Explorer Roles in Centaurus Gate

Centaurus Gate is a scifi themed RPG based on a rebuild of WEG's Star Wars D6 game and inspired heavily by Farscape. It draws on many concepts presented in Farscape and Stargate, all handled with a Buck Rogers pulp mentality. The game focuses on the adventures of a daring crew as they guide their starship into a galaxy far away. They are headed there to explore and seek fortune, a pioneer theme. Each player character is a crew member of the starship in question, taking on one or more roles as crew.

This page details all the available starting Explorer Roles for characters in the basic game of Centaurus Gate. When editing this page, follow the common conventions as the CGCS application compiles its database from the page itself (Yes if you add stuff here it gets plugged into the CGCS automatically :D).

Explorer Role Types

There are six types of roles in Centaurus Gate: Alien, Engineering, Leadership, Medical, Science, and Security. Each type of role has five ready to use roles listed under it, and a kit for making up your own that fit under that type. **A character may only have one role of a given type, though they can have up to two total.** In this way you may take one role under Alien and one under Leadership, but not two under Leadership.

1. **Alien** roles cast your character as one of the five alien races which have openly allied with humanity in the Centaurus Expanse. They are meant to be taken as an additional role to one of the other types below. This is considered an optional role type and a crew need not have any present.
2. **Engineer** roles are all about the mechanical and technical aspects of everyday life on your trek. You choose an engineer role for your character to gain abilities which let them maintain and enhance ship systems as well as dabble in the areas of science. This is considered a primary role type, and one character (or more) should have it in your crew.
3. **Leader** roles are all about the managerial aspects of everyday life on your trek. You choose a leadership role for your character to gain abilities which let them support and assist other crew, and deal with issues such as diplomacy and bargaining. This is considered a primary role type, and one character (or more) should have it in your crew.
4. **Medical** roles are all about the health and biological aspects of everyday life on your trek. You choose a medical role for your character to gain abilities that let them heal injuries, treat disease, and understand the complex biology of life in the expanse. This is considered a secondary role type, you should have one or more characters with it in your crew if possible.
5. **Science** roles are all about understanding and knowledge, with a focus on practical application during your trek. You choose a science role for your character to gain abilities that let them figure out alien logic and technology, and even create interesting new technology with what you discover. This is considered a secondary role type, you should have one or more characters with it in your crew if possible.
6. **Security** roles are all about protection and tactical action in the everyday life on your trek. You choose a security role for your character to gain abilities that let them gain the upper hand in confrontations and even predict when those confrontations may happen. This is considered an optional role type and crew need not have any present.

Each Role is a configurable set of options, allowing you to tailor it as you see fit. Roles offer Aspect Concepts, Ability Packages, Attribute Modifiers, Endeavor Introductions, and Gear Options. You choose aspects first, and that tells you how many points you have left to buy packages from the role (ability sets, gear options).

- **Aspect Concepts**: A concept for an Aspect provides some rules and an idea that lets you create a specific Aspect for your character. An Aspect is short phrase or description that paints the picture of your character in a broad scope “Cunning Deposed Hynerian Dominar” is one such aspect, as is “Tough as nails soldier turned Captain”.
- **Ability Packages**: Every Role lists several packages for abilities. Each is a type of training or expertise in which your character is capable, and gives them Abilities that represent that.
- **Attribute Modifiers**: Roles always boost Attribute die codes. These are listed as bonus pips, ignoring dice. This means you won't see +1d but +3 instead. All roles under a type get a specific Attribute modifier, and then specific ones add additional. These are cumulative. You count in these modifiers after you calculate Secondary Attributes, not before. Indeed, they may even list Secondary Attributes as bonuses.
- **Edge Guidelines**: You use these guidelines to determine when they the Edge in a given situation.
- **Endeavor Introductions**: Each of these is a stub concept that you will take and refine into an endeavor for your character. You can always make your own freeform Endeavors later, but your first from any role should be based on one of the introductions.
- **Gear Options**: Just like Ability Packages above, but these provided notable Gear for your crew member.
- **Issue Concepts**: Each of these is a concept for an issue. These are starting ideas you will use to create something that challenges the character dramatically. When you take an issue, you will earn RP in return to spend during explorer creation. During play the Exec can freely introduce situations from said issue that challenge your explorer in a dramatic way.

If you take one Role you get 30 Role Points, if two then 50 Role Points.

1. Decide and pay for any Attribute Modifiers you want, discard and ignore the rest.
2. Decide and pay for any Aspect Concepts you want, discard and ignore the rest.
3. Pick Ability Packages you want and pay for those from Role Points.
4. Pick Gear Options you want and pay for those from Role Points.
5. Pick one free ability per leftover Role Point, never more than five (you must spend all but five).

In the end, all Role Points must be expended.

Alien Roles

Each Role below makes your crew member belong to a specific alien species encountered by humans when they first ventured into the Expanse. Each species has choose to ally with the human expeditions for their own reasons, and you are free to decide how they feel about the situation yourself. Regardless they have been taken in and trained by the Expedition Task Force (ETF), even gaining limited ability IsoTech crystals. Here is a quick summary of the five allied races:

1. **Gaa Men**
    - In their natural environment, where the atmosphere is full of organic particles making for dense persistent fog, the Gaa Men float. Aboard ETF ships they are outfitted with a ribbon

suit that enhances their strength. This species is larger than your typical human and has almost a fluffy appearance from their colorful fur. The Gaa Men are somewhat sloth like until called into action, and spend their time contemplating Science for the sake of science. Humans bounce between being bothered by their lethargy and worrying about their curious experiments.

2. **Guu Emm Shee**
   - A species of amazingly tenacious, patient, and large amphibians not unlike a cross between a salamander and Komodo dragon. Their mastery of medicine is amazing, due in no small part to their regenerative fluids being easily adapted to the tissues of other beings. Most humans think of their mentality as the most compassionate of all the five allied races, which surprises most (in contrast to their powerful form).
3. **Huu Shoo Whee**
   - A race of small, quick mammals which almost resemble large Tasmanian devils. Their most obvious ability is their impressive dexterity and natural instincts, making them excellent at Security. Humans consider them a bit too aggressive and ill-tempered to trust too much. The truth is that the fighting instinct is strong in them, but that can and do control it, making them able allies.
4. **Kol Ten**
   - The most highly evolved race encountered in the Expanse to date, the Kol Ten exist in an oscillation between energy and material states. Their material form seems at best like a fusion between organic matter and grey rock, standing very tall and very thin but still quite humanoid in shape. Their perspective is very removed from mundane concerns and their abilities tend to make them great Leaders.
5. **Taak Rhay**
   - A self-replicating mechanoid/android race that chooses other species to emulate in form. Regardless of the form they emulate, they are always diminutive versions of that form. All are impressive, natural Engineers. They are considered by humans to be a quiet, contemplative race with a strange sense of humor.

Engineer Roles

Introduction to specific Engineering roles

1. **Cautious Theoretical Thinker**
   - You have spent countless exploring the theories of energy as it relating to propulsion and ISO, and now you want to see what lies in the expanse. You know enough to know what can horribly wrong, which reminds you always to exercise caution.
2. **Crazed Inventor**
   - You have been called crazy by some, and mad by others, but you know that most likely you are sane. You just can't help but to explore the wild impulses of invention that seethe in your mind.
3. **Cynical Engine Expert**
   - You have spent years aboard ISO driven ships, learning all the parts and all the system. Faced with the challenges of others wanting more than what can be delivered, you had no choice but to embrace a cynical outlook of them.
4. **Greedy Gadget Collector**
   - You are a master of ship systems yes, but that isn't where your heart lies. You want all the curious gadgets you can get your hands on, small to large. The universe is full of interesting toys!

5. **Peaceful Ship Caretaker**
    - You have become a creature of comfortable habit, spending your days maintaining your ship's systems to finely honed edge. Nothing would make you happier than just cruising the cosmos with your ship in perfect operation. Though now it looks like this expedition may just increase you workload, good thing you live for it!

Leader Roles

Introduction to specific Leadership roles:

1. **Complex Exiled Visionary**
    - You just couldn't see eye-to-eye with the leaders of the modern society and its values, though you never could decide to make all out war on that way of life. You are a complicated person, and now have been sent on this expedition in exile from the society that shuns you.
2. **Converted Tramp Smuggler**
    - You once took great joy in breaking the rules, all the rules. You smuggled illegal cargo and cut a swath across the Milky Way of freedom over law. However the ETF got to you and you decided that perhaps there is a place for you now: leading an expedition into the Expanse far from the lawgivers.
3. **Hopeful Gifted Pilot**
    - You have always been an amazing pilot, from the first time you took the controls in hand. Now you are sure that you are needed in the Expanse, no one can out-fly you when you have your focus on the prize.
4. **Resolute Combat Veteran**
    - You have seen many tours of combat in the Milky Way, ordered many men and women to die for the greater good. This is the stern backbone needed to survive an expedition into a dangerous territory, and the kind you can provide.
5. **Troubled Social Luminary**
    - You have always been on the forefront of modern social reform, and with your charisma have amassed quite a following. You never could quite rectify though in your mind the personal cost of being such a paragon. Now perhaps you can escape all that, taking your ideas into a new realm where things will go better!

Medical Roles

Introduction to specific Medical roles:

1. **Arrogant Folding Surgeon**
    - You have dedicated your life to the art of Folding surgery, a complicated energy turned matter form of healing that can cure almost any injury given the right tools. Some people call you arrogant, you call it your right as the one with the power over life and death. You know you'll be needed in the Expanse, where strange, undiscovered injuries lurk around the corner. Perhaps people may even respect instead of despise you now.
2. **Conflicted Healer**
    - You are a confident and capable healer that honors the timeworn adage “do no harm”. Can you maintain that conviction out in the Expanse? What price is too high to maintain

your beliefs.

3. **Driven Xenobiologist**
    - You are part of a large medical elite that has been improving humanity over years with gene therapy and design. Now you will have access to new forms of sentient life and their genes. No doubt you can learn much that could improve the next generation of humanity.
4. **Honorable Doctor and Confidante**
    - You carefully balance the ideas of therapist and doctor well, never leaning too far in either direction. You are the person the crew comes to with all their problems, and you wouldn't have it any other way.
5. **Keen Medicine Trader**
    - You are a trained medical professional and a fully capable doctor, that just isn't what drives you. You want cold hard credits more than respect or gratitude. The value of Medicine has made you much money, and who knows what you can achieve in the Expanse, its a new market!

Science Roles

Introduction to specific Science roles:

1. **Animated Peculiar Scientist**
    - You aren't mad. They called you a mad scientist, perhaps it was just the laugh? You know your science is peculiar and so are your attitudes, but mad? No. Surely not. Well maybe your science will be better received in the Expanse. *crosses fingers*
2. **Enterprising Historian**
    - You have a passion for history. You have always admired the writers of the past, and now have seized your opportunity to be in the write place at the write time to write the critical history of the pioneers that head into the expanse.
3. **Evangelist Logical Thinker**
    - It isn't that people are too dim to realize the power of logical and conclusions you reach, its just they don't take the time to think the logic through to completion. You'll fix that, one speech at a time. Even you know though that when push comes to shove you an effective part of the crew.
4. **Obsessed Scholar**
    - You can't turn your gaze away from something academic once you discover it. You are obsessed before you know it and learn all you can about it. Its ok, they will need you when knowledge becomes power in the Expanse.
5. **Universal Theory Proponent**
    - You turned your nose up when modern science dismissed the idea of a unified, universal theory to all aspects of the universe. You'll show them all the truth, there is one inclusive universal theory that governs all! All you'll need is discover proof in the Expanse.

Security Roles

Introduction to specific Security roles:

1. **Bold Augmented Soldier**
    - You have invested heavily in being the best for battle, trading some of your humanity for enhanced prowess. That is ok, since you need it for your bold mentality and take-charge

attitude. There isn't anything you can't protect your crew from, and you aren't afraid to tell everyone about it.

2. **Covert ETF Operative**
    - You have been secretly recruited and trained by the ETF as an operative, but act as a regular security officer on your ship. You will succeed in your mission, failure isn't an option, and secrecy must be maintained at all costs until complete.
3. **Curious Tactical Genius**
    - If you could only master your curious impulse, you would be the pinnacle of tactics and ingenuity in combat action. Whatever they say though, your curiosity can be a strength is managed properly. You'll show them how during your mission in the Expanse.
4. **Quiet Honorable Warrior**
    - You aren't much for words, instead you speak with actions. Many call you barbaric and cruel, but that is not the truth. You'll just defend the people important to you with your force, and obey your code of honor without forcing it on others. You'll be needed in the Expanse, you are certain.
5. **Smart Retired Bounty Hunter**
    - You were one of the best Bounty Hunters in the galaxy, and now you have found a new exciting line of work to further hone your smarts. Out in the Expanse your skill set is perfect, and you'll be the one the others count on when the chips are down.

Roles

Alien: Gaa Men

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Technical (5 RP)
    - +2 Perception (5 RP)
    - +3 Knowledge (5 RP)
- **Adjustment**: All Gaa Men suffer -1d Strength (and must buy 1d or more in it to reach the 0d starting minimum), and get +5 RP for any of their roles.
    - -1d Strength
    - +5 RP
- **Ability Packages**:
    - Serious Contemplation (5 RP): Knowledge(Philosophy); Artist(<pick type>); Knowledge(Human); Science(Logic); Observation(Visual);
    - Toy Maker (5 RP): Engineer(Gadget); Mechanic(Gadget); Knowledge(Gadget); Observation(Technology); Science(Astral);
    - Science, Yeah (3 RP): Science(Energy); Science(Physics); Science(Matter);
    - People Watcher (2 RP): Observation(Behavior); Investigation;
- **Aspect Concepts**:
    - Experiment Loving (5 RP): Once per session the crew member may gain +1d to one attribute for the during of action when they declare it part of their experiment.
- **Edge Guidelines**:
    - The slow thinking, laidback nature of Gaa Men means they never gain the Edge with one exception: They may gain the Edge once per session when you choose to, if something important is on the line (as decided by the Exec).
- **Gear Options**:
    - ISOtech Badge (2 RP, Alien Only): ISO Projector;

    - Ribbon Suit (1 RP, Gaa Men Only): Ribbon Suit;
- **Endeavor Introductions**:
    - A Worthwhile Experiment:

Alien: Guu Emm Shee

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Technical (5 RP)
    - +3 Strength (5 RP)
    - +3 Knowledge (5 RP)
- **Adjustment**: All Guu Emm Shee gain +1d Strength, and get -5 RP for any one of their roles. The crew member may also fuel their healing of others by using their own fluids, taking one harm (just harm, not a condition) to add +3d to their test.
    - +1d Strength
    - -5 RP
    - Special: Take one harm, +3d heal.
- **Ability Packages**:
    - Medicine 101 (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); Science (Biology); Observation(Biology);
    - Part-time Warrior (5 RP): Weapon(Blaster); Weapon(Claw Blade); Tactics(Space); Tactics(Land); First Aid;
    - Jungle Raised (3 RP): Athletics; Gymnastics, Acrobatics;
    - Gladiator Training (2 RP): Unarmed Combat(Dragon Style); Wrestling;
- **Aspect Concepts**:
    - Can't be understood (5 RP): The crew member can pay one to raise any die code +1d if its under 4d while pursuing a stated goal (only +1d this way per die code).
- **Edge Guidelines**:
    - The Guu Emm Shee may take Edge for any situation involving injury by paying 1 XP for the right, trumping all.
- **Gear Options**:
    - ISOtech Badge (2 RP, Alien Only): ISO Projector;
    - ? : ?
- **Endeavor Introductions**:
    - Bud a New Brood:

Alien: Huu Shoo Whee

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Dexterity (5 RP)
    - +3 Dash (5 RP)
    - +3 Judge (5 RP)
- **Adjustment**: All Huu Shoo Whee gain +1d Dexterity, and get -5 RP for any one of their roles.
    - +1d Dexterity
    - -5 RP
- **Ability Packages**:
    - Dedicated Warrior (5 RP): Weapon(Blaster); Escape Artist; Intimidation; Pilot(Smallcraft); Athletics;
    - Rogue Adventures (5 RP): Streetwise; Escape Artist; Shadowing; Hacking; Sleight of Hand;
    - Backyard Brawler (3 RP): Unarmed Combat(Brawl); Athletics; Streetwise;

    - Aspiring Boss (2 RP): Command; Convince;
- **Aspect Concepts**:
    - Raging Heart (5 RP): The crew member may force the Exec to reroll all Failure dice for any of their combat actions once, one time in an action sequence.
- **Edge Guidelines**:
    - When passion (and specifically anger) runs high, the player may pay one to seize Edge from another once a session.
- **Gear Options**:
    - ISOtech Badge (2 RP, Alien Only): ISO Projector;
    - ? : ?
- **Endeavor Introductions**:
    - A Worthy Adversary:

Alien: Kol Ten

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Dexterity (5 RP)
    - +2 Perception (5 RP)
    - +2 Mental (5 RP)
- **Adjustment**: All Kol Ten Shoo Whee gain +1d Physical, and get -5 RP for any one of their roles.
    - +1d Physical
    - -5 RP
- **Ability Packages**:
    - Commander & Chief (5 RP): Command; Communications; Bargain; Administration; Observation(Behavior)
    - Intellectual (5 RP): Knowledge(Galactic); Knowledge(Human); Knowledge(Economics); Language(Astral); Language(Darknet)
    - Part-time Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Engineer(ISO Engine);
    - True Leader (2 RP): Influence; Convince;
- **Aspect Concepts**:
    - Extrasensory Existence (5 RP): Once per session the crew member may give all other crew members +1d when pursuing a specific goal by turning non-corporeal for that duration.
- **Edge Guidelines**:
    - The Kol Ten never gains Edge unless they turn non-corporeal, and they may seize it once per session during this period.
- **Gear Options**:
    - ISOtech Badge (2 RP, Alien Only): ISO Projector;
    - ? : ?
- **Endeavor Introductions**:
    - Evolve to a Higher Plane:

Alien: Taak Rhay

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Dexterity (5 RP)
    - +2 Perception (5 RP)
    - +2 Technical (5 RP)
    - +2 Tinker (5 RP)

    - +3 Strength (5 RP)
    - +3 Knowledge (5 RP)
    - +3 Mechanical (5 RP)
    - +3 Dash (5 RP)
    - +3 Judge (5 RP)
    - +3 Mental (5 RP)
    - +3 Physical (5 RP)
    - +3 Savvy (5 RP)
- **Adjustment**: All get -5 RP for any one of their roles, and gain the ability to make the Exec reroll all Failure dice once on any action related to engineering.
    - -5 RP
    - Special: Force Exec to reroll all Failure dice once on any Engineering action.
- **Ability Packages**:
    - ISOtech's Pretty (5 RP): Encoding; Hacking; Systems; Technology; Engineer(ISOtech);
    - Astral's Pretty (5 RP): Knowledge(Galactic); Language(Astral); Engineer(Astral); Mechanic(Astral);
    - Biology is Neat (3 RP): Knowledge(Biology); Medicine(Human); Language(Human);
    - Mechanoid Programming (2 RP): Engineer(Mechanoid); Mechanic(Mechanoid);
- **Aspect Concepts**:
    - Temporary Mental Capacity (5 RP): The crew member can learn any ability from any source (other crew member, etc) but can only hold onto it for one action sequence, if the player pays two.
- **Edge Guidelines**:
    - The Taak Rhay always gain Edge when Astral intelligent entities are the focus of situation.
- **Gear Options**:
    - ISOtech Badge (2 RP, Alien Only): ISO Projector;
    - ? : ?
- **Endeavor Introductions**:
    - Merge with ISOTech:

Engineer: Cautious Theoretical Thinker

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)
    - +3 Mechanical (5 RP)
- **Ability Packages**:
    - Science-minded Thinker (5 RP): Knowledge(Science); Knowledge(ISOtech); Science(ISOtech); Systems; Sensor Systems;
    - Rookie Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Ship's Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Science(ISOtech);
    - Advanced Theorist (2 RP): Science(Theory); Science(Logic);
- **Aspect Concepts**:
    - Self Confidence (5 RP): Turn all dice rolled into Venture outcome on one roll once in a session.
- **Edge Guidelines**:
    - The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick

one>);
- **Endeavor Introductions**:
  - Stunning New Theory:

Engineer: Crazed Inventor

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Inventor (5 RP): Engineer(gadget); Mechanic(gadget); Science(gadget); Bargain; Knowledge(Astral);
  - Rookie Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Ship's Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Science(ISOtech);
  - Profiteer (2 RP): Knowledge(Economics); Business(Small);
- **Aspect Concepts**:
  - I've got an idea (5 RP): The crew member comes up with a clever way to use a gadget, counting it as +1d towards success in actions as the Exec sees fit for the current action sequence.
- **Edge Guidelines**:
  - The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - Gadget Crafting Kit (2 RP): Expansive Gadget Toolkit;
- **Endeavor Introductions**:
  - World Changing Invention:

Engineer: Cynical Engine Expert

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Engine Expertise (5 RP): Engineer(ISO Engine); Mechanic(ISO Engine); Science(ISO Engine); Knowledge(ISOtech); Etiquette(Academic);
  - Rookie Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Ship's Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Science(ISOtech);
  - Social Outcast (2 RP): Streetwise; Observation(Behavior);
- **Aspect Concepts**:
  - Cynical Outlook (5 RP): When things look truly bad (Tension is very high, see the Exec to confirm) you may pay two to make all the die codes of this crew member count one higher for both success and risk.
- **Edge Guidelines**:
  - The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.

- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - Engine Repair Kit (2 RP): Expansive ISO Engine Toolkit;
- **Endeavor Introductions**:
  - ISO 4 Engine Prototype:

Engineer: Greedy Gadget Collector

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Gadget Heart (5 RP): Mechanic(Gadget); Science(Gadget); Knowledge(ISOtech); Bargain; Charm;
  - Rookie Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Ship's Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Science(ISOtech);
  - Casual Fighter (2 RP): Unarmed Combat(Selfdefense); Weapon(Blaster);
- **Aspect Concepts**:
  - Consumed by Greed (5 RP): When the crew member successfully gains gadget(s) or their parts, they may add +1d to any die code except Dexterity or Technical until the end of session (once per session).
- **Edge Guidelines**:
  - The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - Gadget Parts (2 RP): Expansive Gadget Parts Set;
- **Endeavor Introductions**:
  - Attain Final Regenerator:

Engineer: Peaceful Ship Caretaker

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Caretaker (5 RP): Mechanic(Gadget); Mechanic(ISO Engine); Mechanic(ISO Field); Knowledge(ISOtech); Security Systems;
  - Rookie Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Ship's Engineer (3 RP): Engineer(Corvette); Mechanic(Corvette); Science(ISOtech);
  - Mind At Rest (2 RP): Discipline (Mental); Belief (Peace);
- **Aspect Concepts**:
  - Peace Seeking (5 RP): When the crew member acts to maintain the peace on their ship, they make the Exec reroll all Failure dice once on each roll that seeks to influence the situation.

- **Edge Guidelines**:
  - The Engineer gains Edge whenever the ship or its systems are threatened or non-functional.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - Gadget Parts (2 RP): Expansive Gadget Parts Set;
- **Endeavor Introductions**:
  - Automated Peace Enforcer:

Leader: Complex Exiled Visionary

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Perception (5 RP)
  - +3 Knowledge (5 RP)
- **Ability Packages**:
  - Social Nature (5 RP): Etiquette(High Society); Influence; Charm; Convince; Bargain;
  - Low-ranking Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Commander (3 RP): Tactics(Space); Unarmed Combat(Optimum); Weapon(Blaster);
  - Technical Training (2 RP): Technology, Science(ISOtech);
- **Aspect Concepts**:
  - Visionary Mind (5 RP): When the crew member can convince another of the superiority of their vision, they earn two (once per session).
- **Edge Guidelines**:
  - The Leader gains Edge whenever no one else claims it, they are the default.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - A Fresh Vision of Tomorrow:

Leader: Converted Tramp Smuggler

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Perception (5 RP)
  - +2 Dexterity (5 RP)
  - +3 Knowledge (5 RP)
- **Ability Packages**:
  - Social Nature (5 RP): Etiquette(Low Society); Influence; Charm; Convince; Bargain;
  - Low-ranking Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Commander (3 RP): Tactics(Space); Unarmed Combat(Optimum); Weapon(Blaster);
  - Mechanic (2 RP): Mechanic(Corvette), Mechanic(Weaponry);
- **Aspect Concepts**:
  - Disrepect for Rules (5 RP): When the crew member leads others in a contrary nature to his orders, he can allow one of them to force the Exec to reroll Failure dice once in an action sequence.

- **Edge Guidelines**:
  - The Leader gains Edge whenever no one else claims it, they are the default.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - A Lucrative Bargain:

Leader: Hopeful Gifted Pilot

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Perception (5 RP)
  - +3 Dexterity (5 RP)
- **Ability Packages**:
  - Top Gun (5 RP): Pilot(Corvette); Gunnery; Tactics(Space); Engineer(Corvette); Observation(Tactics);
  - Low-ranking Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Commander (3 RP): Tactics(Space); Unarmed Combat(Optimum); Weapon(Blaster);
  - Pilot Program (2 RP): Pilot(Corvette); Pilot(Smallcraft);
- **Aspect Concepts**:
  - Destined to Fly (5 RP): When the crew member is at the helm of the ship, each crew member can boost one die code 1d if they pay one once during the action sequence.
- **Edge Guidelines**:
  - The Leader gains Edge whenever no one else claims it, they are the default.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - New Ship Design:

Leader: Resolute Combat Veteran

- **Attribute Boost Choices** (Pick 1 to 3):
  - +2 Perception (5 RP)
  - +3 Strength (5 RP)
  - +3 Dexterity (5 RP)
- **Ability Packages**:
  - Combat Experience (5 RP): Tactics(Space); Tactics(Troop); Unarmed Combat(Optimum); Weapon(Blaster); Weapon(ISO);
  - Low-ranking Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Commander (3 RP): Tactics(Space); Unarmed Combat(Optimum); Weapon(Blaster);
  - Roughneck (2 RP): Discipline(Body), Discipline(Mind);
- **Aspect Concepts**:
  - You ain't seen shit (5 RP): When the something truly horrible happens, the crew member can explain how they have seen something worse and let any three other crew members

add +1d to the die code of their next action.

- **Edge Guidelines**:
  - The Leader gains Edge whenever no one else claims it, they are the default.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - A Safe Place:

Leader: Troubled Social Luminary

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Perception (5 RP)
  - +3 Knowledge (5 RP)
- **Ability Packages**:
  - Luminary (5 RP): Etiquette(High Society); Influence; Charm; Convince; Command;
  - Low-ranking Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
  - Commander (3 RP): Tactics(Space); Unarmed Combat(Optimum); Weapon(Blaster);
  - Troubled Thinker (2 RP): Knowledge(Philosophy); Science(Logic);
- **Aspect Concepts**:
  - Unsure Heart (5 RP): When the crew member is in a social situation that leads to action, they lower their perception and or knowledge by 1d each for that action sequence, for each die lost they gain two.
- **Edge Guidelines**:
  - The Leader gains Edge whenever no one else claims it, they are the default.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - A calm Resolution:

Medical: Arrogant Folding Surgeon

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Surgical Academy (5 RP): Medicine(Surgery); Science(Folding); Science(Chemistry); Science(Biology); Observation(Medical);
  - Medical School (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); First Aid; Science(Biology);
  - Starting Officer (3 RP): Unarmed Combat(Optimum); Weapon(Blaster); Command;
  - High Society (2 RP): Etiquette(High Society); Fencing;
- **Aspect Concepts**:
  - Deserved Arrogance (5 RP): When the crew member achieves success on any action with 6 or more difficulty dice, they earn one.

- **Edge Guidelines**:
  - The Medical crew member gains Edge when any crew, associates, or people of interest are injured or hurt. The player can elect to surrender Edge to any other player for the duration of an action sequence and earn one.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - Final Regenerator Technique:

Medical: Conflicted Healer

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Advanced Medical Tools (5 RP): Technology, Device(Nanites); Device(AI); Science(Biology); Observation(Medical);
  - Medical School (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); First Aid; Science(Biology);
  - Starting Officer (3 RP): Unarmed Combat(Optimum); Weapon(Blaster); Command;
  - Herbal Healer (2 RP): Knowledge(Herbal); Medicine(Herbal);
- **Aspect Concepts**:
  - Mixed Feelings (5 RP): When the crew member is forced to do harm, they earn two (once a session).
- **Edge Guidelines**:
  - The Medical crew member gains Edge when any crew, associates, or people of interest are injured or hurt. The player can elect to surrender Edge to any other player for the duration of an action sequence and earn one.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - New Peaceful Tactic:

Medical: Driven Xenobiologist

- **Attribute Boost Choices** (Pick 1 or 2):
  - +2 Technical (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Xenobiology (5 RP): Technology, Science(Biology); Science(Genetics); Device(Recoder); Observation(Medical);
  - Medical School (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); First Aid; Science(Biology);
  - Starting Officer (3 RP): Unarmed Combat(Optimum); Weapon(Blaster); Command;
  - Heavy Reader (2 RP): Knowledge(Astral); Knowledge(Exotic);

- **Aspect Concepts**:
  - Hardcore Drive (5 RP): When the crew member fails, they may take +5 risk and make the Exec reroll all Failure dice, once per situation.
- **Edge Guidelines**:
  - The Medical crew member gains Edge when any crew, associates, or people of interest are injured or hurt. The player can elect to surrender Edge to any other player for the duration of an action sequence and earn one.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - Improved Species:

Medical: Honorable Doctor and Confidante

- **Attribute Boost Choices** (Pick 1 to 3):
  - +2 Technical (5 RP)
  - +2 Perception (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Therapist (5 RP): Knowledge(Psychology), Medicine(Psychology); Science(ISOtech); Device(DreamScreen); Observation(Behavior);
  - Medical School (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); First Aid; Science(Biology);
  - Starting Officer (3 RP): Unarmed Combat(Optimum); Weapon(Blaster); Command;
  - Fast Friend (2 RP): Charm; Influence;
- **Aspect Concepts**:
  - Honorable to a Fault (5 RP): The crew member loses one whenever they act with dishonesty, but gains one at the end of session if that doesn't happen over the session.
- **Edge Guidelines**:
  - The Medical crew member gains Edge when any crew, associates, or people of interest are injured or hurt. The player can elect to surrender Edge to any other player for the duration of an action sequence and earn one.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - Enriching Wisdom:

Medical: Keen Medicine Trader

- **Attribute Boost Choices** (Pick 1 to 3):
  - +2 Technical (5 RP)
  - +2 Perception (5 RP)
  - +3 Mechanical (5 RP)
- **Ability Packages**:
  - Business Person (5 RP): Business(Small), Knowledge(Economics); Observation(Behavior);

Observation(Economics); Investigation;
    - Medical School (5 RP): Medicine(Human); Medicine(Astral); Medicine(Exotic); First Aid; Science(Biology);
    - Starting Officer (3 RP): Unarmed Combat(Optimum); Weapon(Blaster); Command;
    - Common Trader (2 RP): Bargain; Influence;
- **Aspect Concepts**:
    - Keen Sense for Business (5 RP): When the crew member makes an excellent and profitable deal, they earn one.
- **Edge Guidelines**:
    - The Medical crew member gains Edge when any crew, associates, or people of interest are injured or hurt. The player can elect to surrender Edge to any other player for the duration of an action sequence and earn one.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - The Deal of the Century:

Science: Animated Peculiar Scientist

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)
    - +3 Knowledge (5 RP)
- **Ability Packages**:
    - Peculiar Study (5 RP): Knowledge(<pick unusual>) x2; Science(Logic); Etiquette(WhiteNet); Systems;
    - Science Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Expanse Study (3 RP): Knowledge(Astral); Knowledge(Exotic); Science(Astral);
    - @Chan User (2 RP): Knowledge(BlackNet); Language(BlackNet);
- **Aspect Concepts**:
    - Animated Outburst (5 RP): When the crew member explains or delves into their peculiar study, expressively explaining it to another, they give another crew member present +1d Technical, Mechanical, and Knowledge until the current situation ends and pay one.
- **Edge Guidelines**:
    - The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for gaining one.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - An Incredible but Peculiar Invention:

Science: Enterprising Historian

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)

    - +3 Knowledge (5 RP)
- **Ability Packages**:
    - History Obsession (5 RP): History(Human); History(Galactic); History(Astral); Etiquette(WhiteNet); Navigation(Astral);
    - Science Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Expanse Study (3 RP): Knowledge(Astral); Knowledge(Exotic); Science(Astral);
    - Part-time Navigator (2 RP): Navigation(Galactic); Navigation(Frontier);
- **Aspect Concepts**:
    - Passionate Ambition (5 RP): When the crew member is part of, or sees firsthand, a part of history worth recording they earn two.
- **Edge Guidelines**:
    - The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for gaining one.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Helpful Historical Text:

Science: Evangelist Logical Thinker

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)
    - +3 Knowledge (5 RP)
- **Ability Packages**:
    - Logical Mind (5 RP): Science(Logic) x2; Etiquette(WhiteNet); Discipline(Mind); Influence;
    - Science Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Expanse Study (3 RP): Knowledge(Astral); Knowledge(Exotic); Science(Astral);
    - Evangelist (2 RP): Charm, Influence;
- **Aspect Concepts**:
    - Ill-timed Speech (5 RP): When the crew member begins a very ill-timed speech about the value of logic and thinking, they earn one (once per session).
- **Edge Guidelines**:
    - The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for gaining one.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Advanced Compression Scheme:

Science: Obsessed Scholar

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)

    - +3 Knowledge (5 RP)
- **Ability Packages**:
    - Obsession (5 RP): Science(<pick one>) x2; Knowledge(<pick same as science>) x2; Etiquette(WhiteNet);
    - Science Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Expanse Study (3 RP): Knowledge(Astral); Knowledge(Exotic); Science(Astral);
    - Push to the limit (2 RP): Discipline(Mind); Discipline(Body);
- **Aspect Concepts**:
    - Natural Scholar (5 RP): The crew member can add a new Science or Knowledge to their character sheet by paying six once a session.
- **Edge Guidelines**:
    - The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for gaining one.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - New Pertinent Discovery:

Science: Universal Theory Proponent

- **Attribute Boost Choices** (Pick 1 or 2):
    - +2 Technical (5 RP)
    - +3 Knowledge (5 RP)
- **Ability Packages**:
    - Universal Theorist (5 RP): Science(Universal Theory) x2; Knowledge(Universal Theory) x2; Etiquette(WhiteNet);
    - Science Officer (5 RP): Knowledge(Galactic); Knowledge(Human); Language(Astral); Command; Convince;
    - Expanse Study (3 RP): Knowledge(Astral); Knowledge(Exotic); Science(Astral);
    - @Chan User (2 RP): Knowledge(BlackNet); Language(BlackNet);
- **Aspect Concepts**:
    - Science is God (5 RP): The crew member earns one when they can leverage science to assist another in their action (once per situation).
- **Edge Guidelines**:
    - The Science crew member does not ever gain Edge, unless their own plan is being acted upon, or a Leader surrenders it to them in exchange for gaining one XP.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - A Possible Universal Theory Equation:

Security: Bold Augmented Soldier

- **Attribute Boost Choices** (Pick 1 to 3):

    - +2 Dexterity (5 RP)
    - +3 Strength (5 RP)
- **Ability Packages**:
    - Advanced Combat (5 RP): Tactics(Troops); Weapon(ISO); Athletics; Gymnastics, Acrobatics;
    - Security Officer (5 RP): Command; Intimidation; Unarmed Combat(Optimum); Weapon(Blaster); Weapons(Tactical);
    - Operative Bootcamp (3 RP): Discipline(Mind); Shadowing; Security Systems;
    - Surface Duty (2 RP): Navigation(Surface); Survival(Surface);
- **Aspect Concepts**:
    - Yep, Total Badass (5 RP): When you attempt anything 6 difficulty dice or higher in combat, you may pay one to make the Exec reroll Failure dice.
- **Edge Guidelines**:
    - The Security crew member gains Edge when the ship or crew is under attack or threat of immediate attack, although the Leader can claim it from them paying one to do so.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Improved Augmentation:

Security: Covert ETF Operative

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Dexterity (5 RP)
    - +2 Perception (5 RP)
- **Ability Packages**:
    - Black Operative (5 RP): Systems; Technology; Athletics; Gymnastics, Infiltration;
    - Security Officer (5 RP): Command; Intimidation; Unarmed Combat(Optimum); Weapon(Blaster); Weapons(Tactical);
    - Operative Bootcamp (3 RP): Discipline(Mind); Shadowing; Security Systems;
    - Network Fiend (2 RP): Hacking; Systems;
- **Aspect Concepts**:
    - Can't Touch This (5 RP): When the crew member is sneaking, hiding, or otherwise being “the shadow operative”, they count all their die codes as +1d if they pay two.
- **Edge Guidelines**:
    - The Security crew member gains Edge when the ship or crew is under attack or threat of immediate attack, although the Leader can claim it from them paying one to do so.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Level Ten Clearance Revelation:

Security: Curious Tactical Genius

- **Attribute Boost Choices** (Pick 1 to 3):

    - +2 Dexterity (5 RP)
    - +2 Perception (5 RP)
- **Ability Packages**:
    - Tactical Genius (5 RP): Tactics(Space) x2; Tactics(Troop) x2; Knowledge(Tactics);
    - Security Officer (5 RP): Command; Intimidation; Unarmed Combat(Optimum); Weapon(Blaster); Weapons(Tactical);
    - Operative Bootcamp (3 RP): Discipline(Mind); Shadowing; Security Systems;
    - Battle Buff (2 RP): History(Weaponry); History(War);
- **Aspect Concepts**:
    - Irresistibly Curious (5 RP): When the crew member indulges in their curiosity despite apparent risk, they earn two.
- **Edge Guidelines**:
    - The Security crew member gains Edge when the ship or crew is under attack or threat of immediate attack, although the Leader can claim it from them paying one to do so.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Brilliant Tactical Maneuver:

Security: Quiet Honorable Warrior

- **Attribute Boost Choices** (Pick 1 to 3):
    - +2 Dexterity (5 RP)
    - +2 Perception (5 RP)
- **Ability Packages**:
    - Warrior's Heart (5 RP): Unarmed Combat(Optimum); Athletics, Gymnastics, Weapon(ISO); Survival(Space);
    - Security Officer (5 RP): Command; Intimidation; Unarmed Combat(Optimum); Weapon(Blaster); Weapons(Tactical);
    - Operative Bootcamp (3 RP): Discipline(Mind); Shadowing; Security Systems;
    - Honorable (2 RP): Discipline(Mind); Belief(Honor);
- **Aspect Concepts**:
    - Actions Before Words (5 RP): When the crew member acts instead of speaking to convey their intent, they earn +1d to a die code of their choice until end of situation (once per situation).
- **Edge Guidelines**:
    - The Security crew member gains Edge when the ship or crew is under attack or threat of immediate attack, although the Leader can claim it from them paying one to do so.
- **Gear Options**:
    - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
    - ? (2 RP): ?;
- **Endeavor Introductions**:
    - Uncovered Rich Heritage:

Security: Smart Retired Bounty Hunter

- **Attribute Boost Choices** (Pick 1 to 3):
  - +2 Dexterity (5 RP)
  - +2 Perception (5 RP)
- **Ability Packages**:
  - Bounty Hunter (5 RP): Tracking(Space); Tracking(Surface); Navigation(Space); Navigation(Surface); Streetwise;
  - Security Officer (5 RP): Command; Intimidation; Unarmed Combat(Optimum); Weapon(Blaster); Weapons(Tactical);
  - Operative Bootcamp (3 RP): Discipline(Mind); Shadowing; Security Systems;
  - Veteran (2 RP): Disguise; Shadowing;
- **Aspect Concepts**:
  - Damn Smart (5 RP): The crew member can take Edge at any time by paying one, and holds it until end of situation, during this time they count any one die code of their choice at +1d.
- **Edge Guidelines**:
  - The Security crew member gains Edge when the ship or crew is under attack or threat of immediate attack, although the Leader can claim it from them paying one to do so.
- **Gear Options**:
  - ISOtech Field Package (5 RP, Human Only): ISOField 3, ISO OS 3, ISO Function(<pick one>);
  - ? (2 RP): ?;
- **Endeavor Introductions**:
  - Pass the Torch:

Common Explorer Issues

These issues are primarily managed by the Exec, and when they rear their head, something interesting (if not horrible) is bound to happen. Each issue connects your explorer to a part of the fiction in a way that may come to haunt them during the course of the game. Choosing one or more of these is a way to get more RP to start with a richer explorer, but is telling the Exec to bring the drama home to roost as you play. For every issue you take (never more than three) you earn 10 RP to spend.

1. **Hunted**: A powerful group, organization, collective, or what not has their sights on your explorer. Loosely offer up an idea of why this might be. You need not define who is hunting your explorer, just why whoever is doing so might be doing it.
2. **Cursed**: Your explorer is like everyone else, it is just that when things go wrong for them, they go *really* wrong. Loosely define a single instance in their personal history where fate screwed them over royally.
3. **Bewildering**: It isn't that your explorer is out to get anyone, it is just that they seem to be constantly misunderstood do to a lack of communication or miscommunication. Regardless, it isn't uncommon that someone misunderstands them and thinks the wrong thing about them or their actions. Loosely define a reason why this is the case, think of how they act that is misunderstood and misconstrued.
4. **Fervent**: Your explorer just lacks impulse control when something they want or are interested in comes their way (from people to hobbies). Loosely define the most recent thing that captivated them almost entirely.
5. **Foolhardy**: While not outright crazy, your explorer has a lack of respect for danger and risk. They will dive head in regardless the threats, given a valid reason to do so. Loosely define what kind of extreme action it takes to stop them in their tracks.

6. **Broken**: In everyday activities, and even when the shit hits the fan, your explorer can hack it. In their past though, something horribly happened to them and they have never quite recovered. Loosely define what tragedy they faced and what might trigger them to relapse in despair once again.
7. **Secrets**: Your explorer has one or more secrets close to their heart. These aren't the kind of things that would just ruin their life, but would ruin many people's lives if they come out. Loosely define what (or who) the secrets are about.
8. **Scheme**: While the other explorers just came out to the Expanse under orders, not your explorer. They have a private scheme, a plan for action that they must see to personally out here in the void. Loosely define a personal goal for your explorer, and a vague idea of how they are going to go about it. This plan can't be inline with the ETF's goals.

Ability Definitions

- **Administration**
- **Artist** (Type)
    - Painting, Sculpting, Drawing, Illustrator, Sketch Artist, ISOgraph, Glass Worker, etc
- **Athletics**
- **Bargain**
- **Belief** (Type)
    - Faith(), Confidence(), Ideal(), Hope()
- **Business** (Scale)
    - Small, Medium, Corporate, Galactic
- **Charm**
- **Command**
- **Communications**
- **Convince**
- **Demolitions**
- **Discipline** (Type)
    - Mind, Body, Harmony
- **Disguise**
- **Encoding**
- **Engineer** (Domain)
    - Shuttle, Corvette, Frigate, Cruiser, Carrier, Gadget, ISOEngine, etc
- **Escape Artist**
- **Etiquette** (Type)
    - Business, Academic, Elite, Common, etc
- **Fencing**
- **First Aid**
- **Forgery**
- **Gambling**
- **Gunnery**
- **Gymnastics**
- **Hacking**
- **History** (Region/Interest)
    - Human, Galactic, Astral, Exotic, War, Science, etc
- **Infiltration**
- **Influence**
- **Intimidation**
- **Investigation**

- **Knowledge** (Domain)
  - Human, Science(), Astral, Exotic, War, etc
- **Language** (Specific)
  - Human, Astral, Exotic, etc
- **Mechanic** (Domain)
  - Shuttle, Corvette, Frigate, Cruiser, Carrier, Gadget, ISOEngine, etc
- **Medicine** (Species)
  - Human, Astral, Exotic, Guu Emm Shee, Gaa Men, Taak Rhay, Kol Tan, Hoo Shoo Whee
- **Navigation** (Domain)
  - Planetside, Star System, Interstellar
- **Observation** (Domain)
  - Visual, Audio, Behavior, Technology, Medical, Biology, Tactics, etc
- **Performance** (Type)
  - Oration, Acting, Instrument(), etc
- **Pilot** (Type)
  - Shuttle, Corvette, Frigate, Cruiser, Carrier, etc
- **Science** (Domain)
  - Astral, Biology, Logic, ISOtech, Genetics, etc
- **Security Systems**
- **Sensor Systems**
- **Shadowing**
- **Sleight of Hand**
- **Streetwise**
- **Survival** (Domain)
  - Space, Planetside, Asteroid, etc
- **Systems**
- **Tactics** (Environment)
  - Troop, Fleet, Army, etc
- **Technology**
- **Tracking** (Domain)
  - Space, Rural, Urban, etc
- **Unarmed Combat** (Style)
  - Optimum, Brawling, Martial Art()
- **Weapon** (Specific)
  - Blaster, Knife, short Blade, Long Blade, ISO, etc
- **Wrestling**

Role Construction Rules

Costs in RP:

- **Attribute Boosts** always cost 5 RP, and are +2/+3 depending on particular attribute:
  - +2 for Perception, Technical, Dexterity, Tinker. +3 for all the rest.
- **Ability Packages** cost 1 RP per Ability included, with the exception that multiple specifics can be included with 3 for the price of 2 RP. So you could have 3 languages for 2 RP worth. Ability Packages must cost 2 RP, 3 RP, or 5 RP in total.
- **Gear Options** cost 1 to 5 RP and give you two limited items for 1 RP, one decent item for 1 RP, and a impressive item for 2 RP.
- **Aspect Concepts** always cost 5 RP and provide one specific rule that can be applied in play,

these vary widely.

Random Role Table

For the people that want to roll a random role for their characters, roll a d6 and d10, consult the table:

D6	D10	Role
1	1-2	Alien: Gaa Men
1	3-4	Alien: Guu Emm Shee
1	5-6	Alien: Huu Shoo Whee
1	7-8	Alien: Kol Ten
1	9-0	Alien: Taak Rhay
2	1-2	Engineer: Cautious Theoretical Thinker
2	3-4	Engineer: Crazed Inventor
2	5-6	Engineer: Cynical Engine Expert
2	7-8	Engineer: Greedy Gadget Collector
2	9-0	Engineer: Peaceful Ship Caretaker
3	1-2	Leader: Complex Exiled Visionary
3	3-4	Leader: Converted Tramp Smuggler
3	5-6	Leader: Hopeful Gifted Pilot
3	7-8	Leader: Resolute Combat Veteran
3	9-0	Leader: Troubled Social Luminary
4	1-2	Medical: Arrogant Folding Surgeon
4	3-4	Medical: Conflicted Healer
4	5-6	Medical: Driven Xenobiologist
4	7-8	Medical: Honorable Doctor and Confidante
4	9-0	Medical: Keen Medicine Trader
5	1-2	Science: Animated Peculiar Scientist
5	3-4	Science: Enterprising Historian
5	5-6	Science: Evangelist Logical Thinker
5	7-8	Science: Obsessed Scholar
5	9-0	Science: Universal Theory Proponent
6	1-2	Security: Bold Augmented Soldier
6	3-4	Security: Covert ETF Operative
6	5-6	Security: Curious Tactical Genius
6	7-8	Security: Quiet Honorable Warrior
6	9-0	Security: Smart Retired Bounty Hunter

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