



TABLE: IMPERIAL DUTY

d100	Duty Type
01–08	Combat Victory: The Player Character is driven to bring the fight to the Rebel Alliance wherever it can, seeking to prove their merit in troop vs. troop combat. Hunting down and engaging Rebellion military - their 'best', if such exists - feeds the New Order's morale, and sends the clear message that the Alliance is doomed to fail. This entails raiding suspected bases, bold tactics, and acquiring the latest in military hardware to get the job done.
09–16	Counter-Intelligence: The PC knows that the strength of the Empire is based on a solid foundation of secure information transfer. They are equally aware of the threat posed by Rebel agents, and the disastrous consequences of letting military strategies, plans, and communiques fall into Alliance hands. To prevent this, they want to hunt down and eliminate any trace of Rebel agents and threats, as well as feeding false information to set up traps and disguise potential raids.
17–24	Intelligence: The PC is aware that detecting and rooting out Rebellion assets and bases is more vital than having the military muscle to act. They are driven to gather any and all potentially useful information on suspected Rebel movements, information transfers, in the hopes of locating a target for the Empire's mighty military to strike. They also hope to root out any known political allies, so that they might curtail any sympathies entering the public space.
25–32	Internal Security: Since the adoption of the New Order, the greatest threat to the established galactic community has been dissent from within. Be it a planetary governor, or a collective organisation, the Empire is vigilant and decisive when dealing with potential internal threats to Peace and Order. The PC with this obligation is ever vigilant, wary for dissenters, turncoats, separatists, and traitors.
33–40	Personnel: Star Destroyers cannot command themselves, and the polished white armour of a Storm Trooper is worthless without a body in it. The Player Character is well aware of the need of maintaining proper training, morale, and discipline within the Empire's troops, and the importance of loyal men. They are devoted to seeing to these aspects of the Empire's rank and file. Excellence is paramount, and a mission is only done well, when it meets the highest of expectations.
41–48	Fear: Every blaster, starfighter, and thermal detonator in the hands of the Empire doesn't compare to the overwhelming force that is a proper demonstration of power. Many in the Empire insisted that fear would best demonstrate to the Empire's enemies that the will of the New Order cannot be denied, and that compliance is a far healthier decision over rebellion. Wherever the Player Character goes, they are certain that the strength of the Empire is demonstrated properly to those who might have forgotten.
49–56	Recruiting: Loyal agents are hard to come by, in particular when faced with a growing Rebellion force. Despite the propaganda released by the Alliance, the Empire continues to find those who are eager to support the New Order, fear upsetting the status quo, or believe they have more to gain with the Empire, than scrounging on the fringe. Sometimes, these individuals require convincing. The PC understands this need, and is constantly vigilant for valuable assets.
57–64	Resource Acquisition: Feeding the ever growing juggernaut that is the Empire is not easy. The military consumes a great amount of resources and credits to fund their great warships, feed their extensive armies, and keep fighters in the air. The PC is aware of this need, and is determined to seek out Corporations and organisations that might be willing, or convinced, to lend or sell their good exclusively to the Empire.
65–72	Propaganda: Prone to acts of sabotage and wanton destruction, the Rebel Alliance is talented in the disruption of everyday life. To many of the inhabitants of Imperial worlds, these attacks are often damaging to the local communities, and to the lives of innocent civilians. The Player Character is determined to expose the Rebellion as the insurgents and terrorists they really are, and demonstrate Imperial capacity to protect the people.
73–80	Space Superiority: As the Combat Victory-driven PC feels about troop conflicts, so this Player Character feels about ship-to-ship combat and naval engagements. To them, the war will ultimately be decided in the stars, and the might of an Imperial Star Destroyer is nothing to balk at. Every battle is an opportunity to demonstrate to the galaxy that the Empire cannot be stopped by a handful of mismatched starfighters.
81–88	Tech Procurement: There is no more prolific or productive time for technological developments than during a war, and this one is no exception. This Player Character sees the true opportunity for Imperial victory in the hands of the scientists, engineers, and technicians that create and develop the Empire's vast array of new military technologies, from the Death Star to the TIE Interceptor. Despite their advances, Rebel agents are rarely more than a step behind, and as such the PC is dead set on keeping their technological edge, and obtaining the brightest minds and newest advances for their beloved Empire.
89–96	Support: Boots on the ground, the Player Character believes that getting their hands dirty and helping the troops and officers on the front line is the best way to further the goals of the New Order. The praise of Officers and Moffs often follows them, as they offer whatever assistance they can to the Empire's best, completing vital missions and gaining ground and prestige for the Imperial's rank and file.
97–00	Roll twice on this chart. The PC's Duty is equally split between two different areas of focus, and success in either is good for increasing the Duty score.

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