

# CAREERS FOR 2300 AD

## MILITARY CAREERS

**Army:** Military forces restricted to operations on the surfaces of worlds. The ground military gives its members training in combat, ground vehicle use, and basic survival skills.

Army personnel can be expected to be familiar with most forms of weaponry, body armor, and most ground vehicles.

*Initial Training:* Combat Rifleman-3, Heavy Weapons-2, Melee-3, Ground Vehicle-2, Demolitions-1, Survival-1.

*Primary Skills:* All Combat Skills, Ground Vehicle, Hover Vehicle, all General Skills.

*Related Skills:* Aircraft Pilot, Bureaucracy.

**Combat Engineer:** Members of the armed forces who specialize in combat engineering and demolitions.

*Initial Training:* Combat Rifleman-1, Melee-1, Ground or Water Vehicle-1, Survival-1, Combat Engineering-3, Demolitions-3.

*Primary Skills:* All Combat Skills, all General Skills, Computer, Engineering, Physics.

*Related Skills:* All Vehicle Skills, Bureaucracy, Robotics.

**Interface Military:** The interface is that space between the surface of a world and its orbit. Personnel assigned to such operations will be familiar with various air and interface vehicles. Fighter pilots are considered to be interface military positions as are such fields as shuttle and space plane pilots. The Interface Military is often archaically referred to as the "air force."

*Initial Training:* Combat Rifleman-1, Sidearm-2, Aircraft Pilot-2, Mechanical-1, Electronic-1, Survival-2.

*Primary Skills:* All Combat Skills, Aircraft Pilot, Hover Vehicle, all General Skills.

*Related Skills:* Ground Vehicle, Bureaucracy.

**Marines:** Military forces trained for operation in many diverse conditions; primarily, on land, water, and in space. Note that not all "marine" forces are true marines.

Marine personnel may also be expected to be familiar with most forms of weaponry, body armor, and most ground vehicles.

*Initial Training:* Combat Rifleman-3, Heavy Weapons-2, Melee-3, Hover Vehicle-1, Ground Vehicle-1, Survival-1, P-Suit-1, Swim-1.

*Primary Skills:* All Combat Skills, all Vehicle Skills, all General Skills.

*Related Skills:* All Space Crew Skills, Bureaucracy.

**Mercenary:** Mercenary forces are often used when local militia forces are not strong enough to repel an attack. Mercenaries are professional soldiers from numerous worlds. Mercenaries may work alone or may be part of an entire mercenary regiment. To sign on as a mercenary, one must be in good health and possess at least Combat Rifleman-2, Melee-2, Ground Vehicle-1, and Hover Vehicle-1.

*Initial Training:* Combat Rifleman-2, Melee-2, Ground Vehicle-1, Hover Vehicle-1, First Aid-1.

*Primary Skills:* All Combat Skills, Ground Vehicle, Hover Vehicle.

*Related Skills:* All General Skills, Stealth, Bargain, Scrounge, Wilderness Craft.

**Militia:** Militia are local military forces raised for short-term defense of a particular community. Members may have other full-time careers (such as Homesteader or Mining Engineer) but during periods of tension will train together, and, at need, band together to face an invader or crisis. They have minimal combat experience, though they may be led by combat veterans. They are almost exclusively drawn from local residents, though exceptions may be made - notably for specialists such as scouts or heavy weapons experts.

*Initial Training:* Combat Rifleman-1, Melee-1, First Aid-1.

*Primary Skills:* All Combat Skills, all Vehicle Skills (except LTA or Sea Vehicle).

*Related Skills:* Mechanical, Electronic, Scrounge, Wilderness Craft.

**Sea Military:** Concerned with operations on oceans of water, sea military personnel can pick up a variety of skills. Their duties involve the operation of water vehicles, most of which are of hydrofoil design, requiring very specialized skills for operation. Note that most nations' navies encompass both Sea Military and Space Military branches, though those trained for the Sea Military rarely are involved with the Space Military divisions.

*Initial Training:* Combat Rifleman-2, Heavy Weapons-3, Melee-2, Sea Vehicle-3, Survival-1.

*Primary Skills:* All Combat Skills, Sea Vehicle, Hover Vehicle, all General Skills.

*Related Skills:* Aircraft Pilot, Bureaucracy.

**Space Military:** This includes almost all positions on spacecraft of a military nature. Gunners, pilots, remote pilots, engineers, medics, navigators, and computer operators are required on all military vessels. Also, some security and ship's troops positions not filled by marines are assigned to spacecraft - these will be heavily trained in advanced weaponry and zero-gravity combat methods.

*Initial Training:* Combat Rifleman-1, Sidearm-1, Melee-1, Mechanical-1, Electronic-1, P-Suit-2.

*Primary Skills:* All Combat Skills, all Space Crew Skills, Computer.

*Related Skills:* All General Skills.

## **EXPLORATORY CAREERS**

**Contact:** Contact teams are sent to worlds which are particularly interesting as determined by a scout team. Contact personnel are well versed in various scientific areas such as biology, chemistry, linguistics, and anthropology. However, these skills are put to use in the field on an unknown world far away from the academic life of a business or university.

*Initial Training:* Sidearm-1, Survival-3, Linguistics-2, Anthropology-1, Psychology-1, P-Suit-2.

*Primary Skills:* Ground Vehicle, Hover Vehicle, Sea Vehicle, all Academic Skills.

*Related Skills:* All Intellectual Skills, all Journalistic Skills, all General Skills.

**Scout:** Initial survey of a system is done by scouts. These scouts use their ships and ship's sensors to detect the large scale characteristics of systems and worlds. Mapping and stargazing are their specialties, breaking new ground for exploratory teams and settlers. Scouts are often the first to contact high-technology alien races.

*Initial Training:* Combat Rifleman-1, Sidearm-1, Melee-1, Mechanical-1, Electronic-1, P-Suit-2.

*Primary Skills:* All Space Crew Skills, Chemistry, Biology, Geology, Astronomy, Physics, Survival.

*Related Skills:* All Combat Skills, all Vehicle Skills, all Mercantile Skills, Linguistics, History, Anthropology, Psychology, all General Skills.

## **ACADEMIC CAREERS**

Academics involves all forms of higher learning. The academic pursuits usually involve grants from some government, business, foundation, or university which allow the individual to perform in-depth study or practical applications of knowledge already accumulated.

*Initial Training:* Computer-1, Bureaucracy-1, Information Gathering-2, Writing-1.

*Primary Skills:* One Academic Skill (see below), all Intellectual Skills.

*Related Skills:* Two other Academic Skills (see below), Writing.

*Note:* The primary skill represents a major field of study which is chosen by the player upon hiring on, and is the only academic skill that can be purchased as a primary skill. The related academic skills represent minor fields of study and are also picked by the player upon hiring on.

## **FRONTIER WORLD CAREERS**

Colony worlds make up a new frontier for humanity, and like the frontiers of the past, when it was Earth's continents that were being explored, they demand a tough breed of people to tame them. Such people are likely to be fiercely individualistic, this being the motivation that has driven them from the "overly civilized" Core worlds.

(*Note:* A character need not have been born on a Frontier world to follow a Frontier World Career.)

**Colonist:** Life as a colonist on the frontier is in many ways like that of a pioneer in the New World. Luxuries are comparatively few, and one must rely heavily upon one's own skills to make a home in a newfound environment.

*Initial Training:* Sidearm-1, Melee-2, Ground Vehicle-2, Sea Vehicle-1, Survival-2, First Aid-1, Swim-1, P-Suit-1.

*Primary Skills:* All General Skills, all Vehicle Skills.

*Related Skills:* All Combat Skills, Biology, Chemistry, Environmental Engineering, Geology, all Mercantile Skills.

**Convoy Runner:** Many frontier communities have been cut off from other human communities for months or even years by the destruction of towns or because of infiltration by Kafer bands. Some people specialize in running supplies (food, ammunition, power cells, hydrogen, weapons) to isolated communities, braving hostile terrain and roving Kafer bands to deliver these supplies.

*Initial Training:* Ground Vehicle-1 or Hover Vehicle-1, Sidearm-1, Melee-1, Trader-1, Bargain-1.

*Primary Skills:* All Mercantile Skills, Combat Rifleman, all Vehicle Skills (except LTA Vehicle), Mechanical.

*Related Skills:* Bureacracy, Tactics, First Aid, Survival, Scrounge, Wilderness Craft.

**Fisherman:** When a frontier planet's equivalent of a fish are useless as food for humans, often they have become valuable in a newly developing exotic chemical industry as a source of lubricating and machine oil, and as fertilizer.

*Initial Skills:* Ground Vehicle-1, Survival-1, First Aid-1.

*Primary Skills:* Sea Vehicle, Hover Vehicle.

*Related Skills:* Biology, Melee, Combat Rifleman, Scrounge, Leader.

**Homesteader:** On many frontier worlds, governments have made land available to prospective frontier settlers in exchange for their agreement to farm or mine the land and to turn a percentage of the crop or mine output over to the government. Homesteader refers to any person living on his own land on the frontier, including hydroponic farmers, meat animal raisers, and independent miners. Besides highly specialized skills (such as farming or animal husbandry), the homesteader will have more generally applied skills such as:

*Initial Training:* Sidearm-1, Melee-1, Ground Vehicle-1, Survival-1, First Aid-1.

*Primary Skills:* All Mercantile Skills, all General Skills (except Swim, Vacc Suit, Scrounge, and Wilderness Craft), all Vehicle Skills (except LTA Vehicle),.

*Related Skills:* Demolitions, Combat Rifleman, Leader, Wilderness Craft, Scrounge, Biology.

**Hunter:** On many worlds, hunters provide food by killing local wildlife. Other times, they may make money by bringing back live specimens of rare species; less scrupulous hunters make money as poachers.

*Initial Training:* Combat Rifleman-2, Heavy Weapons-1, Sidearm-1, Survival-1, Ground Vehicle-1 or Hover Vehicle-1, Wilderness Craft-1, Hunting-2.

*Primary Skills:* Combat Rifleman, Heavy Weapons, Sidearm, Melee, all Vehicle Skills (except LTA Vehicle), Wilderness Craft, Hunting.

*Related Skills:* All Underworld Skills, all General Skills (except Wilderness Craft).

**Prospector:** Prospectors are individuals often living alone on the frontier, who explore new territory in a never-ending search for new bonanzas of heavy metals and rare earths. A discovery may be developed by a prospector with enough money to buy the equipment to mine it himself, or the claim may be sold to a large mining corporation which has the resources to develop it.

*Initial Training:* Prospecting-3, Mining-2, Demolitions-2, Survival-1, Ground Vehicle-1.

*Primary Skills:* All Mercantile Skills, all General skills, Geology, Forward Observer, Hover Vehicle, Ground Vehicle, Demolitions, Survival.

*Related Skills:* Melee, Computer, Streetwise, Bureaucracy, Leader, Scrounge, Wilderness Craft.

**Scavenger:** The Kafer War has littered the surface of several planets with abandoned military equipment and vehicles, discarded weapons, even whole cities destroyed by Kafer warheads destroyed early in the invasion. Scavengers collect hardware, vehicles, and other items which they can repair and sell or sell as they find them. Some specialize in scrap metal, weapons, vehicles, and electronic equipment or in heavy machinery or machine tools from destroyed towns and factories. A few may have acquired Vacc Suit skill, using it with special armor in exploring radioactive ruins.

*Initial Training:* Survival-1, Sidearm-1, Melee-2, Ground Vehicle-2, Mechanical-2, First Aid-1.

*Primary Skills:* All Mercantile Skills, all Vehicle Skills (except LTA Vehicle), Scrounge.

*Related Skills:* All Combat Skills, all General Skills (except Scrounge and Swim).

**Troubleshooter:** Many corporations have interests on the frontier worlds. However, keeping in contact with them involves direct contact, which is quite unpalatable to an executive used to his metro office complex lifestyle on Earth. Troubleshooters are employed to bridge this gap - to investigate problems or potential problems on the frontier worlds and report back to corporation headquarters.

*Initial Training:* Combat Rifleman-1, Sidearm-1, Melee-3, Streetwise-2, Survival-1, Stealth-1, P-Suit-2.

*Primary Skills:* All Combat Skills, all Vehicle Skills, all Underworld Skills, all General Skills, Information Gathering.

*Related Skills:* Computer, Bureaucracy, all Space Crew Skills, Psychology.

**Wilderness Guide:** Wilderness guides live at the edge of the frontier. Generally, they have other careers to occupy their time, such as being a scavenger or homesteader. Nonetheless, their knowledge of the surrounding area and wildlife makes them invaluable as military scouts, or as guides for supply convoys or scientific expeditions.

*Initial Training:* Sidearm-1, First Aid-1, Ground Vehicle-1 or Hover Vehicle-1, Mechanical-1, Biology-1, Geology-1, Survival-1.

*Primary Skills:* Wilderness Craft, all Vehicle Skills (except LTA Vehicle), Combat Rifleman, Melee, Bargain, Survival, First Aid.

*Related Skills:* Stealth, Electronic, Prospecting.

## CORE WORLD CAREERS

Life on a Core world is very different from that on a Frontier world. Computer technology is a daily fact in the lives of Core world inhabitants. At birth, they are entered into computer files. If they make a purchase, funds are exchanged by computer. When they marry, it is entered into the files in order to keep track of the effects on their bank accounts and their benefits when they retire. Only the very, very rich or the very criminal escape this codification.

This type of environment gives rise to a very different set of skills from those learned by Frontiersmen. Most Core world careers involve providing some sort of service to the community at large.

(Note: A character need not be from a Core world in order to be trained in a Core World Career, but he must, at least, be from a very large center of population, such as the capitol of a long-standing colony.)

*Initial Training:* Computer-2, Ground Vehicle-2, Bureaucracy-2, Information Gathering-1, Electronic or Mechanical-3.

*Primary Skills:* All Intellectual Skills, all Mercantile Skills, Streetwise, First Aid, Electronic, Mechanical, and Swim.

*Related Skills:* All Journalistic Skills, all Underworld Skills, all Academic Skills.

## GOVERNMENT AND CIVILIAN CAREERS

**Administrator:** A government or corporate administrator leads a very cerebral life, usually in the Core or in the bigger cities on the Frontier. Their jobs range from information gathering and dissemination to business forecasting and product management.

*Initial Training:* Bureaucracy-3, Information Gathering-2, Writing-2, Psychology-1.

*Primary Skills:* All Intellectual Skills, Psychology.

*Related Skills:* All Journalistic Skills, all Underworld Skills, Appraisal.

**Belt Miner:** Belt miners are trained in the discovery of resources in deep space, usually in an asteroid belt, a gas giant ring system, of the Trojan points of a large, high-G planet. They may be in the employ of a large company, or they may be independents who prospect in hopes of making a big strike and setting themselves up for life. It is a rugged life, and it takes a self-reliant, determined individual to carve a niche for himself in this dangerous line of work.

*Initial Training:* P-Suit-2, Zero-G-2, Prospecting-3, Scooter Pilot-1, Demolitions-1, Mining-1.

*Primary Skills:* All Space Crew skills, all General Skills, Geology, Forward Observer, Leader, Scooter Pilot, Demolitions.

*Related Skills:* Melee, Computer, Streetwise, Bureaucracy, Appraisal.

**Clergyman:** Though man has reached out and attained the stars, his inner search for reason still continues. Many religions are popular on the frontier (including Christianity, Judaism, Buddhism, Islam, Hinduism, the Brotherhood of the Sphere, Disciples of Terran Purity, Followers of the Suns, the Order of the Unicorn, and the Mediators), and some provide the inspiration needed to be heard by these colonists.

*Initial Training:* Religion-3, Bureaucracy-1, Writing-1, Psychology-2, History-1.

*Primary Skills:* Religion, all Intellectual Skills, Writing, Psychology, History.

*Related Skills:* Streetwise, Linguistics, all General Skills.

**Field Agent:** For particularly nasty business, governments and corporations alike employ field agents. These are spies and information/disinformation experts used to enhance their employer's standing, often at the expense of their competitors.

*Initial Training:* Streetwise-2, Forgery-1, Information Gathering-2, Computer-2, Sidearm-1, Melee-2, Bureaucracy-1, Stealth-1.

*Primary Skills:* All Underworld Skills, all Intellectual Skills, Melee, Sidearm, Psychology.

*Related Skills:* All Journalistic Skills, all General Skills, Demolitions, all Vehicle Skills.

**Independent Trader:** An independent trader either uses his own ship for mercantile activities or rents space on other ships for the same purpose. The goals are the same - purchase strange, exotic materials on the fringes of human space for sale to the hungry masses at the core.

*Initial Training:* Appraisal-2, Trader-2, Bargain-2, Bureaucracy-1, Streetwise-1.

*Primary Skills:* All Mercantile Skills, all Space Crew Skills.

*Related Skills:* All Underworld Skills, all Intellectual Skills, all General Skills, Sidearm, Melee.

**Journalist:** Journalism has become much more sophisticated - cameras are shoulder mounted and microphones can be very easily concealed for either cosmetic or fraudulent purposes. However, the journalist's function remains virtually unchanged. Large broadcasting firms and foundations employ large numbers of journalists to bring in exotic news from human space.

*Initial Training:* Writing-3, Imaging-1, Information Gathering-2, Streetwise-1, Bureaucracy-1.

*Primary Skills:* All Journalistic Skills, all Intellectual Skills, Psychology.

*Related Skills:* All Underworld Skills, Linguistics, History.

**Law Enforcement:** Keeping the peace, whether in the core or on the frontier, requires a special type of law enforcement agent. Law enforcement officials are trained to handle dangerous situations using either psychology or weaponry.

*Initial Training:* Sidearm-2, Melee-2, Streetwise-1, Ground Vehicle-2, Law-1, Psychology-1, Stealth-1.

*Primary Skills:* All Underworld Skills, all Intellectual Skills, all General Skills, Sidearm, Melee.

*Related Skills:* All Vehicle Skills, Psychology, all Journalistic Skills.

**Lawyer:** In the modern age of mega-corporations and foundations, corporate and foundation lawyers are in high demand. Of course, there is also the traditional need for personal lawyers.

*Initial Training:* Law-3, Bureaucracy-2, Information Gathering-2, Writing-1, Psychology-1, Streetwise-1.

*Primary Skills:* All Intellectual Skills, Psychology, Streetwise.

*Related Skills:* All Journalistic Skills, all Underworld Skills.

**Mining Engineer:** A mining engineer is a step above the lone prospector in that he works for (or owns) a corporation with considerable financial and technological backing. Many frontier towns began as communities around single-shaft mineheads first developed by mining consortiums or corporations. Mining engineers have continued mineral surveys and exploratory mining on the frontier even during the turmoil of the Kafer War.

*Initial Training:* Appraisal-2, Trader-1, Geology-1, Engineering-1, Demolitions-1, Prospecting-1, Mining-1.

*Primary Skills:* All Mercantile Skills, Bureaucracy, Electronics, Engineering, Demolitions, Mining, Prospecting, Geology.

*Related Skills:* Survival, First Aid, Sidearm, Melee, Ground Vehicle, Hover Vehicle, Heavy Equipment Operator, Chemistry.

**Technician:** Technical personnel are heavily trained in one or two areas of expertise, with some related training in other areas. On some stations, crewmembers are considered to be technicians first and foremost. In other settings, the technician can be found in the employment of government or business, as a specialist aboard a starship, or in a wide variety of other settings. Though not necessarily glamorous, the technician is an indispensable part of life in a high-tech society.

*Initial Training:* Computer-3, Electronic-2, Mechanical-2, Theoretical Sciences-2..

*Primary Skills:* One Specialty Skill (below), Information Gathering, Engineering, Computer, Electronic, Mechanical, Robotics.

*Related Skills:* All Ship Crew skills.

*Note:* The primary skill representing the character's technical specialty may be any of the skills the follow: any Journalistic skill, any Space Crew skill, Theoretical Sciences, Medical. Only one skill can be chosen as a Specialty skill; once chosen, characters may not acquire any other eligible skill as a Specialty unless they change careers and reenter a different Technical career.

## **SHIP CREW CAREERS**

Spacecraft travel routinely between stars in the year 2300. It is therefore necessary to have people to operate and maintain these ships. These people are employed by governments, corporations, or even small trading companies. Because there is a great deal of time involved in space travel, most crews on starships learn to serve many different functions on board the ship.

*Initial Training:* Pilot-1, Ship Drive Engineering-1, Computer-1, Melee-2, Survival-1, P-Suit-2.

*Primary Skills:* All Space Crew Skills, all General Skills, Melee, Sidearm.

*Related Skills:* All Underworld Skills, Combat Rifleman, all Mercantile Skills, Aircraft Pilot.

## **EXTRALEGAL CAREERS**

**Prostitute:** The world's oldest profession still has its place, even among the stars.

*Initial Training:* Seduction-2, Streetwise-3, Bargain-2, Melee-1, Disguise-1.

*Primary Skills:* All Underworld Skills, all Mercantile Skills, Imaging.

*Related Skills:* Sidearm, Melee, all General Skills, Bureaucracy, Law.

**Smuggler/Pirate:** Criminal activities among the stars can have very rich rewards - hijacking a ship and selling it to someone willing to ignore its origin; smuggling illegal goods from star to star and misrepresenting cargo for customs purposes.

*Initial Training:* Combat Rifleman-1, Sidearm-2, Melee-2, Streetwise-2, Forgery-1, Computer-1, Survival-1.

*Primary Skills:* All Space Crew Skills, all Underworld Skills, all Mercantile Skills.

*Related Skills:* All Combat Skills, all General Skills, Information Gathering, Law.

**Thief:** Wherever there are laws to define ownership, there are those who try to circumvent such laws by burglary, swindling, embezzlement, or other means.

*Initial Training:* Sidearm-2, Melee-2, Streetwise-3, Forgery-2, Computer-2.

*Primary Skills:* All Intellectual Skills, all Underworld Skills, all Mercantile Skills.

*Related Skills:* All Combat Skills, all General Skills.