

DM(stat) is -3 for 0, -2 for 1-2, -1 for 3-5, 0 for 6-8, +1 for 9-11, +2 for 12-14, +3 for 15.

Skills can be (unskilled), level 0, or level higher than 0.

Note that "Skill X" means that you gain the skill at level X if you didn't already have it that high; "Skill" means add 1 to your existing level, giving you level 1 if you didn't previously have the skill. Individual skills may not exceed level 4 and total skill levels may not exceed $3 \times (\text{INT} + \text{EDU})$.

1. Roll 2d6 six times, arrange into characteristics: STR DEX END INT EDU SOC.
2. Choose $3 + \text{DM}(\text{EDU})$ background skills at level 0 from: Admin Animals Art Athletics Carouse Drive Electronics Flyer Language Mechanic Medic Profession Science Seafarer Streetwise Survival Vacc Suit
3. Optionally use first term to attend University (p.14) or Military Academy (p.15). If you fail to get in, proceed to Choose Career.
4. Choose Career. If this is your first term, roll Qualification (failure means Draft or Drifter) and choose an Assignment. If you are already in this career and wish to change Assignment, roll Qualification to do so; if you fail you remain in your old assignment.
Draft or Drifter: if you have not been Drafted before, you have the option: roll d6; 1=Navy, 2=Army, 3=Marine, 4=Merchant (Merchant Marine assignment), 5=Scout, 6=Agent (Law Enforcement assignment.) Otherwise you enter the Drifter career.
 - (a) If this is your first term of your first career, get all Service Skills at level 0. If it's the first term of a later career, choose one Service Skill at level 0. Citizens and Drifters use their Assignment table rather than Service Skills. Otherwise, choose a Skill Table, roll, and gain the result.
 - (b) If this is your first term in this career, you have Rank 0.
 - (c) Roll for survival. If you fail, roll a Mishap. Leave this career unless otherwise stated; if you do stay in, no event, commission or advancement.
 - (d) Roll for an event.
 - (e) If commission is possible (Army/Navy/Marines), and you want to try (if in your first term your SOC must be 9+), roll for it. If you succeed, you become a Rank 1 officer.
 - (f) If you are not newly commissioned, roll for advancement. If you succeed, you are promoted one rank and gain one skill table roll plus any listed benefits for the new rank. If the unmodified roll is a 12, you must continue for another term; if the modified roll is \leq the terms you have now spent in this career, you must leave this career; otherwise you may choose whether to continue.

- (g) Add 1 to your count of terms. (Age is $18 + 4 \times \text{terms}$.) If you have 4 or more terms, roll for ageing (p. 47, 2d6 terms).
 - (h) If you are leaving this career, roll for cash and benefits. You get rolls equal to your terms in that career (not counting a term in which you left due to a Mishap), plus half Rank rounded up; at rank 5+ you gain +1 to all rolls. You may make no more than 3 Cash rolls over all careers.
5. Choose whether to continue in this career, start a new career, or enter play.