Chapter 10: Classes

Choosing Your Caste

Classes represent the characters last profession prior to becoming a freelance adventurer. Rather than limiting the character in any way, they represent advantages to that character. Each class has its own variation of bonuses to certain attributes, additional wealth, some bonus skill ranks, and some gear. Each class also has a primary attribute for the character that is less expensive for the character to raise with experience points.

Classes should not be viewed as any type of restriction to the character, but rather a bonus to their attributes and skills. The GM is encouraged to create new and interesting classes that better reflect his Player Characters backgrounds with their individual campaign. As a result a generic class is presented below as the basis for creating new classes.

Prime Attribute

The Prime Attribute of the character's class typically represents the attribute that their related skills are based upon. For the life of the character this attribute will always be cheaper for the character to raise with experience points. Note that this is after the character generation process. In addition the character also receives and immediate +10 in that attribute.

Generic: When creating a new class follow the following rules. The prime attribute should be something that the majority of the skills associated with the class have as a skill base. This attributes receives a +10 bonus, and becomes the one attribute that the character can raise cheaper according to the attribute prime rules.

Attribute Profile Bonus

The Attribute Profile Bonus identifies the attribute profile that the character receives extra attribute points to focus on. Typically this will be the profile that the Attribute prime is within, but will be different in some classes. This will only happen in a case where the classes skills have a wide spectrum of attribute that the classes associated skills are based upon.

Within the designated profile the character can spend 10 attribute points on directly raising any of these attributes. They

should be spent right after choosing a class, and not saved until purchasing attributes later in the character creation process.

Generic: When creating a new class follow the following rules. The attribute profile bonus should be applied to the profile that contains the prime attribute. Depending on the associated skills to the class and their base attribute this may be more fitting to be a different profile. On the selected profile the character receives 10 attribute points to spend raising those 5 attributes.

Class Skills

The Class Skills are skills that the character has been trained in during their last profession. They receive each of the skills at level 1. This is cumulative to level 2 if the character has already received this particular skill from their race selection. Simply add the levels together for now, raising skills later in character creation is handled differently.

Class skills will directly indicate a specific skill, offer a choice of several related skills, or simply give a number of that the

character can spend on their own selection of skills. Regardless this will always be equal to 10 skills advanced by 1 skill level. A character cannot choose the same skill more than once.

Generic: When creating a new class follow the following rules. Pick up to 10 skills that should be associated with the class. If less than 10 are designated the remainder a free skill advances the character can spend as mentioned above.

Class Gear

Many previous careers required specific gear that the character will still retain after becoming an adventurer. Often these will be devices, and gear that is necessary for the class's associated skills.

Generic: When creating a new class try to limit free gear to that required to perform the most important associated skill to the characters profession. For example a hacker would have a computer, a soldier may still have his rifle, and a thief will still have their tools of the trade. It should also be limited to one or two moderately priced items.

Class	Primary Attribute	Attribute Profile	Class Skills	Class Gear
Brawler	MS	COMB	Combat Melee, Combat Weapons, Combat Pistol, Gambling, Drinking +5 free advances.	Monofilament Blade Flak Vest
Colonist	KN	PERS	Agriculture, Black Market, Climbing, Combat Melee, Manufacturing, Mining, Surface Vehicles, Terra-Forming, Power Systems, Operate Device.	Laser Rifle Flak Vest
Communications	KN	PERS	Communication, Communication - Advanced, Cryptology, Computers, Electrical Engineering, Power Systems, Operate Device + 3 free advances.	Communication Computer Flak Vest
Corporate	KN	PERS	Business, Computers, Etiquette, Fast Talk, Haggling, Leadership, Management, Any One Science + 2 free advances.	Anti-Gravity Vehicle Armored Trench-coat
Entertainer	CH	PERS	Acting, Comedy, Etiquette, Instrument, Instruction, Planning, Singing + 3 free advances.	Laser Pistol Flak Vest
Fringe Worlder	KN	PERS	Agriculture, Black Market, Climbing, Combat Melee, Manufacturing, Mining, Surface Vehicles, Terra-Forming, Power Systems, Operate Device	Laser Pistol Flak Vest
Gambler	KN	PERS	Gambling, Drinking, Combat Melee, Combat Pistols + 6 free advances	Laser Pistol Flak Vest
Hacker	IT	PERS	Business, Computers, Etiquette, Haggling, Hacking, Programming + 4 free advances.	Portable Computer Anti-Gravity Board
Investigator	AW	PERS	Combat Melee, Combat Pistol, Black Market, Surface Vehicle Pilot, Anti-Gravity Pilot, Computers + 4 free advances	Laser Pistol Flak Vest
Marine	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Medic	DX	PERS	Cybernetics, Doctor, Medic, Psychology, Research Medicine, Resuscitation, Toxins	Laser Pistol Flak Vest
Mercenary	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Demolitions, Surface Vehicle Pilot, Anti-Gravity Pilot, Hover Vehicle Pilot + 3 free advances.	Laser Pistol Flak Vest
Merchant Marine	KN	PERS	Anti-Gravity Vehicles, Hover Vehicles, Orbital Vessels, Space Vessel Pilot, Surface Vehicles Pilot, Combat Blades, Combat Mounted, Weapons, Combat Rifle, Power Systems +1 free advance	Laser Rifle Flak Vest
Militiaman	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Naturalist	DX	PHYS	Animal Handling, Animal Riding, Climbing, Fishing, Hunting, Orienteering, Traps + 3 free advances	Laser Pistol Flak Vest
Navy	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Vest

Class	Primary Attribute	Attribute Profile	Class Skills	Class Gear
Pilot	DX	COMB	Combat Pistol, Combat Mounted Weapons, Surface Vehicle Pilot, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems + 1 free advance	Laser Pistol Flak Vest
Pirate	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Mono-filament Blade
Privateer	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Jacket
Religious	CH	PERS	Combat Melee, Combat Maces, Psi. Blessing, Psi. Healing, Psi Shield, Psychology, Religion, Theology + 2 free advances.	Energy Mace or Staff Partial Flexi Steel Combat Plate.
Rogue	DX	PERS	Concealment, Black Market, Escape, Loan Sharking, Lock Pick, Pick Pocket, Scrounging, Slight of Hand, Stealth, Streetwise + 1 free advance	Laser Pistol & Armored Trench-coat
Scholar	KN	PERS	Anthropology, Archaeology, Computer, Criminology, History, Instruction, Language, Literacy, Philosophy, Theology	Portable Computer Flak Vest
Scientist	IT	PERS	Computer, Biology, Chemistry, Genetics, Geology, Numerology, Physics, Research Science, Operate Device, Power Systems + 1 free advance	Portable Computer Flak Vest
Scout	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Flak Vest
Security Specialist	KN	PERS	Computers, Robots, Security Systems, Communications, Electrical Engineering, Power Systems + 4 free advances	Laser Pistol Flak Vest
Smuggler	DX	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Anti-Gravity Vehicle Pilot, Hover Vehicle Pilot, Orbital Vessels, Space Vessels, Adv. Propulsions Vessels, Power Systems	Laser Pistol Flak Jacket
Soldier	RS	COMB	Combat Blades, Combat Pistol, Combat Rifle, Combat Mounted Weapons, Surface Vehicle Pilot, Hover Vehicle Pilot, Tracking + 3 free advances	Laser Rifle Combat Plate - Flexi Steel
Street	DX	PERS	Concealment, Black Market, Escape, Loan Sharking, Lock Pick, Pick Pocket, Scrounging, Slight of Hand, Stealth, Streetwise + 1 free advance	Laser Pistol Flak Vest
Technologist	KN	PERS	Communication, Communication-Advanced, Hacking, Computer, Programming, Research Tech, Robotics, Security Systems, Weapons of War, Power Systems, Operate Device	Laser Pistol Flak Vest
Tradesman	KN	PERS	Armorer, Electrical Engineering, Gunsmith, Manufacturing, Mechanical Engineering, Mining, Operate Device, Power Systems, Structural Engineering, Terra-forming, Weapon-smith	Laser Pistol Flak Vest