Revised Basic Character Generation for Classic Traveller

Based on Book 1 and on *S4: Citizens of the Imperium*

Version 1.1

General Suggestions for Character Generations

1) For characteristics, roll 2D6 seven times, drop the lowest pair, and arrange the remaining six pairs among the six characteristics as desired.

2) The referee secretly rolls and records each character's original PSI Strength: 2D6 in the OUT or 4D6-12 in the Solar Triumvirate universe. In some settings (Zhodani, for example), the player rolls the PSI strength before character generation. Note that, without training, the PSI Strength is reduced by one for each four years after the age of 18, as stated in CT-LBB2.

3) Character Generation is according to the tables below and the procedure given in LBB1 and in S4: Citizens of the Imperium, with the following changes:

> 3a) you don't die at a failed Survival roll; you get wounded and dismissed as in the LBB1 optional rule.

> 3b) After Character generation is complete, choose ONE skill, ANY skill at level-1 to "round up" your character.

> 3c) there are six "Enlisted" (i.e. non-officer) ranks per ranked service (i.e. one with officer ranks in LBB1/S4). You get to roll Promotion even if you are not Commissioned, but then you get promoted in the Enlisted rank ladder. All characters start at Enlisted Rank 1. Commissioned Ranks are given in LBB1 and in S4: CotI, respectively.

> 3d) there is a "Special Duty" throw per 4-year term for each service, as noted in the revised tables given below; a successful throw gives you an additional skill. So, if lucky, you could get 5 skills in your first term of service - two basic, one for Commission, one for Promotion and one for Special Duty. In military services, note the number of successful Special Duty rolls; each gives you a Combat Service Ribbon in addition to the skill.

> 3e) there is a "Decoration" throw for each military/paramilitary service. A successful throw gives you a decoration; it is mostly for flavor unless Mercenary and/or Striker are used.

> 3f) there are now "Cascade" Skills, marked in *Italics*. If a Cascade skill is rolled, feel free to choose one skill from the respective Cascade Group. For example, if you roll "*Soldier*" for a skill, feel free to choose between Combat engineering, Demolitions, Forward observer, Recon and Tactics.

> 3g) every service that doesn't have ranks receives 2 skills every term, including the first, in addition to the skill received for a successful Special Duty throw.

4) **Zero-Level Skills are given as following:**
Zero-Level skills are recorder during Character generation. Of course, many more could be received after Character generation by various means. Zero-Level skills are given at Character generation using the following criteria (of course, if the character has a real expertise - 1+ - in any of the listed skills, he or she uses the expertise and not the zero-level skill) -

> 5a) all player characters are assumed to have Brawling-0, Cudgel-0, Dagger-0, Blade-0 and Steward-0. All characters except for Barbarians also receive Vacc Suit-0 and Pistol-0.

5b) any player character from a TL5-TL10 world with any kind of solid ground is assumed to have Wheeled Vehicle-0.

5c) any player character from a 100% ocean world is assumed to have Small Watercraft-0.

5d) any player character from a TL11+ world is assumed to have Grav Vehicle-0.

5e) any player character from a TL8+ world is assumed to have Computer-0.

5f) any character from a TL4- world is assumed to have Survival-0, Hunting-0 and Animal Handling-0.

5g) all military (Army, Marines and Navy) player characters are assumed to have Combat Rifleman-0, SMG-0, Laser Weapons-0, Shotgun-0, Foil-0, Cutlass-0, Forward Observer-0 and Tracked Vehicle-0.

5h) all player characters with a skill of 1+ in Combat Rifleman have Bayonet-0 and Spear-0.

5i) all Scout player characters from the Field branch are assumed to have Survival-0, Survey-0, Laser Weapons-0, SMG-0, Tracked Vehicle-0, Zero-G Weapons-0 and combat Rifleman-0.

5j) all Merchant player characters are assumed to have Carousing-0, Broker-0, Streetwise-0, Admin-0 and Trader-0.

5k) all Navy and Marine player characters are assumed to have Zero-G-0.

5) Mustering Out is conducted on the appropriate LBB1 or S4 tables.

6) Characters are able to switch between careers after enlistment, but with a cumulative DM -2 per change to the Enlistment roll; a failed Enlistment roll to join a new service means that the character remains in the old service, unless he or she has failed in the previous service's re-enlistment throw.

Skill and Cascade List:

Skill	Reference	Skill	Reference	Skill	Reference
GENERAL	-	Archeology	Below	Bow Weapons	S4 p.11#
Animal Handling	Below	History	Below	Crossbows	
Battle dress	LBB4 p.10	Philosophy	Below	*HEAVY WEAPONS*	LBB4 p.11
Craftsman	Below	Planetology	Below	Field Artillery	Below
Fleet tactics	LBB5 p.10	Linguistics	Below	Launchers	LBB1 p.19*
Jack of all Trades	LBB1 p.20	Forensics	Below	Vehicle Gunnery	
Language	Below	Civil Engineering	Below	*SOLDIER*	LBB4 p.11
Leader	LBB1 p.20	*MELEE COMBAT*		Combat engineering	LBB4 p.11
Liaison	LBB5 p.12	*BUSINESS*	LBB1 p.17	Demolitions	LBB1 p.19
Mechanical	LBB1 p.20	Admin	LBB6 p.17	Forward Observer	LBB4 p.15
Medic	LBB1 p.20	Broker	LBB7 p.30	Recon	LBB1 p.22
Naval architect	LBB6 p.18	Trader		Tactics	
Navigation	LBB1 p.21**	*CLANDESTINE*	LBB1 p.18	*SPACE*	LBB1 p.21**
Perform	Below	Bribery	LBB5 p.10	Astrogation	LBB1 p.19
Prospecting	S4 p.17	Carousing	LBB1 p.19	Engineering	LBB1 p.19
Recruiting	LBB4 p.15	Forgery	LBB1 p.19	Ship Gunnery	LBB1 p.21
Ship tactics	LBB5 p.13	Gambling	LBB4 p.14	Pilot	LBB1 p.21
Steward	LBB1 p.22	Interrogation	Below	Ship's Boat	LBB1 p.22
Survey	LBB6 p.18	Stealth	LBB1 p.22	Vacc suit	LBB4 p.16
Survival	LBB4 p.15	Streetwise	Below	Zero g	
Hunting	LBB6 p.17	Locksmithing		*TECHNICAL*	LBB5 p.10

ACADEMIC		*GUN COMBAT*	Below	Communications	LBB1 p.18
Instruction	LBB4 p.13	Combat Rifleman	Below	Computer	LBB1 p.18
Legal	LBB7 p.29	Pistol	Below	Electronics	LBB5 p.10
Research	Below	Submachinegun	Below	Gravitics	LBB8 p.44@
SCIENCE		Shotgun	Below	Robotics	Below
(Xeno) Biology	Below	Laser Weapons	Below	Armory	
Chemistry	Below	Zero-G Weapons	Below	*VEHICLE*	Below
Physics	Below	High Energy Weapons	Below	Wheeled	Below
Mathematics	Below	Auto-Weapons		Tracked	Below
Psychology	Below	*ARCHAIC WEAPONS*	Below	Grav-craft	Below
Psionicology	Below	Archaic Rifles	Below	Aircraft	Below
Sophontology	Below	Archaic Pistols	Below	Watercraft	Below
Art	Below	Blunderbuss		Air-Cushion Vehicles	

* The Gunnery Skill is now split into Vehicle Gunnery and Ship Gunnery.

**The Navigation Skill is now split into Navigation (on a world's surface) and Astrogation (space).

@ The Robotics skill now covers the Robot Ops one as well.

The skill in Bows now consists of two skills: Bow Weapons and Crossbows. Bow Weapons governs the use of all bows; Crossbows governs the use of all crossbows.

New Skills

Animal Handling: Governs the care and training of domesticated animals as well as the domestication of suitable wild beasts.

Craftsman: Encompasses a variety of pre-industrial handcrafts, such as sewing, weaving, jewelry, blacksmithing and so on.

Language: The knowledge of one language besides Galanglic (which all Traveller characters are assumed to know).

Perform: Incorporates the various performing arts such as theatre, music and dancing.

Research: Governs the retrieval of a specific piece of data from archives and libraries, as well as basic laboratory work.

(Xeno) Biology: The scientific knowledge of life sciences and genetics.

Chemistry: The scientific knowledge of the various kinds of chemistry, both in theory and in practice.

Physics: The scientific knowledge of mechanics, relativity, field theories, atomics and other fields of physics.

Mathematics: The scientific knowledge of mathematics, both practical and theoretical.

Psychology: The scientific knowledge and analysis of the mental and emotional processes of sophonts.

Psionicology: The scientific knowledge about psionics (this skill doesn't give a character psionics powers on its own).

Sophontology: The scientific knowledge of the interstellar version of "anthropology".

Art: The academic knowledge and practice of the various art forms.

Archeology: The science of recovering and analyzing the remains of previous eras.

Planetology: The scientific knowledge of planets; the interstellar equivalent of geology and ecology.

Linguistics: The science and analysis of languages.

Forensics: The science and techniques of analyzing a crime scene and drawing conclusions from its remains.

Civil Engineering: The knowledge and practice of designing buildings and mechanical equipment.

Melee Combat: A cascade skill; choose between Dagger, Blade, Foil, Sword, Cutlass, Broadsword, Bayonet, Spear, Halberd, Cudgel, and Brawling.

Stealth: Governs attempts to sneak undetected past people, shadow people or vehicles, or spot such attempts.

Locksmithing: The training in assembling, disassembling and picking mechanical and electronic locks and safes.

Combat Rifleman: Governs the use of Rifles, Carbines, Assault Rifles, Advanced Combat Rifles, and Gauss Rifles.

Pistols: Governs the use of Body Pistols, Revolvers, and Auto-Pistols.

Submachineguns: Governs the use of Submachineguns, and Gauss Submachineguns.

Shotguns: Governs the use of Shotguns and Combat Shotguns.

Laser Weapons: Governs the use of Laser Pistols, Laser Carbines, and Laser Rifles.

Zero-G Weapons: Governs the use of Snub Pistols and Accelerator Rifles.

High Energy Weapons: Governs the use of PGMP-12s, PGMP-13s, FGMP-14s and FGMP-15s.

Auto-Weapons: Governs the use of Auto-Rifles, LMGs, HMGs, and Gauss SAWs*).

Archaic Rifles: Governs the use of TL4- long arms such as matchlock flintlock, wheellock and percussion cap muskets.

Archaic Pistols: Governs the use of TL4- handguns such as matchlock flintlock, wheellock and percussion cap pistols.

Blunderbusses: Governs the use of primitive shotguns, called "Blunderbusses".

Launchers: Governs the use of grenade and rocket launchers.

Armory: Incorporates the manufacturing, modification and repair of personal arms and armor.

Wheeled: Governs the use of wheeled ground vehicles, such as cars and wheeled ATVs.

Tracked: Governs the use of tracked ground vehicles, such as tanks and tracked ATVs.

Grav-craft: Governs the use of anti-gravity vehicles, such as Air/Rafts and G-Carriers.

Aircraft: Governs the use of non-gravitic airborne vehicles, such as airplanes and zeppelins.

Watercraft: Governs the use of water vehicles, such as boats and submersibles.

Air-Cushion Vehicles: Governs the use of hovercraft.

Character Generation Tables

Service	Navy	Marines	Army	Scouts	Merchants	Pirates
Enlistment	8+	9+	5+	7+	7+	7+
DM +1 if	INT 8+	INT 8+	DEX 6+	INT 6+	STR 7+	SOC 7-
DM +2 if	EDU 9+	STR 8+	END 5+	STR 8+	INT 6+	END 9+
Survival	5+	6+	5+	7+	5+	6+
DM +2 if	INT 7+	END 8+	EDU 6+	END 9+	INT 7+	INT 8+
Commission	10+	9+	5+	-	4+	9+
DM +1 if	SOC 9+	EDU 7+	END 7+	-	INT 6+	STR 10+
Promotion	8+	9+	6+	-	10+	8+
DM +1 if	EDU 8+	SOC 9+	EDU 7+	-	INT 9+	INT 9+
Special Duty	5+	4+	6+	4+	4+	5+
Decoration	9+	9+	9+	-	-	-
Bonus*	-	-	-	-	10+	9+
Re-Enlist	6+	6+	7+	3+	7+	7+

* A successful Bonus throw gives one roll on the Cash Benefits bonus, above and beyond the three-roll limit, but only yealds 50% of the stated sum.

Personal Development Table

	Navy	Marines	Army	Scouts	Merchants	Pirates
1	+1 STR	+1 STR	+1 STR	+1 STR	+1 STR	+1 STR
2	+1 DEX	+1 DEX	+1 DEX	+1 DEX	+1 DEX	+1 DEX
3	+1 END	+1 END	+1 END	+1 END	+1 END	+1 END
4	+1 INT	Gambling	Gambling	+1 INT	+1 STR	Gambling
5	+1 EDU	*Melee Combat*	+1 EDU	+1 EDU	*Melee Combat*	*Melee Combat*
6	+1 SOC	Survival	*Melee Combat*	*Gun Combat*	Bribery	*Melee Combat*

Service Skills Table

	Navy	Marines	Army	Scouts	Merchants	Pirates
1	*Space*	*Vehicle*	*Vehicle*	*Vehicle*	*Vehicle*	*Melee Combat*
2	*Space*	Battledress*	*Vehicle*	*Space*	*Space*	*Space*
3	*Space*	*Heavy Wpns*	*Gun Combat*	Mechanical	Steward	*Space*
4	Forward Obs	*Gun Combat*	*Soldier*	*Space*	Steward	*Clandestine*
5	*Melee Combat*	*Melee Combat*	*Heavy Wpns.*	Survival	*Business*	*Gun Combat*
6	*Gun Combat*	*Gun Combat*	*Gun Combat*	Survey	*Gun Combat*	*Gun Combat*

*At TL12-, treat as Vacc Suit.

Advanced Education Table

	Navy	Marines	Army	Scouts	Merchants	Pirates
1	*Space*	*Vehicle*	*Vehicle*	*Vehicle*	Streetwise	*Clandestine*
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	*Space*
3	*Technical*	*Technical*	*Technical*	Animal Hndlng	*Technical*	*Space*
4	*Technical*	*Soldier*	*Soldier*	*Technical*	*Space*	Ship Tactics
5	Ship Tactics	Recruiting	*Melee Combat*	*Technical*	*Space*	Tactics
6	Jack-O-Trades	*Gun Combat*	*Heavy Wpns.*	*Navigation*	Medical	Mechanical

Advanced Education Table (EDU 8+ Only)

	Navy	Marines	Army	Scouts	Merchants	Pirates
1	Medical	Medical	Medical	Medical	Medical	*Space*
2	Naval Architect	*Soldier*	*Soldier*	*Space*	*Space*	*Business*
3	Fleet Tactics	*Space*	Recruiting	Ship Tactics	*Technical*	*Clandestine*
4	Liaison	Survival	*Heavy Wpns.*	*Clandestine*	Carousing	*Technical*
5	Instruction	Leader	Leader	Language	*Business*	*Technical*
6	Admin	Admin	Admin	Jack-O-Trades	*Business*	Leader

Rank and Service Skills

Navy Able Spacehand: Vacc-1 **Navy Chief P.O.:** Admin-1 **Navy Cptn:** +1 SOC **Navy Adm:** +1 SOC	**Marine:** Combat Rifleman-1 and Battledress-1 **Marine Lt:** Leader-1	**Army:** Combat Rifleman-1 **Army Sgt:** Leader-1 **Army Lt:** SMG-1 **Army Gen:** +1 SOC	**Scout:** Pilot-1 and Engineering-1	**Merchant:** Steward-1 **Merchant 3rd Officer:** Broker-1 **Merchant Cptn:** Pilot-1	**Pirate:** Brwlng-1 **Pirate Lt:** Pilot-1 **Pirate Leader:** Broker-1

Service	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
Enlistment	8+	6+	8+	9+	6+	Special***
DM +1 if	DEX 9+	END 10+	EDU 8+	INT 8+	STR 7+	-
DM +2 if	INT 6+	STR 8+	SOC 9+	DEX 9+	DEX 9+	-
Survival	9+	5+	3+	3+	5+	6+
DM +2 if	Terms served**	END 8+	EDU 8+	INT 8+	DEX 8+	STR 8+
Commission	-	5+	5+	-	5+	6+
DM +1 if	-	INT 9+	INT 8+	-	EDU 6+	STR 10+
Promotion	-	6+	10+	-	6+	9+
DM +1 if	-	EDU 8+	SOC 10+	-	EDU 8+	INT 6+
Special Duty	6+	6+	5+	6+	6+	7+
Decoration	-	9+	-	-	9+	-
Bonus*	11+	-	10+	-	-	-
Re-Enlist	7+	6+	5+	4+	6+	6+

* A successful Bonus throw gives one roll on the Cash Benefits bonus, above and beyond the three-roll limit, but only yealds 50% of the stated sum.

** Belters receive a DM +1 to survival throws per term served, including the first.

*** Automatic Enlistment if home world TL3-; enlistment not allowed otherwise.

Personal Development Table

	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
1	+1 STR	+1 STR	+1 STR	+1 STR	+1 STR	+2 STR
2	+1 DEX	+1 DEX	+1 EDU	+1 DEX	+1 DEX	+1 STR
3	+1 END	+1 END	+1 INT	+1 END	+1 END	+1 STR
4	Gambling	Gambling	*Melee Combat*	+1 INT	Gambling	Carousing
5	*Melee Combat*	*Melee Combat*	*Gun Combat*	+1 EDU	Carousing	+1 DEX
6	Vacc Suit	Carousing	Carousing	+1 SOC	*Melee Combat*	+2 END

Service Skills Table

	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
1	*Space*	*Gun Combat*	+1 INT	+1 DEX	*Heavy Wpns*	*Melee Combat*
2	*Space*	*Technical*	Vacc Suit	Electronics	*Heavy Wpns*	*Melee Combat*
3	Prospecting	Forward Obs	*Vehicle*	Medical	Vacc Suit	Survival
4	Forward Obs	Watercraft	Liaison	Streetwise	Aircraft	*Archaic Wpns*
5	Prospecting	Watercraft	Perform	Medical	Aircraft	*Archaic Wpns*
6	*Technical*	*Heavy Wpns*	Computer	*Melee Combat*	Aircraft	Animal Hndlng

Advanced Education Table

	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
1	*Space*	Watercraft	*Clandestine*	Medical	Aircraft	*Melee Combat*
2	*Technical*	*Technical*	*Clandestine*	Medical	Mechanical	Craftsman
3	Prospecting	Mechanical	Language	Robotics	*Technical*	Survival
4	Mechanical	*Technical*	Recruiting	*Science*	*Technical*	Recon
5	Prospecting	Navigation	Instruction	Computer	*Gun Combat*	Hunting
6	Instruction	Demolition	Admin	Admin	Survival	Hunting

Advanced Education Table (EDU 8+ Only)

	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
1	*Space*	Medical	Liaison	*Science*	Medical	Medical
2	Medical	*Vehicle*	Liaison	Medical	Leader	Survival
3	*Business*	Streetwise	Admin	Medical	*Space*	Tactics
4	*Technical*	*Technical*	*Technical*	Computer	Navigation	Leader
5	Demolition	Admin	+1 SOC	Admin	Admin	Instruction
6	Jack-O-Trades	Jack-O-Trades	Language	+1 INT	Jack-O-Trades	Animal Hndlng

Rank and Service Skills

Belter: Vacc Suit-1 and Zero-G-1	**Nautical Seaman 2nd:** Watercraft-1 **Nautical Cmdr:** Navigation-1 **Nautical Adm:** +1 SOC	**Diplomat:** Liaison-1 **Diplomat 1st Secretary:** Carousing-1 **Diplomat Ambassador:** +1 SOC	**Doctor:** Medical-1 and Computer-1	**Flyer Airman:** Aircraft-1 **Flyer Sqdrn Leader:** Leader-1 **Flyer Air Mrshl:** +1 SOC	**Barbarian:** *Melee Weapons*-1 and Hunting-1 **Brbrn Warrior:** Tactics-1 **Barbarian Chief:** Leader-1

Service	Bureaucrats	Rogues	Nobles	Scientists	Hunters
Enlistment	5+	9+	Special**	6+	9+
DM +1 if	EDU 8+	INT 8+	-	INT 9+	DEX 10+
DM +2 if	STR 8+	DEX 9+	-	EDU 10+	END 10+
Survival	4+	3+	3+	5+	6+
DM +2 if	EDU 10+	INT 8+	-	EDU 9+	STR 10+
Commission	6+	-	5+***	-	-
DM +1 if	EDU 9+	-	EDU 9+	-	-
Promotion	7+	-	12+****	-	-
DM +1 if	INT 9+	-	INT 10+	-	-
Special Duty	6+	6+	6+	5+	6+
Bonus*	11+	-	-	-	11+
Re-Enlist	3+	4+	4+	5+	5+

* A successful Bonus throw gives one roll on the Cash Benefits bonus, above and beyond the three-roll limit, but only yealds 50% of the stated sum.

** Automatic Enlistment if SOC 10+; enlistment not allowed otherwise.

*** Once "commissioned", that is, appointed to a position of authority, a Noble holds the rank appropriate to his SOC, as shown in *S4: Citizens of the Imperium p.8*.

**** A Promotion means that the Noble has gained a title of greater importance, and his SOC characteristic rises accordingly.

Personal Development Table

	Bureaucrats	Rogues	Nobles	Scientists	Hunters
1	+1 END	+1 STR	+1 STR	+1 STR	+1 STR
2	+1 EDU	+1 DEX	+1 DEX	+1 DEX	+1 DEX
3	+1 INT	+1 END	+1 END	+1 END	+1 END
4	*Melee Combat*	+1 INT	+1 INT	+1 INT	+1 INT
5	Carousing	*Melee Combat*	Carousing	+1 EDU	*Gun Combat*
6	+1 DEX	Carousing	*Melee Combat*	Carousing	*Melee Combat*

Service Skills Table

	Bureaucrats	Rogues	Nobles	Scientists	Hunters
1	Admin	*Melee Combat*	*Gun Combat*	*Gun Combat*	*Gun Combat*
2	*Vehicle*	*Gun Combat*	*Melee Combat*	*Melee Combat*	*Melee Combat*
3	*Gun Combat*	*Clandestine*	Hunting	*Academic*	Survival
4	*Academic*	+1 INT	*Vehicle*	*Academic*	Hunting
5	Liaison	*Melee Combat*	Bribery	*Vehicle*	*Vehicle*
6	+1 EDU	*Vehicle*	Gambling	Computer	Hunting

Advanced Education Table

	Bureaucrats	Rogues	Nobles	Scientists	Hunters
1	Recruiting	*Clandestine*	*Space*	*Science*	Mechanical
2	*Vehicle*	*Clandestine*	Animal Hndlng	*Science*	*Technical*
3	Liaison	*Clandestine*	*Vehicle*	Survival	*Business*
4	Interrogation	Liaison	*Business*	Mechanical	Recon
5	Admin	*Business*	Perform	+1 INT	Hunting
6	Admin	Perform	Leader	+1 EDU	Navigation

Advanced Education Table (EDU 8+ Only)

	Bureaucrats	Rogues	Nobles	Scientists	Hunters
1	Admin	Medical	Medical	Medical	Medical
2	Admin	*Clandestine*	Computer	*Science*	*Technical*
3	Computer	Demolition	Perform	*Science*	Hunting
4	Admin	Computer	Liaison	*Science*	Leader
5	Streetwise	Computer	Leader	Language	Survival
6	Leader	Leader	*Science*	Admin	Xenobiology

Rank and Service Skills

Burcrt Gofer: Admin-1 **Burcrt Secretary:** Liaison-1 **Burcrt Manager:** *Business*-1 **Burcrt Director:** +1 SOC	**Rogue:** Streetwise-1 and Stealth-1	**Noble:** Carousing-1 and Admin-1	**Scientist:** Research-1 and Computer-1	**Hunter:** Hunting-1 and *Gun Combat*-1

Service	Technician	Colonist	Law Enforcement
Enlistment	5+	5+	5+
DM +1 if	DEX 8+	INT 7+	STR 7+
DM +2 if	INT 9+	STR 8+	EDU 8+
Survival	4+	6+	6+
DM +2 if	DEX 10+	END 9+	INT 7+
Commission	-	-	4+
DM +1 if	-	-	DEX 8+
Promotion	-	-	7+
DM +1 if	-	-	EDU 9+
Special Duty	6+	7+	4+
Decoration	-	-	10+
Re-Enlist	4+	3+	5+

Personal Development Table

	Technician	Colonist	Law Enforcement
1	+1 STR	+1 STR	+1 STR
2	+1 DEX	+1 DEX	+1 DEX
3	+1 END	+1 END	+1 END
4	+1 INT	+1 INT	+1 INT
5	+1 EDU	Survival	+1 EDU
6	*Melee Combat*	*Melee Combat*	Streetwise

Service Skills Table

	Technician	Colonist	Law Enforcement
1	Mechanical	Mechanical	*Gun Combat*
2	Mechanical	Survival	*Melee Combat*
3	Locksmithing	Hunting	*Clandestine*
4	*Technical*	Animal Hndlng	*Clandestine*
5	*Vehicle*	Navigation	*Vehicle*
6	Craftsman	Jack-O-Trades	Admin

Advanced Education Table

	Technician	Colonist	Law Enforcement
1	Mechanical	Mechanical	Legal
2	*Technical*	Recon	Legal
3	*Technical*	Technical	Admin
4	*Technical*	*Gun Combat*	Mechanical
5	Engineering	Navigation	*Vehicle*
6	Jack-O-Trades	Jack-O-Trades	Forensics

Advanced Education Table (EDU 8+ Only)

	Technician	Colonist	Law Enforcement
1	*Science*	Medical	Medical
2	*Technical*	*Technical*	Psychology
3	Craftsman	*Space*	*Technical*
4	Leader	Leader	Forensics
5	Engineering	Survey	Admin
6	Admin	Admin	Leader

Rank and Service Skills

Technician:	Colonist:	Law Efnrcmnt
Technical-1 (choose twice)	Survival-1	**Rookie:** Pistols-1 **Law Efnrcmnt Detective:** Interrogation-1 **Law Efnrcmnt Chief:** Admin-1

Enlisted Ranks

	Navy	Marines	Army	Scouts	Merchants	Pirates
1	Spacehand	Private	Private	-	E1	-
2	Able Spacehand	Lance Cpl.	Lance Cpl.	-	E2	-
3	P.O.* 3rd Class	Corporal	Corporal	-	E3	-
4	P.O. 2nd Class	Sergeant	Sergeant	-	E4	-
5	P.O. 1st Class	Gunnery Sgt.	Gunnery Sgt.	-	E5	-
6	Chief P.O.	Sgt. Major	Sgt. Major	-	E6	-

* P.O. = Petty Officer

Enlisted Ranks

	Belters	Sailors	Diplomats	Doctors	Flyers	Barbarians
1	-	Seaman 3rd	-	-	Airman	-
2	-	Seaman 2nd	-	-	Senior Airman	-
3	-	Seaman 1st	-	-	Sergeant	-
4	-	Petty Officer	-	-	Squadron Sgt.	-
5	-	Chief P.O.	-	-	Group Sgt.	-
6	-	Master Chief	-	-	Sgt. Major	-

Enlisted Ranks

	Bureaucrats	Rogues	Nobles	Scientists	Hunters
1	Gofer	-	-	-	-
2	Jn. Secretary	-	-	-	-
3	Secretary	-	-	-	-
4	Sn. Secretary	-	-	-	-
5	Adm. Assistant	-	-	-	-
6	Exec. Assistant	-	-	-	-

Enlisted Ranks

	Technician	Colonist	Law Enforcement
1	-	-	Rookie
2	-	-	Patrolman
3	-	-	Corporal
4	-	-	Sergeant
5	-	-	Leading Sgt.
6	-	-	First Sgt.

Commissioned Ranks:

Law Enforcement
Lieutenant
Detective
Inspector
Superintendent
Chief
Commissioner

Material Benefits

	Technician	Colonist	Law Enforcement
1	Low Passage	Low Passage	Low Passage
2	Low Passage	-	+1 EDU
3	Toolset*	Low Passage	Weapon
4	Weapon	Weapon	Weapon
5	Mid Passage	-	Mid Passage
6	+1 INT	Vehicle	Security Kit
7	-	-	Ground Vehicle

* Choose between Mechanical Toolkit and Electronic Toolkit (LBB3 pp.18-19); if desired, they could be traded in for Cr750 and Cr1,500, respectively.

Cash Benefits

	Technician	Colonist	Law Enforcement
1	500	-	1,000
2	1,000	2,000	2,000
3	2,000	2,000	4,000
4	5,000	5,000	10,000
5	10,000	10,000	10,000
6	10,000	30,000	20,000
7	20,000	50,000	30,000