

Expanded Career Events

1d100 (if roll exceeds 50, subtract 50)

	Command +1	Conn +1	Security +1	Engineering +1	Science +1	Medicine +1	Any Discipline +1	
Control +1	4 Negotiate A Treaty	10 Transporter Accident	21 Advanced Tactical Training	18 Solved An Engineering Crisis	22 Prototype Testing	23 Colonization Effort	24 Exchange Program	1
Daring +1	5 Required to Take Command	25 Lucky Streak	1 Ship Destroyed; 14 New Battle Strategy	26 Learned From Significant Blunder	27 Cultural Observation Post	28 Struggle With Addiction	29 Rivalry	2
Fitness +1	30 Off-Duty Endeavour	31 Starbase Posting	8 Conflict With A Hostile Culture	32 Planetary Posting	33 Left Behind	7 Serious Injury	17 Special Commendation	3
Insight +1	34 Family Crisis	35 Satisfactory Performance	36 Confinement	37 Terraforming Mission	15 Learns Unique Language	2 Death of A Friend; 11 Dealing With A Plague	38 Leave Of Absence	4
Presence +1	12 Betrayed Ideals For A Superior	39 Media Exposure	40 Clandestine Operation	41 Fleet Yard Posting	3 Lauded by Another Culture	42 Missing Memories	20 First Contact	5
Reason +1	43 Teaching Opportunity	13 Called Out A Superior	44 Legal Entanglement	16 Discovers An Artefact	6 Encounter With A Truly Alien Being	45 Victim of Mind Control	46 Not Fitting In	6
Any Attribute +1	47 Meaningful Memento	9 Mentored	48 Deep Space Assignment	19 Breakthrough Or Invention	49 Brush With Temporal Anomaly	50 Medical Facility Posting		▲
	1	2	3	4	5	6	▲	

Examples of Career Event Focuses

1d100 (if roll exceeds 50, subtract 50)

	Command +1	Conn +1	Security +1	Engineering +1	Science +1	Medicine +1	Any Discipline +1	
Control +1	4 (p.120)	10 (p.121)	21 Guerilla Tactics, Strategic Defense, or Combat Maneuvers	18 (p.123)	22 Sensors, Cybernetics, or Nanotechnology	23 Mining, Impulse Engines, or Ground Vehicles	24 Observation, Interspecies Protocol, or Sociology	1
Daring +1	5 (p.120)	25 Gambling, Evasive Action, or Mathematics	1 (p.120); 14 (p.122)	26 Analysis, Helm Operations, or Communication Systems	27 Anthopology, Ethnomusicology, or Covert Operations	28 Holodecks, Mental Discipline, or Alcoholic Beverages	29 Debate, Fencing, or Boasting	2
Fitness +1	30 Music, Dance, Boxing, Cooking, or Singing	31 Logistics, Repairs and Maintenance, or Security Protocols	8 (p.121)	32 Meteorology, Atmospheric Flight, or Geology	33 Botany, Toxicology, or Physics	7 (p.121)	17 (p.123)	3
Insight +1	34 Caregiving, Dispute Resolution, or Genetics	35 Ethics, Bureaucracy, or Team Dynamics	36 Escape Techniques, Resilience, or Deception	37 Ecology, Oceanography, or Exo-Tectonics	15 (p.122)	2 (p.120); 11 (p.121)	38 Religion, Politics, or Industry	4
Presence +1	12 (p.122)	39 Writing, Public Relations, or Communication Systems	40 Cryptography, Explosives, or Espionage	41 Starship Design, Starship Propulsion, or Starship Recognition	3 (p.120)	42 Research, Psychotherapy, or Neuroscience	20 (p.123)	5
Reason +1	43 Teaching, Rhetoric, or Literature	13 (p.122)	44 Law, Criminology, or Interrogation	16 (p.122)	6 (p.120)	45 Psychiatry, Willpower, or Non-Corporeal Lifeforms	46 Low-Profile, Confrontation, or Distraction	6
Any Attribute +1	47 Acquisition, Mythology, or Xeno-Archaeology	9 (p.121)	48 Astrophysics, Astronavigation, or Spatial Phenomena	19 (p.123)	49 Temporal Mechanics, Parapsychology, or Particle Physics	50 Comparative Humanoid Anatomy, Surgery, or Virology		▲
	1	2	3	4	5	6	▲	