

CAREERS

Create your own career by picking 8 Career Skills using the following template:

1. Choose 4 General Skills from the Skill List Below.
2. Choose 4 more Skill of any type from the Skill List within the limits listed below.

Your remaining 4 Skill:

- ...must contain 1 Social or Combat Skill.
- ...cannot contain more than 3 Combat Skills.
- ...cannot contain more than 3 Social Skills.
- ...cannot contain more than 3 Knowledge Skills.
- ...cannot contain more than 2 additional General Skills.

Other than the limitations above, there are no other requirements. For example, you could have 1 of each of the 4 Skill Types and be in compliance.

3. Choose 4 of your 8 Career Skills, and take 1 free rank in each of them.
4. Give your Career a fitting 2-word name like: Fierce Negotiator, Brash Pilot, or Reckless Archeologist.

All Career Skills chosen are subject to Game Master approval. They should make sense with the name assigned and not just be a lump of skills the player wanted.

SKILL LIST

Skill	Ability	Type	Skill	Ability	Type
Archaeotechnology	Intellect	Knowledge	Mechanics	Intellect	General
Astrocartography	Intellect	General	Medicine	Intellect	General
Athletics	Brawn	General	Melee	Brawn	Combat
Brawl	Brawn	Combat	Minor Races	Intellect	Knowledge
Charm	Presence	Social	Negotiation	Presence	Social
Coercion	Willpower	Social	Operating	Intellect	General
Computers	Intellect	General	Perception	Cunning	General
Cool	Presence	General	Piloting	Agility	General
Coordination	Agility	General	Ranged (Heavy)	Agility	Combat
Deception	Cunning	Social	Ranged (Light)	Agility	Combat
Discipline	Willpower	General	Resilience	Brawn	General
Driving	Agility	General	Skulduggery	Cunning	General
Education	Intellect	Knowledge	Stealth	Agility	General
Great Races	Intellect	Knowledge	Streetwise	Cunning	General
Gunnery	Agility	Combat	Survival	Cunning	General
Imperium	Intellect	Knowledge	Underworld	Intellect	Knowledge
Leadership	Presence	Social	Vigilance	Willpower	General

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HACAN

BRA: 2 AGI: 3 INT: 2 CUN: 2 WIL: 1 PRE: 2

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: The Hacan start with 1 rank in Coordination or Negotiation during character creation. You still can't train their skills above rank 2 during character creation.

Claws: Hacan characters add +1 damage to any Brawl combat checks they make and have a Crit Rating of 3.



HUMAN

HUMANS ARE DETAILED ON PAGES 36 - 39 OF THE GENESYS CORE RULE BOOK



HYLAR, COASTAL

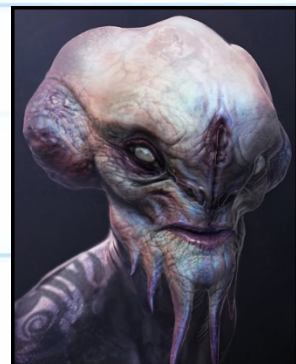
BRA: 2 AGI: 2 INT: 2 CUN: 1 WIL: 3 PRE: 2

Wound Threshold: 12+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: Coastal Hylar begin with 1 rank in Discipline. They still may not train Discipline above 2 during character creation.

Amphibious: Coastal Hylar can breathe underwater without penalty and never suffer movement penalties for traveling through water.

Water Dependence: If a Shallows Hylar has not been doused in salt water in the last 24 hours, the character's wound threshold is reduced by 2. This remains in effect until the Hylar is doused in salt water.



HYLAR, DEEP

BRA: 1 AGI: 2 INT: 3 CUN: 2 WIL: 2 PRE: 2

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 110

Special abilities: Deep Hylar treat all Knowledge Skills as Career Skills

Deep Dweller: Deep Hylar live in the high pressure of deep water and have to use a mechanized exoskeleton when in normal atmosphere. When out of their exoskeleton, Deep Hylar begin suffocating, suffer 2 setbacks on all Brawn skill checks and treat all out of water terrain as difficult.



HYLAR, SURFACE

BRA: 2 AGI: 1 INT: 3 CUN: 2 WIL: 2 PRE: 2

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: Surface Hylar begin with 1 rank any Knowledge Skill. They still may not train that Knowledge skill above 2 during character creation.

Amphibious: Surface Hylar can breathe underwater without penalty and never suffer movement penalties for traveling through water.



LETNEV

BRA: 2 AGI: 2 INT: 2 CUN: 2 WIL: 3 PRE: 1

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: Letnev begin the game with 1 rank in Vigilance. They still may not train Vigilance above 2 during character creation.

Infravision: Letnev have adapted to see in both the infrared and normal visual spectra. This enables Letnev to remove up to 1 Setback die added to checks by lighting conditions.



N'ORR

BRA: 3 AGI: 2 INT: 1 CUN: 2 WIL: 2 PRE: 2

Wound Threshold: 12+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 80

Special Abilities: N'orr begin the game with 1 rank in Survival. They still may not train Survival above 2 during character creation.

Desert Dweller: N'orr may remove up to 2 Setback dice from checks to resist arid or hot environmental conditions.

Mandibles: When a N'orr makes a Brawl check to deal damage to an opponent, he deals +2 damage, has a Critical Rating of 4 and the Vicious quality.



SAAR

BRA: 2 AGI: 2 INT: 2 CUN: 3 WIL: 2 PRE: 1

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: Saar characters begin with 1 rank in Astrocartography. They still may not train Astrocartography above 2 during character creation.

Spacer's Knack: Saar start with 1 rank in the Daring Aviator Talent.



WINNU

BRA: 1 AGI: 2 INT: 2 CUN: 3 WIL: 1 PRE: 3

Wound Threshold: 11+Brawn
 Strain Threshold: 9+Willpower
 Starting XP: 90

Special Abilities: Winnu begin with 1 rank in either Deception or Negotiation. They still may not train Deception or Negotiation above 2 during character creation.



WINNARAN

BRA: 2 AGI: 2 INT: 2 CUN: 2 WIL: 1 PRE: 3

Wound Threshold: 10+Brawn
 Strain Threshold: 10+Willpower
 Starting XP: 100

Special Abilities: Winnarans begin with 1 rank in Negotiation. They still may not train Negotiation above 2 during character creation.

Caretaker Disposition: When performing the assist maneuver, Winnarans grant 2 Boost dice instead of 1.



XXCHA

BRA: 3 AGI: 1 INT: 2 CUN: 2 WIL: 2 PRE: 2

Wound Threshold: 11+Brawn
 Strain Threshold: 11+Willpower
 Starting XP: 80

Special Abilities: Xxcha begin with 1 rank in Negotiation. They still may not train Negotiation above 2 during character creation.

Conversationalist: Xxcha gain the Clever Retort Talent

Thick Hide: Xxcha have thick hide and gain the Durable Talent.



YSSARIL

BRA: 1 AGI: 3 INT: 2 CUN: 2 WIL: 2 PRE: 2

Wound Threshold: 9+Brawn
 Strain Threshold: 9+Willpower
 Starting XP: 95

Special Abilities: Yssaril begin with 1 rank in Deception. They still may not train Deception above 2 during character creation.

Fade: As an action, a Yssaril may suffer 3 strain and make an Average Resilience check. If the Yssaril succeeds they may fade themselves slightly from view, blending into their surroundings. While the Yssaril remains still, an observing character must make a Perception vs Deception check to notice. Moving will add Setback or Boost, perhaps upgrade the check or even negate the effect completely at the GM's descension.

