

## CONSOLIDATED CIVILIAN PROFESSIONAL PACKAGES

This stage of development details the characters vocation upon completion of training. Representing the character's having embarked upon their chosen career as defined by their Overlay, the character receives 10 Development Points to spend during Professional Life. Each Professional Package cost 10 Development Points. Packages made/provided by the fans are marked (\*). If playing characters at the beginning of their careers this stage of development should be skipped and the character enters game play. For more experienced civilian characters, after completing this stage of development, allow 1 Development Point for each year of additional experience.

- Archaeologist: Computer (Research) 1 (2); Culture (choose) 1 (2); History (choose) 1 (2); Science, Social (Archaeology) 1 (2); Rival (fellow Archeologist) -2
- Arms Merchant: Bargain (Arms) 1 (2); Energy *OR* Heavy Weapon (choose) 1 (2); Merchant (Arms Dealing) 1 (2); Wealth +1
- Artist, Acclaimed: Artistic Expression (choose) 1 (2); Culture (Art Culture) 1 (2); Merchant (Art Works) 1 (2); +1 Renown (Skill) *OR* Wealth +1
- Assassin, Government/Guild: Assassination (choose) 1 (2); Demolitions (choose) 1 (2); Espionage (choose) 1 (2); Contact (specify) +1
- \* Astronomer: Computer (Research) 1 (2); Knowledge: specific Species Constellation Lore 1; Science, Space (Astronomy *AND* choose) 1 (2) (2)
- Big Con, The: Artistic Expression (Acting) *OR* Persuasion (Storytelling) 1 (2); Fast Talk 1; Guileful +1; Wealth +3
- Big Heist, The: Computer (Data Alteration/Hacking) 1 (2); Security (Security Systems) 2 (3); Sworn Enemy (specific Law Enforcer) -1; Thrill-seeker -1; Wealth +3
- Brush War: Heavy Weapons (choose two) 1 (2) (2); Planetary Survival 1 (2); Tactics, Planetary (choose) 1 (2)
- Colonist/Colonization/Colonial Leader: Administration (Colony) 1 (2); Planetary Survival (choose) 1 (2); Science, Planetary (choose) 1 (2); World Knowledge (choose colony) 1 (2); Intolerant (Core Worlders) -2
- \* Colonial Militia: Energy Weapon (Phaser Rifle) 1 (2); Planetary Survival (choose) 1 (2); Tactics, Planetary (Small Unit) 1 (2); +1 Renown (Discipline)
- \* Corporate Espionage: Computer (choose) 1 (2); Energy Weapon *OR* Personal Equipment (choose) 1 (2); Espionage (choose) 1 (2); Security (choose) 1 (2); Marked Man -2
- Criminal: Computer (Data Alteration/Hacking) *OR* Fast Talk 1 (2); Security (choose) 1 (2); Stealth (choose) 1 (2); Streetwise (choose) 1 (2); Shady Background (Suspected of Minor Criminal Activity) -2
- Diplomat: Computer (Research) 1 (2); Diplomacy (choose) 1 (2); Law (Intergalactic) 1 (2); +1 Logic *OR* Perception Edge
- Duelist (Andorian Only): Acrobatics (choose) 1 (2); Culture (Andorian Dueling Culture) 1 (2); Law (Andorian Dueling Codes & Laws) 1 (2); Primitive Weaponry (choose) *OR* Weaponsmith (Primitive Weaponry) 1 (2); Code of Honor (Duelist Code) -2
- \* Entertainment Manager/Agent: Charm (choose) 1 (2); Fast Talk 1; Knowledge: Entertainment Industry 1; Contact (specify) +1; Favor Owed (specify) +1; Rival (specify) -1
- Exploration/Scout: Science, Space (choose) 1 (2); Shipboard Systems (Library Computer *AND* Sensors) 1 (2) (2); World Knowledge (choose) 1 (2)
- \* Farmer: Administration (Farm *OR* Estate Management) 0 (1); Animal Handling (choose) 1 (2); Planetary Survival (choose) 0 (1); Science, Life (choose) 1 (2); World Knowledge (World of Residents) 0 (1); Resolute *OR* Toughness +2; Intolerant (Strangers) *OR* Stubborn -1

- Forgery: Artistic Expression (choose a counterfeitable art form) 1 (2); Fast Talk 1; Forgery (choose) 1 (2); Guileful +1
- Fugitive Tracking: Computer (Research) 1 (2); Law (choose two) 1 (2) (2); Security (Law Enforcement) 1 (2)
- \* Futures Exchange/Stock Market Speculator: Bargain (Marketplace Haggling) 1 (2); Knowledge: Stock Market/Exchange Etiquette & Lingo 1; Science, Social (Economics) 1 (2); Wealth +1
- High Roller: Gaming (choose two) 1 (2) (2); Intimidation (Bluffing) 1 (2); Science, Physical (Mathematics) 1 (2)
- Historian: Artistic Expression (Writing) 1 (2); History (choose) 1 (2); Persuasion (Debate OR Storytelling) 1 (2); +1 Logic Edge
- Instructor: Any Academic Skill with Two Specializations 1 (2) (2); Administration (Academic) 1 (2); Artistic Expression (choose) 1 (2); Argumentative -1; Contact (specify) +1
- Intelligence Operative: Behavior Modification (choose) 1 (2); Disguise (choose) 1 (2); Espionage (choose) 1 (2); Language: choose 1; Dark Secret (Spy) -2
- \* Inter-sect War (Kazon Only): Heavy Weapons (choose two) 1 (2) (2); Planetary Survival (choose) 1 (2); Tactics, Planetary (choose) 1 (2)
- Law Enforcer/Security: Energy Weapon (choose) 1 (2); Security (choose two) 1 (2) (2); Streetwise (choose) 1 (2)
- Law Practice: One Academic Skill at 1 (2); Law (choose AND Native Planetary Law) 1 (2) (2); Persuasion (Debate) 1 (2)
- Medical Practice: Science, Life (choose) 1 (2); Science, Medical (choose) 2 (3); Science, Physical (Chemistry) 1 (2); Code of Honor (Hippocratic Oath) -2
- Mercenary Contract: Energy OR Heavy Weapon (choose) 1 (2); Shipboard Systems (Flight Control) OR Vehicle Operation (choose) 1 (2); Tactics, Planetary OR Starship (choose) 1 (2); Bold +1
- Military Career: Any Military Skill 1 (2); Command (choose) 1 (2); Shipboard Systems (Tactical) OR Tactics, Starship (choose) 1 (2); Promotion +1
- Piracy, High Space: Knowledge: Pirate Havens 1; Knowledge: Trade Routes 1; Shipboard Systems (choose) 1 (2); Tactics, Starship (choose) 1 (2); Shady Background (Suspected of Minor Criminal Activity) -2
- Pirate/Smuggler: Gaming (choose) 1 (2); Shipboard Systems (choose) 1 (2); Streetwise (choose) 2 (3); Shady Background (Suspected of Minor Criminal Activity) -2 [OPTIONAL: increase Shady Background and take appropriate advantages to balance (such as Contact [specify], Favor Owed [specify], or Wealth)]
- Politics: Administration (choose) 1 (2); Law (choose) 1 (2); Persuasion (Oratory) 1 (2); Political Rank (Mayor; Governor OR legislator) +2; Obligation (to patron or the duties of office) -1 [OPTIONAL: increase Political Rank and balance with appropriate disadvantages]
- Privateer's Commission: Shipboard Systems (choose) 1 (2); Tactics, Starship (species for whom letters of marque were issued) 1 (2); Contact (official who granted letters of marque) +3; Innovative +1
- Religious Vocation: Administration (Religious Order/Church) 1 (2); Theology (choose) 2 (3); Religious Rank (Minister or Priest) +1 [OPTIONAL: increase Religious Rank and balance with appropriate disadvantages]
- Resistance Fighter/Rebel/Terrorist: Any Military Skill at 1 (2); Command (choose) 1 (2); Energy Weapon (choose) 1 (2); First Aid (choose) 1 (2); Contact (specify) +1; Dark Secret (Rebel/Terrorist) OR Shady Background (Suspected of Major Criminal Activity) -3
- Scientist: Three Science Skills at 1 (2); +1 Logic Edge
- Shopkeeper: Bargain (choose) 1 (2); Craft (choose) OR Law (Commercial Law) 1 (2); Merchant (choose) 1 (2); Wealth +1
- Trader: Bargain (choose) 1 (2); Merchant (choose two) 1 (2) (2); Shipboard Systems (choose)

1 (2)

War of Assassins: Assassination (choose) 1 (2); Dodge 1; Espionage (Counterintelligence) 1 (2); Stealth (choose) 1 (2); Sworn Enemy (Rival Assassin Group) -2