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Scout – Exploration, Protector, and Survey

Qualification: Edu 7+ Survival: End 6+
Commission: Int 8+ Advancement: Dex 7+
Retention: 5+

Exploration: The branch most likely seen outside of the human continuum, exploring the unknown.

Protector: Due to past transgressions, people are uncomfortable with the military sharing law enforcement duties, thus the scout corps are tasked with enforcement of interstellar law such as criminal investigation, stopping human trafficking, or fighting piracy of the star lanes.

Survey: The branch most likely to be encountered within the human sphere, investigating and cataloging discoveries, as well as more mundane tasks such as general surveying.

	Skills
Personal Development	Service
1 JoT	Admin
2 +1 Dex	Computer
3 +1 End	Investigate
4 +1 Int	Gun Combat
5 Stealth	Electronics
6 Melee	Vacc Suit
	Advanced Education
	Science
	Pilot
	Medical
	Persuade
	Computer
	Recon

	Specialty
Exploration	Protector
1 Investigate	Battle Dress
2 Persuade	Electronics
3 Recon	Gun Combat
4 Computer	Admin
5 Electronics	Melee
6 Carouse	Drive
	Survey
	Engineer
	Science
	Carouse
	Drive
	Gambling
	Investigate

Ranks	Material	Cash
0 Explorer (Recon)	1 Low Passage	2,000
1 Scout	2 Weapon	5,000
2 Scout 2 (Pilot)	3 Passage	10,000
3 Scout 3	4 Explr Society	20,000
4 Base Admin (Admin)	5 High Passage	20,000
5 Senior Scout	6 +1 Edu	50,000
6 Scout Commander	7 Ship	50,000

d66 Events

- 11 Disaster! Roll on the mishap table, you are not discharged from the Scout Corps however.
- 12 A mission goes south, and you are wrecked on a hostile environment planet, gain +1 Survival.
- 13 You are assigned to pilot a Marine recon team on an infiltration mission, gain Vacc Suit 1, or Recon 1.
- 14 An assignment to a far off base is very very boring, gain +1 Gambling, and a Science skill.
- 15 You are chosen for cross training in a different service. Roll for a skill in a Specialist assignment other than your own.
- 16 You are given Protector training. Gain one of Melee 1, Gun Combat 1, Survival 1, Battle Dress 1 or Demolition 1.
- 21 You are assigned to Scout Corps Intelligence. Gain one level in Streetwise, Computer, Interrogation (any) or Deception.
- 22 You are assigned to an observer status role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
- 23 A Secure and Containment Protocol mission against looters of alien ruins gets violent, End 8+ to avoid injury, gain Gun Combat 1 or Melee 1.
- 24 You are given a special assignment or duty in your unit. Gain a +1 DM to any one Benefit roll.
- 25 You are assigned to Extra Vehicular Activity training, gain one of Vacc Suit 1 or Zero-G 1.
- 26 Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain a +2 DM to your next Advancement check.
- 31-36 Life Event. Roll on the Life Events table.
- 41-46 Wartime Event. Roll on the Scout Wartime Events table
- 51 Explore strange alien ruins, gain Investigate 1.
- 52 You are assigned to the administrative offices of your base. Gain one of Admin 1, Investigate 1 or Deception 1.
- 53 A mission commander helps mentor you for the next advancement +3 DM.
- 54 On a extended survey mission, there is a chance to really hone one's Electronics skill, gain +1 on it.
- 55 You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
- 56 You save the day. Get promoted or an advance automatically.
- 61 You are exploring alien ruins, and on a dare you place your head in an alien device. You automatically gain Intelligence 1, and Education 1.
- 62 Your team has to deal with pirates on a station, gain +1 of Computer, or Gun Combat.
- 63 Secret studies of an alien culture pay off, gain +1 Stealth.
- 64 Who is going to miss an alien artifact as a souvenir?
- 65 You are assigned as Liaison with the Navy, +1 Liaison.
- 66 You stop a gang of pirates single-handedly, gain +1 Gun Combat.

If you roll a Scout Wartime Event on the Events table:

2d6 Scout Wartime Events

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| 2 | You are lightly wounded. Roll two dice on the Injury table, choosing the higher result. |
| 3 | Deathbed Confession: You are captured, while in captivity, someone in your barracks dies in your arms, whilst dying, they confess something previously unknown to you; from knowing about a traitor to explaining where stolen treasure might be. |
| 4 | Double-cross: Someone on your side in the war turns on you, causing casualties within your team. Paranoia, and distrust become your bread, and butter. Gain either +1 Deception, or Stealth. |
| 5 | Coming back around again: Having been on a deep space mission, you missed the beginning of hostilities. Neither side trusts you, so you are seconded to a commando team, to pilot them in on secret missions. Gain either +1 Pilot, Battle Dress, or Heavy Weapons. |
| 6 | Camaraderie: You become very close to the other members of your team and such acceptance is rewarded with unquestioning loyalty. If you choose to remain in the same career path and assignment for your next term, you do not need to roll for promotion, or advancement. |
| 7 | You save a member of your team's life, gain +1 Soc, and a new Ally. |
| 8 | Weapon Cache. You stumble upon a stockpile of weaponry and armament. When no one is looking you manage to claim a piece of the find for yourself. Add an Armor, Combat Implant or Weapon Benefit (player's choice) when you muster out. |
| 9 | Employment Offer: The character is approached by a potential future employer, and they are set up for another career before the current one is even concluded. You gain a +2 DM to your next Qualification roll. |
| 10 | Heroic Stand: You are caught alone in a stance where you hold off an government force for a prolonged period of time. Increase Social Standing by 1 or gain a +1 DM to your next Benefits roll. |
| 11 | Trouble with Authorities: Your unit is arrested and detained for supposed illegal wartime activities. Lose one Benefit roll or reduce your Social Standing by 1. |
| 12 | <p>Unusual Event: Something odd has occurred. Roll 1d6</p> <p>1 – The Library. You investigated an ancient library on a rogue planet that turned out to be a maze of death, people shouldn't go back there, all records were destroyed. +1 to Nav skill.</p> <p>2 – Alien Mercs. You are saddled with a small unit of alien mercenaries for a few years. Gain +1 Liaison, and a Contact among an alien race.</p> <p>3 – Military Black Market. You are approached by a black marketeer who has some advanced technology for sale on the cheap. You may choose any piece of TL12 personal equipment instead of taking the cash from a Benefits roll.</p> <p>4 – System Shock. You were knocked into a short coma out beyond the frontier, and lost several weeks of your memory.</p> <p>5 – Governmental Award. You and your associates are publicly heralded by the government you were serving. This ruins anonymity, but increases Social Standing by 1.</p> <p>6 – Ancient technology. You discover an artifact older than the Human Continuum. Now, if you could only figure out how to use it.</p> |

2d6 Scout Mishaps

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| 2 | You wreck, and survive under conditions to be inhumane, returning barely sane. Gain +1 End, -1 Int. |
| 3 | You are involved in a disinformation campaign, and barely escape off planet, before locals put you on trial. This leaves you disgruntled with the Corps for not backing you up. Derided in the media as you return home you find yourself wanting an inquisitional commission that could come down hard on those even remotely involved in the debacle. |
| 4 | Your team merges with another due to budgetary constraints. You are one of those who are not offered a position within the new group, and are forced to leave the Scouts. |
| 5 | You spend several years in the prison after getting into a fight with a local officer. Gain +1 Streetwise as you are ejected out of the Scouts. |
| 6 | Severely wounded. Roll twice on the Injury table and take the lower result. |
| 7 | Your team is slaughtered in a disastrous battle in what was supposed to be a secret Secure and Containment Protocol mission, the bad publicity has you removed from the Scouts. Gain either +1 Gun Combat, or +1 Admin. |
| 8 | Injured. Roll on the Injury table |
| 9 | You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to research some unusual phenomena or ruins. You are discharged because of stress, or injury. Increase Investigate, Recon, or Survival by one level but also gain a phantom Enemy. |
| 10 | You discover that your commander is engaged in some illegal activity, such as artifact smuggling. You can join his ring, and gain him as an Ally before the inevitable investigation gets you in trouble, or you can co-operate with the Scout Protectors – the official inquiry gets you discharged anyway but you may keep your Benefit roll from this term of service. |
| 11 | You are tormented by, or quarrel with, a group of locals you are supposed to be helping Gain +1 Admin as they drive you out of the Scouts. |
| 12 | You have a strong relationship with a merchant supplier which is deemed to be too close by your superiors and you are 'requested' to resign from the Scouts. Gain +1 Broker, Liaison, or Streetwise. |