

Psion

A career for characters who deliberately choose to focus on their psionic potential instead of more conventional lifestyles.

Qualification: Psionic Strength 6+
-1 DM for every previous career.

A character may only attempt to enter the Psion career with the permission of the Referee. One life event (see page 34) allows a character to find a Psionics Institute and begin his training during character generation; some campaigns may allow access to psionics for any character.

Assignments: Choose one of the following:

- **Wild Talent:** You developed your powers without formal training.
- **Adept:** You are a scholar of the psionic disciplines.
- **Psi-Warrior:** You combine combat training with psionic warfare.

Basic Training: Unlike other careers, a Psion gains level 0 skills from the appropriate Specialist table instead of the Service Skills table in basic training.

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Edu	Telepathy	Comms
2	+1 Int	Clairvoyance	Computers
3	+1 Str	Telekinesis	Language (any)
4	+1 Dex	Awareness	Medic
5	+1 End	Teleportation	Life Sciences (any)
6	+1 Psi	Any skill	Space Sciences (any)

Roll	Specialist: Wild Talent	Specialist: Adept	Specialist: Psi-Warrior
1	Telepathy	Telepathy	Telepathy
2	Telekinesis	Clairvoyance	Awareness
3	Deception	Awareness	Teleportation
4	Stealth	Medic	Gun Combat (any)
5	Streetwise	Persuade	Battle Dress
6	Melee (any) or Gun Combat (any)	Social Sciences (any)	Recon

RANKS AND BENEFITS

Rank	Wild Talent	Skill or Benefit	Adept	Skill or Benefit	Psi-warrior	Skill or Benefit
0					Marine	
1	Survivor	Survival 1 or Streetwise 1	Initiate	Life Science (psionology) 1		Gun Combat (any) 1
2					Captain	Leadership 1
3	Witch	Deception 1	Acolyte	Any psionic talent 1		
4						
5					Force Commander	Tactics (any) 1
6			Master	Any psionic talent 1		

	Survival	Advancement
Wild Talent	Soc 6+	Int 8+
Adept	Edu 4+	Edu 8+
Psi-Warrior	End 6+	End 6+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	1,000	Gun
2	2,000	2 Ship Shares
3	4,000	Contact
4	4,000	Traveller's Aid Society
5	8,000	Contact
6	8,000	Combat Implant
7	16,000	10 Ship Shares

Psionic Abilities: The Psion must still roll to acquire psionic talents when he determines his Psionic Strength. When rolling on the service skills table, if the Psion rolls the skill for a talent he does not possess, then he may make another roll to acquire that talent. If that roll fails then he gains no skill for that term.

For example, Luka develops the Telepathy and Clairvoyance talents at the start of character generation. In her first term of Psion training, she rolls Teleportation on the service skills table. She may now roll to acquire Teleportation by making a Psionic Strength check with a -2 DM (+0 for Teleportation, -2 for two previous talent acquisition rolls).



MISHAPS

1d6 Mishap

- 1 Injured. Roll on the injury table (page 37).
- 2 You telepathically contact something dangerous. Lose one Psionic Strength. You also suffer from persistent and terrifying nightmares.
- 3 An anti-psi cult or gang attempts to expose or attack you. Roll 1d6 – on a 1–2, you are injured; roll on the injury table. On a 3–4, lose one Social Standing. On a 5–6, nothing else happens, but you still must leave this career.
- 4 You are asked to use your psionic powers in an unethical fashion. Accept, and you may continue in this career, but you gain an Enemy. Refuse, and you must leave the career.
- 5 You are experimented on by a corporation, government, or other organisation. You escape, but are forced to leave this career. Gain a Contact within that organisation and the organisation as a whole as an Enemy.
- 6 Your gift causes a former ally to turn on you and betray you. One Ally or Contact becomes an Enemy. If you have no Allies or Contacts, gain an Enemy anyway.

EVENTS

2d6 Events

- 2 Disaster! Roll on the mishaps table, but you are not ejected from this career.
- 3 Your psionic abilities make you uncomfortable to be around. One Contact or Ally becomes a Rival. If you have no Contacts or Allies, your psionic abilities attract a Rival anyway.
- 4 Choose one of these skills, reflecting your time spent mastering mind and body: Athletics (any) 1, Stealth 1, Survival 1 or Art (any) 1.
- 5 You have a chance to use your powers unethically to better your standing. If you accept, roll Psi 8+. If you succeed, gain an extra benefit roll or +1 Social Standing. If you fail, lose one Social Standing instead.
- 6 You make an unexpected connection outside your normal circles. Gain a Contact.
- 7 Life Event. Roll on the Life Events table (page 34).
- 8 You achieve a new level of psionic strength. Increase your Psionic Strength by +1.
- 9 You are given advanced training in a specialist field. Throw Education 8+ to gain one level in any skill.
- 10 You pick up potentially useful information using your psychic powers. Gain a +1 DM to any one Benefit roll.
- 11 You gain a mentor. Gain an Ally and a +4 DM to your next Advancement roll thanks to his aid.
- 12 You achieve a new level of discipline in your powers. You are automatically promoted.

STARPORT

Starports are the arteries of interstellar commerce. These ports for spacefaring craft range in size from a landing field with a rudimentary radio beacon and a hydrogen fuel still to city-sized edifices where tens of thousands of ships land daily. Most planets have only a DownPort, a landing zone on the ground accessible only by entering the atmosphere. Ships that cannot land at a DownPort are serviced by a fleet of shuttles and other smaller vessels. Worlds advanced or rich enough may possess a HighPort, an orbiting starport. Some are equipped with space elevators or even gravitic lifts connecting HighPort to DownPort.

Starports are rated from A to E. To determine the level of a starport on a planet, roll 2d6:

STARPORT TABLE

Roll	Starport Class
2 or less	X
3	E
4	E
5	D
6	D
7	C
8	C
9	B
10	B
11+	A

Starports and The Law

Technically, a starport is Imperial territory, and is not under the jurisdiction of the planetary government. The local government may share in the construction costs, running costs and profits of the starport, but the port is extraterritorial and run by an Imperium-appointed governor. This means that travellers can carry locally illegal goods onto a planet as long as they do not leave the starport.

The **quality** of a starport determines both the condition of the port itself, and the level of competence of the staff. Quality may vary up and down – it is possible to find a Class-D port run by expert engineers, or a Class-A that has succumbed to decay. Some worlds have entirely inappropriate starports; a world that was once a centre of commerce, but has now been bypassed by new trade routes might have a cavernous port capable of handling thousands of freighters, but is now almost abandoned.

A frontier installation is just a bare spot of bedrock, marked with a beacon, and is a starport in the most technical sense only.

The **berthing cost** must be paid by any starship that wants to land at or dock with the starport. Costs can vary wildly from starport to starport but remain more or less constant at each port (roll once for each port and record it for future reference).

Fuel refers to the fuel available for purchase – either refined or unrefined. Refined fuel costs Cr. 500 per ton; unrefined fuel costs Cr. 100 per ton but is risky to use when jumping (see page 140). Bases have their own fuel-refining ability – see Bases, below.

Facilities are the starport's repair and construction ability. A shipyard allows for the construction of new vessels. A shipyard capable of building all types of ships can construct small craft (less than 100 tons), spacecraft (100 to 5,000 tons) and capital ships (more than 5,000 tons).

Repair facilities allow a damaged ship to be repaired, and have plenty of spare parts for most common systems. Limited repair facilities can only fix Hull hits but not system damage.

Finally, the **Bases** column lists what sort of bases may be present. Roll 2d6 for each base type listed; if you roll the indicated number or higher, that base is present either as part of the starport or nearby. For more details, see Bases, page 179.

STARPORTS

Class	Quality	Berthing Cost (Cr.)	Fuel	Facilities	Bases
A	Excellent	1d6 × 1000	Refined	Shipyard (all) Repair	Naval 8+ Scout 10+ Research 8+ TAS 4+ Imperial Consulate 6+
B	Good	1d6 × 500	Refined	Shipyard (spacecraft) Repair	Naval 8+ Scout 8+ Research 10+ TAS 6+ Imperial Consulate 8+ Pirate 12+
C	Routine	1d6 × 100	Unrefined	Shipyard (small craft) Repair	Scout 8+ Research 10+ TAS 10+ Imperial Consulate 10+ Pirate 10+
D	Poor	1d6 × 10	Unrefined	Limited Repair	Scout 7+ Pirate 12+
E	Frontier	0	None	None	Pirate 12+
X	No Starport	0	None	None	None

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