

CHAPTER 3: Careers

False Esper (Force)

Life at the lab just didn't cut it for you, so you decided to run away... tired of those white-coat cretins, tired of bio-systems, tired of being a guinea pig, and most of all...tired of too damn SECRECY!. From now on, you'll live reveling on your hard-earned powers...well, not exactly hard-earned, you were more or lesssssss born with them, but quite a price you paid for them, one hell of a half-life at a lab for as long as you can remember. You were born with enough power to stick out from all the rest, but not enough as to impose yourself as for the rest to finally leave you ALONE... like those Espers of legend, now those guys had power, they really evoqued respect and fear upon the hearts of all the commoners, if only you had their power, or at least people took you for one, maybe then they would finally stop bothering you... hey! Good idea!

You are not a true Esper and you know it, but you're hell-bent on convincing everyone otherwise. You dress oddly, speak calm, and don't hesitate to use your powers in ways that make you look the more mysterious. You have been quite successful to this day at wearing that mask, and pretend to continue like that for as long as you can keep it.



Will and Charisma are the meat and drink of the False Esper. Liekwise, Telepathy and otherwise ESP-related techniques are your single favourites, as nothing impresses the commoners more than always seeming to know things they don't or that you shouldn't know. Telekinesis and Elemental related techniques help at doing all kind of flashy things and to prove aggressive peasants that you're not just an all-talk. You can make good use of any and all psionic techniques at one time or another, but you must choose carefully between skills and traits that increase your psionic potential versus others you'll surely need for more worldly needs. Being a nomad, the Piloting skills as well as Navigation will help you a great deal, as well as most Charisma skills (specially Deception) for acting your masquerade as a man-of-mystery. Finally, Investigation will help you know things should your psionic prowess fail you at any given time. Lutz and Rune are your role models.

- **Requisite Skills:** Deception 3, Disguise 1, Forgery 2, Intimidation 2, Leadership 1, Philosophy 1.
- **Requisite Advantages:** Psychic 4.
- **Requisite Disciplines:** Concentration 2, Clairvoyance 2, Precognition 2.
- **Creation Points Cost:** 6.
- **(Force):** Belonging to a (Force) career, the False Esper can reach any level in the Psychic advantage and take any number of psionic disciplines regardless of his Focus score. As a (Force) character, the False Esper's base Chi is equal to his Willx2 +Focus.
- **ESP Expert:** Having worked so hard on his hoax, the False Esper has put so much dedication into the mastery of ESP disciplines that now they're a second nature to them. After character creation, he only pays his current levelx3 in XP to raise levels in Clairvoyance, Precognition, and Telepathy. However, in such a thorough specialization, the False Esper neglects most other disciplines, paying for them an increased price of current levelx5, or 8 points for a new psychic discipline.
- **Fugitive:** As much as the False Esper likes to deny it, he was born in a lab, and his creators are still looking for him. Details in the Disadvantage section of Thrash Revised.
- **Recommended Skills:** Basic Repair, Blades (for style more than for function), Blunt Weapons (for imitation staves), Drive/Pilot, Language, Lore (the Espers), Navigation, Savoir Fare, Survival, Taunt.
- **Recommended Advantages:** Aura of Power, Calm, Eidetic Memory.
- **Starting Equipment:**
 - Non-energy, non-powered blade of choice.
 - Chainshirt
 - Flashy or mysterious-looking clothes.
 - Bedroll, tent, and backpack.

Government Agent

The security of the people is entrusted in your hands. As a government agent, it is your job to do most things Guardian EYES aren't capable of. You are the spy, the intelligence gatherer, the detective, and ultimately the police. You are trained in the methods of crime prevention and detection and have full authority to maintain the peace and order in your city. Also, when the government needs a job done outside the confines of the government's cities, it is you the man to call. However, as a portrait of the perfect citizen, at this moment only palmans are recruited for agents (However, Piata is known for employing Numan agents for its Numan districts)



Rolf, Palman
Government Agent

As a man of arms, Strength and Stamina are your first and foremost, but as a Policeman and as a public servant, Intelligence and Charisma are just as important. Having the need to apply force sometimes to do your job, most of the combat skills will be handy. As an investigator, ranks in the Investigation as well as Perception are necessary. Rolf is a perfect example of an agent.

- **Requisite Skills:** Blades 2, Blunt Weapons 1, Drive/Pilot: Skycar 1, Firearms 2, Interrogation 1, Investigation 2, Perception 2, Savoir Fare 1.
- **Requisite Combat Style:** Special Forces, 1 rank.
- **Law Enforcer:** Agents have the equivalent of the Law Enforcer(4) advantage. See Thrash Revised for details.
- **Requisitions (1/level, OPTIONAL):** Same as the Soldier's trait.
- **Reinforcements:** Once per adventure (by adventure be understood a fairly short mission that spawns over a small amount of gaming sessions), the agent can require reinforcements to help him finish a job. This is done usually after the investigative job is complete and the agent is ready to make judicious use of force. An agent's reinforcements come in the form of 1 Soldier per point of the agent's Charisma score or 1 EYES robotic unit per each 3 points of his Charisma (the agent can distribute the numbers evenly at his discretion). The agent receives a bonus soldier for each 3 levels he has in the Requisition advantage. Note that calling on full force on a regular basis for unimpressive jobs will rather work in detriment of the agent's reputation and standing with the agency.
- **Recommended Skills:** Any weapon skill, Communications, Daredevil, Escape, Interrogation, Intimidation, Leadership, Perception, Security, Streetwise.
- **Recommended Advantages:** Common Sense, Eidetic Memory, Manhunter.
- **Starting Equipment:**
 - Ceramic Breastplate.
 - Rapier.
 - Pistol, revolver.
 - Holster and Scabbard.
 - Radio.
 - First Aid kit.
 - Binoculars
 - Handcuffs, magnetic.
 - Flashlight
 - Weapon Detector.
 - Data Assistant.

Hunter

Discipline and martial training, the mastering a wide variety of weapons, one of them your body itself, battle tactics and dirty tricks, that encompasses the Hunter. An accomplished warrior, you sell your services to the highest bidder for a living. According to the specializations you may take at any given time you may cover a wide variety of jobs as long as the cash matches the risk: you are the bodyguard, the security specialist, the manhunter, or the hitman. You may enjoy the protection (and restrictions) of the Hunters Guild or you may walk your own path. Hunters can come from all walks of life and anyone trained enough can become a hunter.



Anna Zirsky, Palman
Hunter

The main attributes of the Hunter are Strength and Stamina. Skills and traits that enhance your already formidable combat abilities are top on priority, but according to personal orientations Security and Stealth may become necessary. Finally, as a crude businessman, Savoir Fare and other Charisma skills become necessary for cutting a good deal. Also, specially competent or promising Hunters might make some use of the Fame advantage. Anna Zirsky, Chaz Ashley, and Kireek are all examples of Hunters.

- **Requisite Skills:** Any weapon skill 3 ranks, First Aid 2, Investigation 2, Savoir Fare 2.
- **Requisite Combat Style:** Any, 2 ranks.
- **Combat Expert:** Hunter characters pay less XP to acquire and improve their combat styles than other characters. New styles cost 8 points, and the style's current level times 4 after that.
- **Dedicated Training (OPTIONAL):** At the moment of character creation the Hunter may choose to specialize in a specific kind of prey to stalk on, gaining special benefits over that prey at the cost of reduced performance regarding the rest. Select a specific kind of prey among the following categories: Monsters, robots (androids included), psychics, numans, motavians, dezorians, criminals, hunters, and agents (additional types might be suggested with GM's approval, you can't specialize in "palmans"). When taking a job regarding your selected prey, you enjoy a bonus of +2 in all your skill rolls regarding your hunt. When fighting your selected prey your combat style level is considered double. However, when fighting any targets other than your selected prey your combat style level is considered half. **Requires:** Vengeance.
- **Hunter's License:** Hunter characters begin the game with membership to the Hunter's Guild, which grant him a Hunter's License.
- **Recommended Skills:** Any weapon skill, Daredevil, Interrogation, Intimidation, Perception, Security.
- **Recommended Advantages:** Alertness, Ambidexterous, Area Specialization, Desperation, Long Reach, Manhunter, Pro-Wrestler, Punching Bag.
- **Starting Equipment:**
 - Select 3 non-energy, non-powered weapons. +2d6 clips if a firearm.
 - Ceramic Breastplate.
 - Backpack.
 - First-Aid kit.
 - Flashlight.
 - Rope, 50m.
 - Lantern.
 - Data Assistant.

Outlaw

You are free as the wind and bow to no one. Wandering from place to place, you make your way in life through deception. A professional card shark, you excel at cheating, and at escaping tight situations.

Being an expert at sneaky and dexterous tasks, Agility is the attribute where you excel; alas, as a master con-man, Intelligence and Charisma are primary attributes few people can beat you with. Thievery is your second name, and you are also involved in all activities that imply deception, stealth, risk... and a chance to cheat: theft, hacking, security... all those are well known to you.

You usually rely on wits, skill, and sleight of hand, but when the other guys turn out sore losers knowing how to fight is a sure bet...and whatever the odds, you never turn down a gamble. As a travelling person, you know people almost everywhere; these friends and acquaintances may not be powerful or very influential, but every now and then you can drop by and call on their help (as frequently as they can call on yours anyway). Shir Gold is a perfect example of an outlaw



Shir Gold,

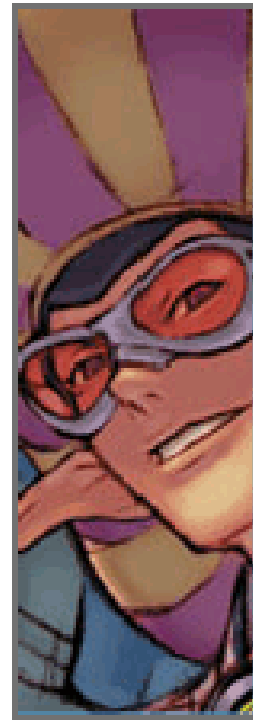
Palman Outlaw

- **Requisite Skills:** Deception 3, Drive/Pilot: Any 1, Perception 2, Savoir Fare 2, Stealth 2, Streetwise 1.
- **Expert Backstabber:** Outlaws can make *Backstab* attacks (see Thrash Revised) in combat against any opponent who is not fighting the Outlaw directly (ex: the enemy is busy fighting someone else) without the need of a Stealth roll. Furthermore, Years of practice as a conman enables the Outlaw to *Feint in Combat* (see Thrash Revised) repeated times against the same opponent with the penalty reduced to -4 to further Deception rolls (instead of the usual -8).
- **Safe Haven:** Once per adventure (by adventure be understood a fairly short mission that spawns over a small amount of gaming sessions), the Outlaw can escape troubles and persecution by crashing on an ally's house for safe haven while things cool down. In order to use this ability the Outlaw and associates must not be engaged in combat or similar conflicting situations and no one must be tailing the group. Once the Outlaw declares his attempt at taking refuge in safe haven they're ensured safe passage there (they're assumed to have found a safe passage off-camera). Neither the Outlaw nor his group can be tracked from this point until they have left the safe haven. **Requires:** Allies.
- **Recommended Skills:** Any weapon skill, Camouflage, Communications, Computer, Daredevil, Disguise, Drive/Pilot, Escape, Forgery, Hojoujutsu, Interrogation, Intimidation, Investigation, Language, Leadership, Mimicry, Security, Sleight of Hand, Swimming, Taunt.
- **Recommended Advantages:** Alertness, Allies, Eidetic Memory, Light Feet.
- **Starting Equipment:**
 - Dagger and pistol of choice.
 - Data Assistant.
 - Clothes made with Antiscan Weave.
 - Lockpicks set.
 - Motorcycle.

Psi-Mercenary (Force)

You are the living embodiment of.... wait, they just haven't decide it yet! As a matter of fact, you are a living hodge-podge of psionic techniques and experimentation. They never decided a focus for you, so they made you develop nearly every single possible application of psionic prowess that came to their minds at the moment: flying objects, biologic manipulation, energy conductivity... if it didn't fit into the program of any of the other test subjects, then they gave it to you. You have quite some freedom compared with the rest of the test subjects at the lab: you come and go as you please, you have the most exciting job... heck! You even have your own apartment, nevermind that perpetual GPS monitoring, at least you're not watched by cameras 24/7 like the other test subjects. The only thing required from you is a monthly performance report and keeping in touch every so often... not too bad.

Will and Agility are the primary attributes for a Psi- Merc. You love specially all kind of flashy and agressive techniques, so it came to no one's surprise that you test your skill working for the hunters guild. However, the rest of your psionic skills will serve you when you least expect it. No one can be sure when working as a hunter.



Dr. Jean Carlo
Montague, Numan
Force

Some physical skills are sure to keep you alive by adding to your already formidable psionic powers. Almost any skill that helps a hunter will also do for you, you know you'll never beat a hunter playing at his own game, but your high psionic strength more than makes up for that.

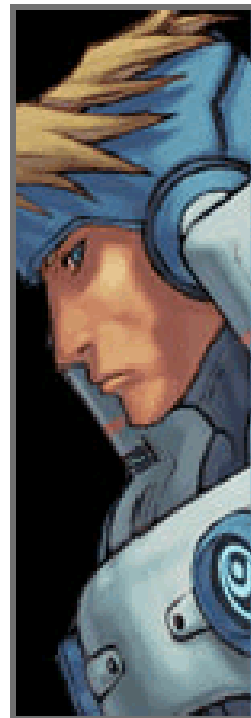
- **Requisite Skills:** Any weapon skill 3 ranks, First Aid 2, Investigation 2, Savoir Fare 2.
- **Requisite Advantages:** Psychic 4.
- **Requisite Disciplines:** Any two psychic disciplines at level 2.
- **Requisite Combat Style:** Any, 1 rank.
- **(Force):** Belonging to a (Force) career, the Psi-Merc. can reach any level in the Psychic advantage and take any number of psionic disciplines regardless of his Focus score. As a (Force) character, the Psi-Merc. base Chi is equal to his Willx2 +Focus.
- **Indebted:** As much freedom as the Psi-Merc. enjoys copared to the other specimens, his life is still not quite his own, not fully at least. His movements are monitored 24/7 via GPS, and should the device ever come to fail or he fails to report back to the lab for his monthly report the character is getting hired hunters on him faster than he can blink. If both his GPS transmitter fails and the character is not heard from for longer than five days then a bounty is placed in his head at the Hunters' Guild (either brought alive or DoA at the lab's discretion).
- **Recommended Skills:** Any weapon skill, Daredevil, Interrogation, Intimidation, Perception, Security.
- **Recommended Advantages:** Alertness, Ambidexterous, Area Specialization, Desperation, Long Reach, Manhunter, Pro-Wrestler, Punching Bag.
- **Starting Equipment:**
 - Hunter's License and Membership to the Hunter's Guild.
 - Non-powered, non-energy weapon of choice OR a Pulse Baton.
 - First Aid kit.
 - Rope 50m.
 - Sub-dermal GPS transmitter (PERPETUAL).
 - Data Assistant.

Ranger

You just don't feel comfortable sitting in one place... or don't feel like sitting in a comfortable place for that matter. You just need to be in that place no one has ever been to, and always move to see what lies beyond the next hill.

Within the confines of government territory, you are the wilderness scout, the guide, the adventurer for hire. If living outside the commodities of government's cities, then nomadic life is for you. Rangers find jobs easily in the Hunters Guild as guides or taking otherwise missions in the wilderness, where their talents excel.

Being the wilderness the tough place it is, a good Stamina score is highly desirable, and being the monster-filled place it is, you know how to defend yourself quite well, but your real strength lies in your keen survival instincts and training. In the wilderness, no soldier nor hunter can match you. Also, being a nomad at heart, your travels have made you into a walking Atlas chart. You know most foreign communities and places, how to get there, and what to expect. Gryz, "Bernie", and Eleanor Camuel are examples of Rangers.



"Bernie",
Palman Ranger

- **Requisite Skills:** Any weapon skill 1, Assimilation 2, Cooking 1, First Aid 1, Language 1, Navigation 2, Survival 3, Swimming 1.
- **Requisite Combat Style:** Any, 1 rank.
- **Natural Navigator:** The ranger may make a survival check (or Navigation: Space for starships, or even Streetwise for a city) to reduce either the travelling time or the probabilities of an unfriendly random encounter. The difficulty of the roll is usually assigned by the GM (but never higher than 20). If succeeded, the travelling time/risk probability is reduced by 25%, and if the roll succeeds by 10 or more then such time/probability is reduced by 50%. Finding routes for large groups of people can incur penalties to the roll at the GM's discretion.
- **Survivalist:** Survival in the wilderness depends on two things: your training and your instincts. Same as the *Danger Sense* Focus Maneuver, Rangers can never be taken by surprise while conscious.
- **Jury-Rig:** Travel in the wilderness means you'll often have to do repair job on the road, and lacking the proper tools or spare parts more often than not. Rangers can perform temporary repair jobs that will last him until he gets to the next populated settlement at least, even without proper tools or required vehicle parts.
- **Recommended Skills:** Basic Repair, Computer, Communications, Computer, Engineering, Expert, Medicine, Phylosophy, Security.
- **Recommended Advantages:** Eidetic Memory.
- **Starting Equipment:**
 - Select 3 non-powered, non-energy weapons of choice and 1d4+1 clips for each.
 - Combat Armor.
 - Survival kit.
 - Rope, 50m.
 - Bedroll and tent.
 - Dry rations for 1 month and first aid kit.
 - Binoculars.
 - Flashlight.

Researcher

Society doesn't wait, they want tomorrow NOW, and if your lab doesn't deliver then the rival lab will do it, patent it, and get rich, all while you get your funds cut.

You are the Biologist, the robotics engineer, the medic, the weapons designer, the astronomist, the archaeologist. This century's discoveries and breakthroughs were born on your desk and a lot of today's commodities can be laid at your door.

However, not everything is white coats and pet rats in the researcher's life. The most enterprising researchers are those that seek their data and test their theories outside, where it's more fun. Ruin explorers, monster hunters and field medics are all examples of adventurous researchers that not only do the dirty work themselves, but even make some money on the side from it at the Hunter's Guild as a part-time job in addition to their real job at the lab.



"Red Ring" Rico Tyrel,
Palman Researcher

Intelligence is the meat and drink of the researcher's trade. Depending on your field of study you can need a variety of skills, plus field researchers will also need the necessary skills to stay alive in a hostile environment. Researchers need to be all eyes, so they need as many levels in Perception as they can get, plus the Savoir Fare skill helps researchers both in the Hunter's Guild as well as in the lab to keep the funds coming. Hugh Thompson, Hahn, and Rico Tyrel are examples of researchers.

- **Requisite Skills:** Drive/Pilot: Any 1, Investigation 3, Language 3, Perception 2, plus the skill representing the character's field of study (Computer, Engineering, Expert, Medicine, etc.), 3 ranks.
- **Bachelor:** Researchers begin the game with an extra 10 skill points.
- **Superior Specialization:** The Researcher's Intelligence score is considered double its value regarding all rolls with the main skill representing the Researcher's field of study.
- **Psionic Training:** Same as the *Natural Psychic* Numen trait, but the Researcher chooses two psionic disciplines instead of one. Selected disciplines must be related to the character's field of study.
- **Funds:** Researchers are usually backed by a larger capital with an interest in their work. This patron can be the military, a laboratory (such as Biosystems Inc), technology developer (such as Thermi Robotics), a university, etc. Researchers will usually be well funded and provided with working resources and equipment as long as they can prove their work is giving results or at least going somewhere. This relationship must be worked together between the player and the GM, GMs can make life easier on themselves and players by spicing adventures with hints and tidbits that help researchers further their work.
- **Recommended Skills:** Basic Repair, Computer, Communications, Computer, Engineering, Expert, Medicine, Philosophy, Security.
- **Recommended Advantages:** Eidetic Memory.
- **Starting Equipment:**
 - Taser OR Pepper spray (GM's choice).
 - Data Assistant.
 - Surf Pal.
 - Skycar.
 - M.A.G.
 - Trade-related tools up to 15,000mst in value.

Soldier

You belong to the few, the proud. When the government decided to reduce the size of its military, you decided to stay, and you're ready to show them that no robot can best you at anytime needed. You're trained to fight, to follow orders, and to be 100% loyal to the government. The army consists mostly on palmans, but androids are also welcome and even desirable, being the embodiment of the perfect soldier; however, military androids don't have official rank as palman soldiers.

As a good soldier you also need a plethora of skills and talents: Body Hardening and Stamina are vital for covering long distances, as well as Survival. Daredevil is necessary for parachute drops, and a good Perception is the alert soldier's best friend. Darum, the Ren-type series, and Rudolf Steiner are examples of Soldiers.



Searren-Type:386, Android
Soldier

- **Requisite Skills:** Blades 1, Communications 1, Daredevil 2, Demolitions 2, Survival 3.
- **Requisite Combat Style:** Special Forces, 1 rank.
- **Military Training:** Soldiers can use their level in Special Forces for any military-related skill for which they have at least 1 rank. This includes any weapon skills and piloting skills (Tank, Submersibles, Aircraft, etc.), Camouflage, Communications, Daredevil, Demolitions, first aid, Interrogation, Intimidation, Navigation, Security, Survival, and Swimming.
- **Martial Law:** Soldiers are subject to their superiors' orders and assignments. However, when working on an assignment they have permission to break the law over the course of the mission. These breaches are overlooked as long as they're not too gross: While a soldier doesn't need a search warrant to enter and search a home, he WILL be imprisoned if he shoots an innocent.
- **Requisitions (1/level, OPTIONAL):** In addition to the assigned equipment, soldiers can spend creation points in Requisitions. This advantage sets the soldier in a relatively good standing with higher ops when he requires additional equipment (vehicles, heavy ordnance, etc). Any soldier can ask for a vehicle other than the lousy landrover that was assigned to him, but soldiers with the Requisitions advantage are especially adept at cutting red tape. Whenever the Soldier requires an extra for his mission, make a roll of Charisma + Requisitions, the difficulty set by the DM ranging from 15 to 25, the GM should not be too stingy nor the player too greedy. Note that soldiers that fail to return vehicles and other pricey equipment suddenly find it harder to ask for further favors.
- **Recommended Skills:** See the skills listed under the Military Training trait.
- **Recommended Advantages:** Alertness, Ambidexterous, Long Reach, Pro-Wrestler, Punching Bag.
- **Starting Equipment:**
 - Assault Rifle and Sidearm.
 - Cermet Armor.
 - Flashlight
 - Radio, Personal
 - Binoculars
 - Data Assistant
 - Backpack
 - Additional equipment as missions require it