- 3 Your Trinary was assigned to hold the line, and though you survived, you will never again "suit up." [+4 to any three Military Field skills, Good Reputation (3), Lost Limb (3), Disabled (3); may take no more military paths]
- 4 Captured in a raid and made bondsman to the hated enemy. [The specific Clan can be chosen by the character or left to the discretion of the gamemaster]
- 5 A warrior younger and cockier than you supplants your position. [Brave, Bad Reputation, Demotion, Glory -1, Quirk/Vow of Vengeance]
- 6 The fighting on Huntress changes your perspective on life. [Choose either Promotion and Combat Paralysis or Combat Sense and Timid]
- 7 A warrior lives to serve, whether or not the order was sound. [Strategy +6, Tactics/Any +6, Bad Reputation and choose one: Disabled (2), Lost Limb (3), Poor Hearing (3) or Poor Sight (3)]
- 8 Your commander kept you from distinguishing yourself on the battlefield. [Administration +6, Bureaucracy/Any +6, Enemy]
- 9 Your combat assignments take you across a dozen different worlds. [Survival +5, +3 to any three Military Field skills, Allergy, Glass Jaw]
- 10 You cannot believe it, but not a single Trial was called against you; has the Inner Sphere invaded again?! [+2 to one Military Field skill]
- 11 Lucky for you, no one cares to find out about your unClanlike hobbies. [Interest/Any +6]
- 12 You were assigned to defend your Clan's interests-from the Dark Caste. [+2 to half of your primary field skills, Bad Reputation]
- 13 Battles may end, but the war shall last forever. [+2 to any five skills, Quirk/Psychotic]
- 14 Natural selection is the way of the Clans-you replace your commander. [Promotion, Glory +2, Enemy]
- 15 Your skill in assessing an enemy brings you to the attention of Kael Pershaw and his Watch. [Take the Military Scientist field, Contact (3), Enemy (2), In For Life]
- 16 "In Kerensky's name!" You led the charge and earned yourself a passage in the *Remembrance*. [+6 to any one skill, Leadership +4, Good Reputation (3), Glory +2, Disabled, Enemy (2)]
- 17 For the glory of the Clan! And your own. [+5 to any two skills, Glory +3, and choose three: Combat Sense, Contact (3), Custom Vehicle, Good Reputation (2), Promotion (2), Vehicle (3), Well-Equipped (2)]
- 18 Even immortality has a price. [+4 to any four Military Field skills, Glory +4, Promotion (3), Enemy (2), Addiction (2)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: ICE HELLION FLURRY UNIT

*Clan Ice Hellion Affiliation; warrior only*

Regarded as even lower than second-line or garrison forces, Flurry units are filled with aging or disgraced trueborns, plus freeborn warriors who couldn't make the cut. The units were formed to help shore up the stretched-thin forces of the Ice Hellions after the Hellions' Fury campaign.

In addition to being *ad hoc* and poorly regarded, the units are supplied with equipment that has been pieced together. Very few of these units contain 'Mechs.

**Time:** 1 year

**Skills:** Characters entering Flurry Units are given a crash course in Cavalry operations. As such, they receive the Cavalry Military Field, but each skill only has a +2 in place of the standard +3, Piloting/VTOL +2

**Trait:** Stigma/Flurry Unit (2)

**Next Path:** [Cloister Training \(4\)](#), [To Serve and Protect \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Ice Hellion Flurry Unit \(4\)](#), [Tour of Duty: Home Clan \(4\)](#)

### Tour of Duty: Ice Hellion Flurry Unit Events

- 2 Your unit was wiped out in a raid by another Clan. [Lost Limb (2), Leave the Clans with the usual effects]
- 3 Surprisingly enough, during a Trial against another Clan, you are deemed worthy and are taken as bondsman! [The specific Clan can be chosen by the character or is left to the discretion of the gamemaster]
- 4 Your unit is sorely disorganized, resulting in a successful Dark Caste raid against your Clan. [Lose all skill bonuses earned from this path; choose one: Disabled, Glass Jaw]
- 5 Your unit lacks authority and you have too much free time. [Gambling +1, Bad Reputation (2), Glory -1, Seduction +1, Addiction (2), Lost Limb (2)]
- 6 Some sassy freeborn angered a trueborn unit commander. [Enemy (2), Bad Reputation, Unattractive (scars)]
- 7 You end up spending a lot of time with the lower castes. [Choose any two non-Military Field Skills at +2; Stigma/Holds with lower castemen]
- 8 Constant infighting among your unit hampers any progress. [Enemy, Enemy, Bad Reputation, choose one: Martial Arts/Military +2, Brawling +2]
- 9 Your unit has become rife with those struggling to get ahead. [Enemy, Enemy (2), Negotiations +3]
- 10 Nothing happens whatsoever. You have just spent a year thinking about your wasted life. [Interest/Any +1]
- 11 Your unit actually held on long enough for relief Clan forces to arrive [+2 to any one Military Field skill]
- 12 Not only did your unit survive, but it was critical in driving off the enemy. [+1 to any three Military Field skills, Leadership +1, Tactics/Any +1, Good Reputation]
- 13 You vow to get back into the frontline forces soon. [REF +1 +1 to three Military Field skills]
- 14 Your hard work is noticed but not respected. [Good Reputation, must take this path again but with a +3 modifier in place of the standard -1 modifier for repeating a path; a third repeat, however, would incur the standard -2 modifier unless this event is rolled again]
- 15 You will make it back to frontline forces even if you have to kill someone to do it. [Combat Sense, +2 to three Military Field skills]
- 16 You saved your Star after your Star Commander was killed. [Promotion, Leadership +2, Brave, +4 to any three Military Field skills]
- 17 During a raid, your tactics and actions are critical to securing the enemy's supplies! You are reinstated to a second-line unit. [Tactics/Any +2, +2 to two Military Field skills; must take [Tour of Duty: Clan \(4\)](#) next]
- 18 Your unit drives off any enemy attack! You are reinstated into a second-line unit. [Tactics/Any +2, +3 to any three Military Field skills, Good Reputation (2), Brave; must take [Tour of Duty: Clan \(4\)](#) next]
- 19 You so distinguished yourself in combat that you are promoted back to a front-line unit, though the warriors there won't like it. [Combat Sense, Good Reputation (3), Glory +3, +4 to all Cavalry Military Field skills, Enemy; must take [Tour of Duty: Clan \(4\)](#) next]
- 20 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: INNER SPHERE

From lofty MechWarrior to common grunt, this path is where you put it all on the line. Combat and non-combat military personnel alike must face the enemy in one or more tours of duty. Despite the dangers of this path, a character can earn substantial rewards in skill and rank.

**Time:** 2 years

**Traits:** Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry-trained characters only.

**Skills:** Add +2 to any three skills from your Military Fields, a +1 to any two other skills

**Next Path:** [Police Academy \(3\)](#), [ComStar Service \(4\)](#), [Covert Ops \(4\)](#), Special Forces or Scout-trained characters only), [Lostech Prospector \(4\)](#), [Ne'er-Do-Well \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Joint Nova Cat/Combine Exercises \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#), [Word of Blake Service \(4\)](#)

### Tour of Duty: Inner Sphere Events

- 2 While on an objective raid, one of your own sells you out [Combat Paralysis, Quirk/Paranoia]
- 3 Captured! [Escape Artist +2, Scrounge +1, Survival +1, add two years to the time this path takes, and take one of the following: BOD -2, Combat Paralysis, Lost Limb (2)]
- 4 You survive the most intense combat your unit has ever seen [+2 to all skills in one Military Field, but must take one of the following traits: Addiction (2), Combat Paralysis, Disability (2), Lost Limb (2)]
- 5 You make an enemy of your superior officer [Enemy (2)]
- 6 Heavy combat [+1 to all skills in one Military Field, Disability]
- 7 Uneventful garrison duty [+1 to any one skill]
- 8 Raiding missions [+1 to any three skills in one Military Field, +1 to any other skill]
- 9 After several successful missions, you earn a promotion [Promotion, +2 to any two skills in one Military Field]
- 10 Conspicuous gallantry in the field and the death of your superior offer you a chance for a field commission [Brave, Commission (Rank 1), Good Reputation. If the character is already an officer, or if you want to decline the commission, take Promotion (2) instead.]
- 11 You find a lostech jackpot deep behind enemy lines [Choose Owns Vehicle or two of the following: Custom Vehicle (2), Good Reputation (2), Vehicle (2), Well-Equipped, or Wealth (2)]
- 12 [Choose one event or roll twice and apply both results, or [Death Commandos Covert Tour](#) (Capellan Confederation or St. Ives Affiliation only)]



## TOUR OF DUTY: JOINT NOVA CAT/COMBINE EXERCISES

*Nova Cat or Draconis Combine Affiliations; warriors only.*

In an ongoing effort to integrate the Nova Cats into the Combine, joint Nova Cat/Combine war game exercises have been initiated. As both societies respect martial prowess, it is hoped that this program will allow each side to gain the respect of the other. However, three years of uneasy peace cannot erase the Clan Invasion so easily, and training accidents are all too common.

**Time:** 2 years

**Traits:** Bad Reputation (3)

**Skills:** Add +2 to any four skills from your Military Fields, Negotiations +3, Acting +1; for Nova Cat characters: Protocol/Draconis Combine +3, Japanese +2; for Draconis Combine characters: Protocol/Nova Cats +3, English +2

**Next Path:** [Cloister Training \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clans \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [To Serve and Protect \(4\)](#), freeborn warriors only)

### Tour of Duty: Joint Nova Cat/Combine Exercises Events

- 2 Caught trying to subvert the integration of the Nova Cats with the Combine. [Glass Jaw, Demotion, Stigma, add 2D6 years to the time this path takes]
- 3 Somehow, the enemy found your weakness. [Enemy (3), Alternate Identity, may not take any further military paths; if Nova Cat character, Leave the Clans with the usual effects]
- 4 The Clans life-fire exercises can quickly find out who is a warrior and who is not. [Lost Limb (2), Combat Paralysis]
- 5 A raid by the Ghost Bears to see if they could catch you napping did just that. [Night Blindness, Disabled (2)]
- 6 To this date, you will swear that the safety was on. [Stigma, Glory -1, Enemy (2)]
- 7 Even when you expect action, training exercises can be mind-numbingly boring. [+1 to any three Military Field skills, Addiction/Alcohol]
- 8 You find that your enemy likes to knife-fight as much as you do. [Blades +3, Lost Limb]
- 9 Even here, mercenaries are found and can sometimes cause lots of problems when they conflict with a warrior tradition. [Demotion, Martial Arts/Military +4]
- 10 Surprisingly, it's just another standard tour of duty. [+1 to any two Military Field skills]
- 11 You spent half your time lost on an uninhabited continent when your drop pod fell off course. [Tracking +2, Survival +2, Riding +2]
- 12 You lulled everyone into believing you were sincere, while you kept planning to undo the Cat/Combine alliance. [Acting +3, Fast Talk +3, Forgery +2]
- 13 Most of your time was spent scouting the other side. [Disguise +3, Stealth +5, Climbing +3]
- 14 Your interest in esoteric weaponry makes friends in all the right places. [Contact, Whips +2, Staffs +2, Throwing Weapons +2]
- 15 Constantly showing up the other side earned you powerful friends and enemies in equal measure. [Contact (2), Contact, Enemy, +3 to any three Military Field skills]
- 16 Regardless of your personal feelings, you toe the line, do your best, and get the chance at the promotion you have been looking for. [Commission (Rank 6), Glory +1]
- 17 You find the local "fixer" who can supply you with whatever you need, whether it is Inner Sphere or Clan merchandise. [A Nova Cat or Draconis Combine character may obtain and single *Archaic/Melee Weapon*, *Slug-Thrower* or *Energy Weapon* item associated with the other Affiliation at no cost]
- 18 Your extreme willpower and level-headedness in the face of overt hostility saves the entire exercise program from collapse and possibly averts a renewed Nova Cat/Combine war. [Contact (3), Commission (Rank 6), Good Reputation (5). If Nova Cat character: Vehicle (6); if Draconis Combine character: Wealth (6)]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: LYRAN ALLIANCE

Available to characters who completed training at a Lyran Alliance Academy or Training Facility.

**Time:** 2 years

**Traits:** Wealth; if taken for a second consecutive time, add Stigma/Pro-Victor or Stigma/Pro-Katherine (player choice) and one of the following: Well-Connected/LAAF or Vehicle (2) for MechWarrior, Aerospace Pilot, Aircraft Pilot, Cavalry and Armored Infantry characters only.

**Skills:** Add +2 to any three Military Field skills, +1 to any two other skills

**Next Path:** [Covert Ops](#) (4, Military Scientist, Scout or Special Forces-trained characters only), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Police Academy](#) (3), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), or [Tour of Duty: Social General](#) (4, officers only)

### Tour of Duty: Lyran Alliance Events

- 2 Captured by the Clans and made a Bondsman. [-2 to all skills this path, Protocol/Clan +3, Stigma/Bondsman, Scrounge +1, add 1D6 years to the time this path takes. Roll 1D6. On a result of 5 or 6, accepted as a freebirth warrior, otherwise may not take further military paths]
- 3 "An offer you can't refuse." Blackmailed into working for the enemy. [Acting +2, Alternate Identity, Cryptography +1, In For Life, Choose one: Addiction, Stigma/Spy, Enemy (2)]
- 4 "Military intelligence. Ha!" An operation goes bad. [+2 to three Military Field Skills, Choose two: STR -1, BOD -1, Combat Paralysis, Lost Limb, Poor Hearing, Poor Vision, Unattractive]
- 5 Sole Survivor. Again. [+1 to all skills in one Military Field, Bad Reputation, Choose one: EDG -1, Combat Paralysis, Glass Jaw]
- 6 "The general's kid is off limits, understand?" [Attractive, Seduction +2, Demotion, Enemy, Quirk/Can't resist a challenge]
- 7 "No!" The love of your life dies or is kidnapped and you swear vengeance. [Quirk/Lost love, Enemy]
- 8 "There's a Snake-lover in Alpha Company who needs to be taught a lesson ... " The Order of Cincinnatus draws you in. [Quirk/Xenophobia, In For Life, Well-Connected (2)/LAAF]
- 9 "Who is THAT?" Whirlwind romance. [Dependent]
- 10 "All I wanna know, boy, is which side you on?" [Choose one: Stigma/Pro-Katherine, Stigma/Pro-Victor]
- 11 Garrison duty. BOR-ING! [Choose one: Gambling +2, Seduction +2, Streetwise +2]
- 12 Blood, sweat and tears, but for what? You are involved in a major campaign that makes major gains for House Steiner, but which the politicians squander. [+3 to one Military Field skill and +2 to two others, Quirk/Hate Politicians and choose one: Lost Limb (2), Glass Jaw]
- 13 Pirate Hunting. [+2 to two Military Field skills, Perception +1, Streetwise +1]
- 14 "Information is ammunition." [Perception +1, Computers +2, Sensor Operations +1, Contact (2)]
- 15 Crucible. You see action against the Clans. [+3 to any three Military Field skills, Choose three: Addiction, Disabled, Combat Paralysis, EDG +1, Lost Limb, Promotion, Timid]
- 16 "You're just the sort of person we're looking for Selected for "special training." [Next path must be [Loki Training](#) or chose two: Addiction, Bad Reputation (2), Enemy (2), Lost Limb, lose all rank, lose commission]
- 17 "We're not against the Alliance but rather against the abuse of power. A loyal opposition as it were." Inducted into Heimdall. [In For Life, Well-Connected (2)/Lyran Alliance, Contact (2)/Heimdall, Stigma/Pro-Victor]
- 18 Courage under fire. Awarded the Alliance Star for valor. [Promotion, Wealth, Good Reputation (2), EDG +1, Land Grant, Title]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: NUEVA CASTILE

*Castilian, Umayyad or Mercenary Affiliations only*

The war in Nueva Castile has raged for more than two centuries, fueled by bitter hatred between the Castilians and Umayyads and not a little meddling by the Hanseatic League.

**Time:** 2 years

**Attribute Minimums:** BOD 5

**Skills:** Career/Soldier +2, Protocol/Faction +1, Tactics/Any +2

**Next Path:** [Tour of Duty: Nueva Castile](#) (4), [Tour of Duty: Piracy](#) (4), [To Serve and Protect](#) (4)

### Tour of Duty: Nueva Castile Events

- 2 The enemy lured you into an ambush. [Any two Military Field skills +2, Quirk/Hate Enemy and choose two: Amnesia, Combat Paralysis, Demoted, Disabled, Lost Limb]
- 3 Accused of cowardice [Bad Reputation, SOC -2]
- 4 You are captured by the enemy and ransomed back. Eventually. [Bad Reputation, BOD -1, Escape Artist +1, Languages/Any +2. Add one year to the time this path takes.]
- 5 You are "persuaded" to assist an outside faction in destabilizing Nueva Castile. [Contact, In For Life, Wealth]
- 6 Blood, sweat and tears. You didn't think you would survive that battle. [+2 to all skills in one military field. Choose one: Combat Paralysis, Disabled (3)]
- 7 A member of your unit demands a duel to restore a slight to his honor. [BOD -1, Choose one: Blade +2, Martial Arts/Any +2, Pistol +2]
- 8 You find yourself dragged into the pretty politics of the warrior-nobles. [Contact (2), Enemy]
- 9 You manage to bring back considerable battlefield salvage. [Well-Equipped]
- 10 Unholy Alliance. Somehow you find yourself working alongside one of the enemy. [Contact/Enemy, Languages/Enemy +2 and remove any Quick/Hate Enemy Traits]
- 11 Garrison duty. Ah, peace and quiet! [+1 to any three skills]
- 12 You are involved in dealings with the Hansa. [Contact/Hanseatic League, Negotiation +3, Protocol/Hanseatic League +3]
- 13 You are dispatched on a diplomatic mission, either to the enemy or to an outside group, in an effort to garner support for your cause. [Negotiation +4, Protocol/any +4, Streetwise +4; add one year to the time this path takes]
- 14 The highlights of your year are the great social functions held in the capital. [Protocol/Faction +5, Seduction +4, Arts/any +4]
- 15 You are ordered to raid an enemy depot, which you pull off with panache! [Career/Soldier +5, +3 to any four field skills, Promotion, Good Reputation]
- 16 Selected for special duties. [Contact (2), Next Path may be either [Special Training: Special Forces](#) (3) or [Covert Ops](#) (4)]
- 17 You are assigned to the general staff to aid in planning a campaign [Bureaucracy/any Military +5, Strategy +5, Choose one: Promotion (4) and Enemy (1), or Well-Connected (4) and Timid]
- 18 You lead your troops in a glorious victory over the enemy hordes [Good Reputation, Promotion (2), Land Grant, Wealth (4) and Well Equipped (3)]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: PIRACY

### Any Affiliation

Very few people set out to be a pirate. It is one of those lifestyles that often sneaks up on an individual and blindsides him. For others, it simply represents a lack of other options. Whatever your reason for turning to piracy, you have embraced a life of banditry and plunder. So take what you need, watch your back and always remember to pack an extra knife.

**Time:** 2 years

**Attribute Minimums:** None

**Attribute Thresholds:** BOD +1, WIL +2 (SOC now has a maximum value of 1, unless player takes alternate identity—pirates do not rate well on the social ladder)

**Traits:** Bad Reputation, Enemy, Reset any Vehicle trait to (0) unless character has the Owns Vehicle trait.

**Skills:** Add +3 to any three military field skills *or* to any skill listed in the Scout Field; add +1 to any other two skills, including new skills if desired

**Next Path:** [Civilian Job \(4\)](#), [Ne'er-do-well \(4\)](#), [Free Trader \(4\)](#), [Tour of Duty: Black Warrior \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Travel \(4\)](#)

**Events:** For characters coming out of Ne'er-Do-Well or Street Paths or those kicked out of any military paths by events, roll events per standard rules. All other characters take a -1 penalty on this first roll. (If repeating this path, the standard penalties apply: -1 modifier on second roll, -2 on third, and so on.)

### Piracy Events

- 2 You were warned about trusting anyone too much, even a childhood friend. You are sold out to the authorities. [Enemy (2), Poverty (2), Introvert, Quirk/Vendetta, add 1D6 years to time of this path]
- 3 You'll be back-and they'll be sorry. [Combat Paralysis, Lost Limb (2), Quirk/Vendetta]
- 4 The pirate's life has its traps. [Choose one: Addiction (2), Lost limb (2), or add +1D6 years to time of this path and take Escape Artist +6]
- 5 What goes up must come down. Unfortunately, what came down was almost 5,000 tons of DropShip pieces. [Survival +5, First Aid +3, Scrounge +3 and lose all Wealth and Vehicle Traits]
- 6 There's something to be said for being top dog. [BOD +2, Toughness, Unattractive (scarred), Lost Limb, Quirk/Unable to Refuse Fight, Brawling +4, Pistols +2, Blades +5]
- 7 The weak shall inherit the earth-about ten cubic meters of it over their coffin. [Enemy, Enemy (2), Stigma/Bounty, Bad Reputation (3), +2 any two military skills]
- 8 The big score! But who's holding the marker on this one? [Wealth (6), Enemy (3), Quirk/Paranoid]
- 9 Mercy doesn't pay. [Enemy (2), Stigma/Bounty]
- 10 Slow year and no easy marks. [Poverty, -1 to any two skills improved this path, Scrounge +4]
- 11 Never let it be said that you never try anything new. [Choose one: Forgery +4, Interrogation +4, Whips +4]
- 12 Easy money. [Wealth (2), Enemy (2), Intimidation +3]
- 13 You are one of those fortunate people who enjoy your work. [Gregarious, add +1 to all skills improved this path]
- 14 Reputations have their ups *and* their downs. [Pistols +4 or Blades +4, Quickdraw +3, Enemy (2), Unattractive (dueling scar)]
- 15 It's a lucrative business. Just be careful you don't become your own best customer. [Administration +3, Negotiation +3, Wealth (5), Well-Connected (4), Addiction (1)]
- 16 Something warned you that it was a trap. Always listen to your gut. [Sixth Sense, Escape Artist +4, Perception +4 and add a year to time of this path.]
- 17 Only the strong survive. [STR +1, BOD +2, WIL +1, and choose either Toughness or Pain Resistance]
- 18 Out clean! You are handed a full pardon—a chance to start a new life. [You can take the pardon, Contact (3), Wealth (2), and continue with *any* Life Path for which you qualify. If treachery is in your blood, you can betray that trust and take Enemy (3), Bad Reputation (5), Stigma/Large Bounty and either Wealth (6) and Well-Equipped (6) *or* Vehicle (6) and Owns Vehicle]
- 19 [Choose one event or roll twice and apply both]
- 20 [Choose two events or roll three times and apply each event]

## TOUR OF DUTY: SNOW RAVEN NAVAL OFFICER

*Clan Snow Raven affiliation only. Fighter Pilot or Naval Phenotype required.*

**Time:** 2 years

**Skills:** Tactics/Space +1, Tactics/Air Support +1, Negotiation +1, Protocol/Snow Raven +1, +2 to any two skills in a Military Field, choose two: Interest/Clan Snow Raven Remembrance +2, Navigation/Space +1, Zero-G Operations +1, Academic/Clan History +1

**Next Path:** Cloister Training (4), Tour of Duty: Clan (4), Tour of Duty: Harvest Trials (4), Tour of Duty: Home Clans (4), Tour of Duty: Snow Raven Naval Officer

### Tour of Duty: Snow Raven Naval Officer Events

- 2 Bad genes! Despite the best efforts of the Scientist Caste, you are unsuited to space operations. [Transit Disorientation Syndrome, Zero-G Operations -2, may not take any further Military Life Paths]
- 3 Taken by the Dark Caste! [Glory -2, Leave the Clans with the usual effects]
- 4 You are caught in an explosive decompression and barely survive. [Choose three: Poor Hearing (3), Poor Vision (2), Lost Limb (2), WIL -1, INT -1, Amnesia]
- 5 Test down! [Demotion, Stigma/Test down, lose half of all skill bonuses (round down) gained from this path]
- 6 Stuck in a rut: you have little chance for advancement. [Halve all skill bonuses from this path]
- 7 The captain takes a dislike to you and assigns you all the worst tasks. [Enemy (2), Bad Reputation (2), choose one: Toughness, Pain Resistance, Poison Resistance, Zero-G Operations +1]
- 8 Taken as abtakha! [The specific Clan can be chosen by the character or left to the discretion of the gamemaster]
- 9 You fall afoul of your House Leader. [Bad Reputation (2), Demotion]
- 10 Family political machinations put you in an awkward position. [Enemy, Protocol +1, Negotiation +1]
- 11 A quiet tour. You have plenty of time for your hobbies. [Choose two: Academics/Any +1, Acrobatics +1, Arts/Any +1, Interests/Any +1]
- 12 Selected for special anti-boarding training. [Zero-G Operations +2, Pistols +1, Martial Arts/Any +2]
- 13 Your vessel is "loaned" to another Clan. [Protocol/Any other Clan +2, Negotiation +1, +2 to any two Military Field skills]
- 14 An excellent Trial of Position. [Commission (Rank 1), Leadership +1. If character already has the Commission Trait, take Promotion instead]
- 15 Dock Duties. You handle many of the contacts with outsiders. [Contact, Glory +2, Contact (2), Gregarious, Appraisal +1, Negotiation +1, Streetwise +1]
- 16 Your actions please the House Leader. [Well-Connected (2), Good Reputation (2), +3 to any three Military Field skills]
- 17 You are made XO of your vessel. [Commission (Rank 3), Well-Equipped (3), Administration +1, Bureaucracy/Military +1; if character already has the Commission Trait, take Promotion instead]
- 18 You demonstrate your skills in battle against other Clans. [Combat Sense, Glory +3, Brave, Computers +1, Leadership +2, Sensor Operations +1, Tactics/Space +1]
- 19 Ristar! [Good Reputation (3), Well-Connected (4), Glory +4, Protocol/Any +1, +4 to any three Military Field skills]
- 20 [Choose one event or roll twice and apply both events]

## TOUR OF DUTY: "SOCIAL GENERAL"

*Lyran Alliance Affiliation only, must have Commission Trait*

Bribery, politicking and sometimes sheer dumb luck often place the wrong people in the right places, a situation common in the Byzantine military command structure of the Lyran Alliance. Though commonly called "social generals," many of these status-climbers have yet to reach that actual rank.

**Time:** 2 years

**Attribute Minimums:** CHA 3, SOC 4

**Traits:** Contact (2)

**Skills:** Protocol/Lyran Alliance +3, Bureaucracy/Lyran Alliance +3, Career/Soldier +1

**Next Path:** [Lostech Prospector](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: "Social General"](#) (4, but only if character has at least one Contact Trait), [Tour of Duty: Piracy](#) (4), [Travel](#) (4)

### Tour of Duty: "Social General" Events

- 2 That last big power play crossed the wrong noble [SOC -1, Demotion, Enemy (3), lose Well-Connected and all Contact Traits]
- 3 Somebody really doesn't like you! Transferred to the front, where you face heavy combat [+2 to any three skills in a Military Field, Enemy, choose one: Addiction (2), Combat Paralysis, Lost Limb (2)]
- 4 Caught in a web of intrigue, you must make a choice [if the character goes along with the scheme, take Timid, Well-Connected and In For Life; if he or she refuses, take Brave and Enemy (3), and lose a Contact]
- 5 One of your meal tickets got ensnared in politicking, and guess who's caught in the mess? [Lose a Contact and gain an Enemy]
- 6 Passed over for promotion [Bad Reputation, Bureaucracy/Lyran Alliance +1]
- 7 Slipped a rung on the social ladder [Career/Soldier +1]
- 8 You gain a sympathetic benefactor [Contact]
- 9 You kissed the right butt this time [Promotion, Protocol/Lyran Alliance +2, Bureaucracy +1, Leadership +1]
- 10 You lead your troops to victory-and you didn't know you had it in you! [Leadership +2, +1 to all skills in one Military Field, Good Reputation, Promotion, Title, but choose one of these traits: Disabled (2), Lost Limb (2), Poor Hearing (3), Poor Vision (2)]
- 11 Persistence pays off as you strike a political mother lode at court on Tharkad [SOC +1, Good Reputation, Title, Wealth, Well-Equipped, choose one: Land Grant or Owns Vehicle. Of course, all that power attracts an Enemy (2)]
- 12 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: STEEL VIPER TRUEBORN INFANTRY

*Steel Viper affiliation; infantry only.*

Some Steel Viper warriors fail their initial Trial of Position, against members of their own Sibko, but remain members of the warrior caste as conventional infantry. Although less prestigious than front-line service, this duty is nonetheless vital to the Clan's interests.

**Time:** 4 years

**Skills:** Career/Soldier +2, Tactics +1, Intimidation +1, Leadership +1

**Next Path:** [Cloister Training \(4\)](#), [Tour of Duty: Clan \(4\)](#), [Tour of Duty: Harvest Trials \(4\)](#), [Tour of Duty: Home Clans \(4\)](#), [Tour of Duty: Steel Viper Trueborn Infantry](#)

### Tour of Duty: Steel Viper Trueborn Infantry Events

- 2 Fugitive. Accidentally or deliberately, you betray the Clan and are cast out. [Lose all skill bonuses acquired from this path, Contact/Dark Caste and Leave the Clans with the usual effects]
- 3 Training accident. [Choose two: Addiction (2), Disabled (2), Lost Limb (2), Poor Vision (3), Poor Hearing (3)]
- 4 Adaptation problems. Though you passed the second test, you have problems adapting to life as an infantryman. [Slow Learner, lose all skill bonuses acquired from this path]
- 5 Disastrous assignment. Something goes dreadfully wrong and you get the blame. [Choose two: Bad Reputation (2), Demotion (3), Glory -2, Stigma/Solahma (2)]
- 6 Bandit hunting detail. [Demotion, Bad Reputation, Career/Soldier +1, Streetwise +1]
- 7 Tough lessons. The Cluster sustains major damage at the hands of the Clan's enemies. [Choose one: Combat Paralysis, Enemy (2), Poor Vision (3)]
- 8 Blood and sweat. You see heavy action. [Promotion, Career/Soldier +1, BOD -1, Glass Jaw]
- 9 Test down. [Demotion, Stigma/Test Down]
- 10 The darker side of life. Your duties bring you into contact with numerous "undesirables." [Contact/Dark Caste]
- 11 Assigned to a quiet backwater. [+1 to any one field skill]
- 12 Down time. You use the slack time to broaden your horizons. [Choose one: Academic/Any +2, Arts/Any +2, Interests/Any +2]
- 13 Trial of Possession. Your unit and another within the Tourman clash over the rights to a piece of equipment. [Tactics +2, Enemy, +2 to any two Military Field skills]
- 14 Administrivia. You never realized command could be so...dull. [Administration +2, Computer +1, Promotion (3), Introvert]
- 15 Test up! [Promotion, Leadership +1]
- 16 To the sound of the guns! Your quick thinking earns you honor and glory. [SOC +1, Glory, Leadership +2, +3 to three Military Field skills]
- 17 Diplomatic duty. You are assigned to guard the Clan holdings on Strana Mechty. [Good Reputation (3), Glory (2), Career/Soldier +2, Negotiation +1, Perception +1, Protocol/Any +2]
- 18 Viper spirit! Despite the odds, you win an impressive victory. [SOC +1, Glory (3), Combat Sense, Commission (2); if character already has Commission Trait, take Promotion instead]
- 19 Revised options. Your performance impresses the Khans and the scientists, prompting them to revise your standing as an infantryman. [Glory +1, +4 to all Military Field skills, next path may be as MechWarrior]
- 20 [Choose one event or roll twice and apply both results]

## TOUR OF DUTY: TRAINING CADRE

Available only to graduates of a Federated Suns Academy that fields a Training Cadre. This Tour may be taken only as the first Stage 4 Path, and only immediately after a character graduates from an Academy.

**Time:** 2 Years

**Traits:** Promotion, Contact

**Skills:** Protocol/Federated Suns +2, +1 to all Basic Training skills, +1 to half of Primary Field skills (round up)

**Next Path:** [Lostech Prospector](#) (4), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4)

### Tour of Duty: Training Cadre Events

- 2 You blew up a friendly 'Mech in your first live-fire exercise. [Bad Reputation (2), Poverty (2), No more legitimate military Paths]
- 3 Some fool shot you and your 'Mech up in his first live-fire exercise. [Addiction (2-Painkillers), Disabled (as effect of serious head wound, P. 125, MW3), Lost Limb (2)]
- 4 Fell in with the "wrong" crowd. [In for Life, Contact (2 Mafia Boss)]
- 5 The Battalion was called to service early, and your best friend was killed. [-1 to all AIT skills, +3 to any two skills, Addiction, Quirk/Vow, Quirk/Temper]
- 6 Even a military life couldn't keep you away from the pleasures of youth. [-1 to all Military Field Skills, Escape Artist +1, Gambling +1, Seduction +1]
- 7 You hold the record for the most safety violations in any one year. [Bad Reputation (2)]
- 8 The sarge liked everyone. but you. [Choose: WIL -1, Introvert or Timid]
- 9 Best of friends turn to bitter enemies over the smallest of things. [Enemy]
- 10 It was either helping out at the local soup kitchen or extra PT to make up for all those foul-ups. [Bad Reputation and either Streetwise +2 or Running +2]
- 11 You passed, and that's all that matters! [+1 to any one skill]
- 12 Could've been worse: you might've spent all that time mopping the floors instead of filing in triplicate! [Administration +3, Computers +3, Bureaucracy/Federated Suns +3]
- 13 Your skill with the hydrosponder almost equals your skill in the cockpit. [+2 to any three Technician skills]
- 14 A simple temporary assignment to the supply office uncovered some of your hidden talents. [Negotiation +4, Appraisal +3, Scrounge +3, Well-Equipped]
- 15 The other cadets looked up to you. [Leadership +3, Training +3, +2 in any three skills]
- 16 Officer thinking, cadet! [Leadership +2, may take OCS next, then return and continue this Path]
- 17 What are you doing here?! [Good Reputation, Contact; spend one year in this Path, gaining only a +2 to all Basic Training Field skills (no other benefits), but may attend a [Military Academy](#) as next Path, may take OCS next]
- 18 Your actions save the entire battalion from certain doom. [Good Reputation (2), Contact (3), Promotion (2), Custom Vehicle, and choose one of the following: Disabled, Lost Limb, Poor Hearing or Poor Vision, may take OCS next]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]



## TOUR OF DUTY: XIN SHENG

*Affiliation Capellan Confederation and St. Ives only.*

Both the Capellan Confederation and St. Ives Compact/Commonality have been involved in heavy fighting recently. Some warriors chose to play it safe and tried their best to stay out of the fight. But those who put their lives on the line found that it's not the victor that gets the spoils, but the bold. Of course, there's always a potential price to pay for audacity.

**Time:** 2 years

**Traits:** Vehicle (2): choose either Quirk/Confederation Elitist or Quirk/St. Ives Loyalist

**Skills:** Add +2 to any three military field skills; add +1 to any three other skills or learn one new skill at +2

**Next Path:** [Police Academy](#) (3), [Covert Ops](#) (4, Special Forces or Scout-trained characters only), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

### Tour of Duty: Xin Sheng Events

- 2 Turned by a foreign intelligence agency and made their spy. [Acting +3, WIL -2, In for Life, Quirk/Paranoid, Contact (2, foreign intel agent), Enemy (3) and lose all Loyalty Quirks]
- 3 Captured behind enemy lines and imprisoned. [-1 to all skills advanced or learned in this path, Escape Artist +2, BOD -1, WIL -1, add 2 years to the time this path takes]
- 4 A close call wounded you in more than one way. [Addiction (2), Bad Reputation, Quirk/Bipolar or Schizophrenic]
- 5 Lucky wang ba dan! At least you have some good stories to tell. [EDG +2, Disabled; choose one: Combat Paralysis, Lost Limb (2)]
- 6 A poor showing your first major battle, now you merely want revenge. [Demotion, Quirk/Hatred of Enemy; choose one: Lost Limb or Disabled]
- 7 Your unit was shot up badly in battle. [Perception +2, Lemon if the character has a Vehicle or Well-Equipped (-1) if the character does not]
- 8 Activated for riot duty and became the "poster boy" for the anti-baby killer movement. [Add +3 to any one primary field skill, Bad Reputation (2), Enemy]
- 9 You married an indig and had a kid. [Dependant, -1 to half of the skills advanced or learned in this path]
- 10 So just how easy is it to go AWOL without getting caught? [Acting +2, Escape Artist +2, Security Systems +2, Scrounge +2, EDG -1, Demotion, -1 to all other skills advanced or learned in this path]
- 11 An exercise in frustration, or the fabled cake run? [Choose one: Academic/Any +3, Arts/Any +3 or Interest/Any +3]
- 12 A position within a training unit left you prepared for next year. [Training +4, +2 to half of your primary field skills, Leadership +2]
- 13 If you can't beat 'em ... Trapped behind enemy lines, you elude capture by stealing ID and pretending to be the enemy. [Alternate Identity, Language/Any Appropriate +1, Protocol/Any Appropriate +2, Acting +3]
- 14 You couldn't wait to see front-line action. [Brave, Tactics/Any +2, Strategy +2, any two other skills +1]
- 15 When they said "on point," they really meant it. Welcome to the vanguard on a heavy campaign. [EDG +1, add +4 to any one military skill, add +2 to any three other military skills, Promotion; choose Vehicle (2) or Well-Equipped (2)]
- 16 Trial by combat. You have "the gift." [Leadership +2, Good Reputation (2); Commission (Rank 1) or Promotion; choose either Combat Sense, Vehicle (2) or Well-Equipped (2); characters who have not taken an OCS program may immediately take the [Sian University Subpath](#) (ignoring Attribute minimums), following next paths for [Tour of Duty: Xin Sheng](#) when finished]
- 17 Mine, mine, mine, mine, and that one too. Orders did say to refit from captured enemy supplies. [Owns Vehicle, Vehicle (4), Well-Equipped (2)]
- 18 That man who just shook your hand wears the death's-head emblem. Do you *really* want to tell him "no?" [Any four military skills +1; character may attempt to qualify for the [Death Commandos Covert Tour Path](#) next; if unable (or unwilling) to make Death Commando, characters who have not taken an OCS program may immediately take the [Sian University Subpath](#) (ignoring Attribute minimums), following next paths for [Tour of Duty: Xin Sheng](#) when finished]
- 19 [Choose one event or roll twice and apply both events]
- 20 [Choose two events or roll three times and apply each event]

## TRAVEL

*Cannot have Transit Disorientation Syndrome Trait (TDS)*

Sometimes, you just want to get away from it all. You have the means, and an extended vacation offers the ideal opportunity. Such a journey also provides space-travel experience and valuable insight into other cultures. And in the BattleTech universe, interstellar travel can lead to unexpected excitement...

**Time:** 1D6 years

**Skills:** Interest/Any +2, Zero-G Operations +1, +1 to any other skill. Choose one: Art/Any +2, Language/Any +2, Piloting/Any +1, Protocol/Any +2, Survival +1, Swimming +2

**Next Path:** [Deep Periphery Trader](#) (4), [Diamond Shark Warrior-Trader](#) (4-Merchant Caste only), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Piracy](#) (4), or return to the last path the character took

### Travel Events

- 2 Your travels land you in the crossfire during a rebel uprising [Choose one: Combat Paralysis, Lost Limb (2), Poor Vision (2)]
- 3 On your first jump, you realize you have developed TDS, cutting your trip short [Transit Disorientation Syndrome, -1 to all skills acquired in this path]
- 4 Framed for a crime you did not commit, you spend time in jail [-1 to all skills provided in this path and add a year to the time it takes]
- 5 You swindle a local syndicate for a substantial amount of money [Wealth, Enemy (2)]
- 6 Your travels take you far from human contact [Introvert]
- 7 You manage to "take the wheel" during the long DropShip flights [Piloting/Aero +1]
- 8 You make friends with a DropShip technician, who passes the time by teaching you what he knows [Technician/Interplanetary +1, Technician/Aeronautics +1]
- 9 You make many important friends in your travels [Well-Connected, Language/Any +2]
- 10 You are in the right place at the right time to stop the assassination of a duke [Good Reputation (2), Contact (2). A character with military rank gets a Promotion; otherwise, take Wealth]
- 11 In a planet's back country, you stumble on an ancient Star League warehouse [Choose Owns Vehicle or two of the following: Custom Vehicle (2), Good Reputation (2), Vehicle (2), Well-Equipped, Wealth (2)]
- 12 [Choose one event or roll twice and apply both results]

## WORD OF BLAKE SERVICE

*Word of Blake Affiliation only*

Word of Blake acolytes and Militia members tend and guard HPG stations and research facilities throughout the Free Worlds League, Capellan Confederation and large sections of the Periphery. These postings can be very educational, and also extremely dangerous.

**Time:** 2 years

**Attribute Thresholds:** INT +1

**Skills:** Career/Word of Blake +1, Administration +1, Computers +2, Interests/Writings of Jerome Blake +3, Language/Any +1, Negotiation +1, Academics/Any +1

**Next Path:** First time through loath only-Word of Blake training (mandatory, part of this pass), Word of Blake Militia Training (mandatory, part of this pass); subsequent times through path-[Word of Blake Service](#), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Civilian Job](#) (4), [ComStar Service](#) (4), [Tour of Duty: Piracy](#) (4)

### Word of Blake Service Events

- 2 Captured and tortured by ComStar ROM agents [Disabled (2), Unattractive, and choose one: Combat Paralysis, Lost Limb (3), Addiction (2)]
- 3 Captured by Great House intelligence agents [Enemy (3), Amnesia]
- 4 You are caught in a horrible HPG accident [Poor Vision (2), Poor Hearing (3)]
- 5 ROM investigates you as a Possible traitor [Stigma/Questionable Loyalty (2), Quirk/Paranoid]
- 6 You cross the wrong member of another faction [Enemy (2), Bad Reputation (2)]
- 7 The pressures of indoctrination are simply too much [Addiction, Introvert]
- 8 You discover something new about yourself when you go to your first assignment [Transit Disorientation Syndrome]
- 9 You spend too much time under artificial lighting [Night Blindness]
- 10 In order to avoid rousing ROM suspicions, you kept your head buried in technical manuals [Technician/Any +3, Poor Vision]
- 11 Your first assignment brings terrible boredom-HPG repair duty [Technician/Comms +2]
- 12 You meet new friends in your travels to different Word of Blake HPG compounds [Contact]
- 13 Heavy HPG traffic kept you busy and learning more about your chosen craft [Comms/HPG +5]
- 14 Chosen by your Word of Blake Faction for a special mission, you are given extra monetary support and equipped well [Wealth (2), Vehicle (2)]
- 15 You spend considerable time with your friends from the Militia [Pistols +3, Rifles +2, Contact]
- 16 Caught attention of high-ranking faction member [Promotion (4), Well-Connected (2), Protocol/Word of Blake +3]
- 17 You are chosen for special "torture training" [Pain Resistance, Interrogation +2, First Aid +2, BOD +1]
- 18 Naturally gifted, you absorb everything they can give and more [Fast Learner, +3 to all skills gained from this path]
- 19 Your diligent efforts have caught the attention of a ranking Word of Blake official [Commission, Promotion (6), Contact (2), Good Reputation (2), Wealth (4)]
- 20 [Choose one event or roll twice and apply both results]

### Mandatory Subpath: Word of Blake Training

*Word of Blake Service required*

**Time:** 3 years

**Attribute Minimums:** INT 4, DEX 4

**Skills:** Comms/HPG +3, Administration +1, Technical/Any +1, Career/Word of Blake +1, Computers +2

**Fields:**

Civilian Tech  
Politician  
Scientist (*minimum INT 6*)

**Events:** Do not roll events for Word of Blake Acolyte

**Next Path:** [University](#) (3), [Civilian Job](#) (4), [Deep Periphery Trader](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Piracy](#) (4), [Word of Blake Service](#) (4)

### Mandatory Subpath: Word of Blake Militia Training

*Word of Blake Service required, cannot have Combat Paralysis or any of the following traits above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision*

**Time:** 5 years

**Attribute Minimums:** INT 4, BOD 4

**Attribute Thresholds:** RFL +1, BOD +1, WIL +1, SOC +1

**Traits:** Promotion, Well-Equipped (2), Well-Connected, Vehicle (2)

**Skills:** Strategy +2, Tactics/Any +2, +1 to three Basic Training Skills, +2 to any three other Skills, Career/Word of Blake +1

**Fields:** Basic Training, and choose one of the following fields, subject to the listed restrictions:

Aerospace Pilot (*minimum DEX 4, RFL 4*)  
Aircraft Pilot (*minimum DEX 4, RFL 3*)  
Armored Infantry (*minimum STR 6, BOD 5*)  
Cavalry  
DropShip Pilot (*minimum DEX 4*)  
Infantry  
JumpShip Pilot (DropShip Pilot, *minimum INT 5*, may not have TDS Trait)  
Marine (*minimum WIL 4*, may not have TDS Trait)  
MechWarrior (*minimum DEX 3, RFL 4*)  
Scientist (*minimum INT 3*)  
Scout  
Ship's Crew  
WarShip Pilot (DropShip Pilot or JumpShip Pilot, *minimum INT 6*, may not have TDS Trait)

**Events:** Do not roll events for Word of Blake Militia Training

**Next Path:** Light of Mankind Training (3, part of this pass), [Tour of Duty: Federated Suns](#) (4), [Tour of Duty: Inner Sphere](#) (4), [Tour of Duty: Lyran Alliance](#) (4), [Tour of Duty: Piracy](#) (4), [Tour of Duty: Xin Sheng](#) (4)

**Subpath: Light of Mankind Training**

*Word of Blake Militia Training required (Armored Infantry, Marine and MechWarrior only)*

When the ComStar schism occurred in 3052, 70 percent of ROM's operatives fled to join the forming Word of Blake, which gave them a corps of seasoned personnel that ComStar's ROM has yet to match. As the Word of Blake reorganized ROM, its special forces branch received special attention. In reference to words spoken by Conrad Toyama about the ComStar logo, the branch was renamed the Light of Mankind. Staffed by veterans known for their fanaticism among an organization of fanatics, the Light of Mankind may prove to be one of the most brutal and dangerous special forces units ever to exist.

**Time:** 4 years

**Attribute Minimums:** WIL 5, BOD 5, RFL 6

**Attribute Thresholds:** WIL +1, RFL +1, CHA -1

**Traits:** Poison Resistance, Promotion, Quirk/Loyalty to ROM (2), Commission, Vehicle (2)

**Skills:** Interrogation +2, Intimidation +2, Perception +2, Tactics/Any appropriate +3, +2 to half the character's Military Field skills (round up)

**Fields:** Special Forces, MechWarrior

**Next Path:** [Covert Ops \(4\)](#), [Tour of Duty: Federated Suns \(4\)](#), [Tour of Duty: Inner Sphere \(4\)](#), [Tour of Duty: Lyran Alliance \(4\)](#), [Tour of Duty: Piracy \(4\)](#), [Tour of Duty: Xin Sheng \(4\)](#)

# YAKUZA

## *Draconis Combine Affiliation only*

In the lowest echelons of Combine society, few have any chance to become successful. Often, these individuals turn to organized crime in hopes of gaining respect and riches, pledging themselves as kobun (soldiers) to the local yakuza oyabun (leader). A yakuza gumi (clan) is involved in virtually every kind of criminal venture, with the notable exception of muggings and other violent street crime; it's bad business to brutalize your customers (though rival gumi are fair game). This respect for the common man and a strict code of honor separate the yakuza from other organized-crime factions in the Inner Sphere.

**Time:** 1D6 years

**Attribute Thresholds:** EDG +1

**Traits:** In For Life, Quirk/Loyalty to Yakuza

**Skills:** Fast Talk +2, Streetwise/Draconis Combine +2, Martial Arts/Any +2

**Next Path:** [Civilian Job](#) (4), [Covert Ops](#) (4), [Deep Periphery Trader](#) (4), [Lostech Prospector](#) (4), [Ne'er-Do-Well](#) (4), [Tour of Duty: Joint Nova Cat/Combine Exercises](#) (4), [Yakuza](#) (4)

### **Yakuza Events**

- 2 Caught by the Internal Security Force and imprisoned. Your stay in prison is short but difficult [Combat Paralysis, add 1D6 years to the time this path takes]
- 3 Rival yakuza gumi enacts vendetta against your gumi [Enemy (2)]
- 4 Horribly disgraced, but you flee rather than commit seppuku-ritual suicide [Enemy (3), Stigma/Dishonor]
- 5 Disgraced, you must commit yubitsume (finger cutting) to atone [Bad Reputation, Lost Limb]
- 6 You fall victim to the substance in which you traffic [Addiction (2)]
- 7 Moderately successful; you receive your first irezumi-family markings, the famous yakuza tattoos [Intimidation +2]
- 8 Your loyalty brings you to the attention of your oyabun [Contact (2)]
- 9 Numerous successful missions give you several irezumi [Streetwise/Draconis Combine +2, choose two: Forgery +1, Gambling +2, Appraisal +2, Throwing Weapons +1]
- 10 DCMS scouts uncover your natural aptitude for 'Mech piloting and offer you a position in a Ghost Regiment-yakuza-staffed regiments in the Combine military [Natural Aptitude/Piloting/'Mech, Promotion, receive the MechWarrior Field and take the [Tour of Duty: Inner Sphere](#) Path next]
- 11 Your unswerving dedication and loyalty are rewarded. You become a wakagashira-hosa -underling of your gumi's second-in-command [Wealth (2), Well-Equipped, Good Reputation (2)]
- 12 [Choose one event or roll twice and apply both results]