

EXPANDED CAREER EVENTS

for *Star Trek Adventures*

Roll 1d100, subtracting 50 if the roll is above 50.

D50 ROLL	CAREER EVENT – CORE RULEBOOK
1	Ship Destroyed
2	Death Of A Friend
3	Lauded By Another Culture
4	Negotiate A Treaty
5	Required To Take Command
6	Encounter With A Truly Alien Being
7	Serious Injury
8	Conflict With A Hostile Culture
9	Mentored
10	Transporter Accident
11	Dealing With A Plague
12	Betrayed Ideals For A Superior
13	Called Out A Superior
14	New Battle Strategy
15	Learns Unique Language
16	Discovers An Artefact
17	Special Commendation
18	Solved An Engineering Crisis
19	Breakthrough Or Invention
20	First Contact

D50 ROLL	EXPANDED CAREER EVENT
21	Advanced Tactical Training
22	Prototype Testing
23	Colonization Effort
24	Exchange Program
25	Lucky Streak
26	Learned From Significant Blunder
27	Cultural Observation Post
28	Struggle With Addiction
29	Rivalry
30	Off-Duty Endeavour
31	Starbase Posting
32	Planetary Posting
33	Left Behind
34	Family Crisis
35	Satisfactory Performance
36	Confinement
37	Terraforming Mission
38	Leave Of Absence
39	Media Exposure
40	Clandestine Operation
41	Fleet Yard Posting
42	Missing Memories
43	Teaching Opportunity
44	Legal Entanglement
45	Victim Of Mind Control
46	Not Fitting In
47	Meaningful Memento
48	Deep Space Assignment
49	Brush With Temporal Anomaly
50	Medical Facility Posting

21. ADVANCED TACTICAL TRAINING

The character took a specialized course in advanced tactical and intelligence techniques.

- Where was the course taught? Who recommended the character for the course?
- Did the character pass the course? How did the character rank in the various subjects?

ATTRIBUTE: The character's training improved their reflexes; increase Control by 1.

DISCIPLINE: The character's knowledge of advanced tactical techniques increases their Security by 1.

FOCUS: The character gains a focus, which should reflect the special training they received. Examples include: Guerilla Tactics, Strategic Defense, or Combat Maneuvers.

22. PROTOTYPE TESTING

The character was involved in the testing of a prototype device, a new treatment, or experimental starship.

- What was the device, treatment, or ship, and what made it unique or experimental?
- Was the project classified? Was the prototype scrapped or successful?

ATTRIBUTE: The character's time testing the prototype has improved their precision; increase Control by 1.

DISCIPLINE: The character has learned the scientific principles behind the prototype; increase Science by 1.

FOCUS: The character gains a focus, which should reflect something connected to the science and technology behind the prototype. Examples include: Sensors, Cybernetics, or Nanotechnology.

23. COLONIZATION EFFORT

The character was assigned to help colonist settle on a new planet, and likely has spent significant time on-site.

- What planet was colonized, and by whom? Were there any territorial disputes?
- What major issues did the colonists have to deal with? How did the character assist?

ATTRIBUTE: The character helped the colonists build and repair; increase Control by 1.

DISCIPLINE: Helping colonists cope with dangers and unknown toxins has increased the character's Medicine by 1.

FOCUS: The character gains a focus, reflecting a skill they contributed to or learned during the colonization effort. Examples include: Mining, Impulse Engines, or Ground Vehicles.

24. EXCHANGE PROGRAM

The character participated in an exchange program, which could range from an officer exchange program, an interspecies medical exchange, or a galactic cultural exchange program.

- What was the nature of the exchange? Where did the character go?
- Was the exchange an eye-opening experience, or a tense one? What lessons did the character come away with?

ATTRIBUTE: Experience in a new and challenging environment has taught the character self-discipline and a better understanding of their emotions; increase Control by 1.

DISCIPLINE: The exchange program has exposed the character to new perspectives and skills; increase any one Discipline by 1.

FOCUS: The character gains a focus, reflecting insights or skills he learned during the exchange program. Examples include: Observation, Interspecies Protocol, or Sociology.

25. LUCKY STREAK

The character had an extraordinary run of luck, which others have noticed.

- Was the character just lucky, or were there external reasons for the seeming good luck?
- What kind of lucky breaks did the character have? Did it affect how others saw them?

ATTRIBUTE: The character's luck has made them more confident and more willing to take risks; increase Daring by 1.

DISCIPLINE: The character has learned from several close calls, which has improved their ability at vehicle controls; increase Conn by 1.

FOCUS: The character gains a focus, reflecting how they pressed their luck, or their understanding of odds. Examples include: Gambling, Evasive Action, or Mathematics.

26. LEARNED FROM SIGNIFICANT BLUNDER

The character had committed a significant blunder during their career, one which people have not forgotten. To avoid committing the same error again, the character has taken proper precautions.

- What error did the character commit, and how bad was it? What were the consequences of that error?
- Did the blunder negatively affect the character's career? Who still holds a grudge against them?

ATTRIBUTE: After the blunder, the character has worked through their self-doubt, and begins to rely on gut instinct; increase Daring by 1.

DISCIPLINE: The character is more careful with technology now; increase Engineering by 1.

FOCUS: The character gains a focus, which should reflect how they try to avoid future blunders, or extra practice on a particular system. Examples include: Analysis, Helm Operations, or Communication Systems.

27. CULTURAL OBSERVATION POST

The character was assigned to a cultural observation mission, operating a 'duck blind'.

- What pre-warp civilization was the character observing?
- Did anything go wrong on the mission?

ATTRIBUTE: The character has learned to make quick decisions to avoid detection during the mission; increase Daring by 1.

DISCIPLINE: The character has spent much time with scientists at the outpost; increase Science by 1.

FOCUS: The character gains a focus, reflecting something they studied of the culture under observation, or skills they honed while operating the duck blind. Examples include: Anthropology, Ethnomusicology, or Covert Operations.

28. STRUGGLE WITH ADDICTION

The character struggled with a type of addiction, which could range from holo-addiction, to drugs, to alcohol, among others.

- What was the nature of the addiction? How did it affect the character's performance?
- What started the character's recovery? Did he rely on someone?

ATTRIBUTE: Time spent hiding the addiction, and the addiction itself, made the character more willing to take risks; increase Daring by 1.

DISCIPLINE: Dealing with the psychology and physiological basis of addiction has increased the character's knowledge of Medicine by 1.

FOCUS: The character gains a focus, reflecting coping mechanisms or expertise on the object of their addiction. Examples include: Holodecks, Mental Discipline, or Alcoholic Beverages.

29. RIVALRY

The character had a significant rivalry with someone.

- Who is the character's rival? What do they compete over?
- Was it friendly competition or cutthroat? Was the rivalry public or private?

ATTRIBUTE: The rivalry has improved the character's reaction time; increase Daring by 1.

DISCIPLINE: The character's rivalry could be in any arena; improve any one Discipline by 1.

FOCUS: The character gains a focus, reflecting the nature of the rivalry. Examples include: Debate, Fencing, or Boasting.

30. OFF-DUTY ENDEAVOUR

The character pursued an off-duty interest with great energy and talent, possibly taking part in competitions or organizing group activities locally.

- What is the endeavour that the character pursued off-duty?
- How good is the character at the activity? Has the character won accolades for the endeavour?

ATTRIBUTE: The character devoted many waking hours balancing duty and hobby; increase the character's Fitness by 1.

DISCIPLINE: The character has experience coaching others in the activity or organizing a group; increase Command by 1.

FOCUS: The character gains a focus, which should reflect the off-duty endeavour that they participate in. Examples include: Music, Dance, Boxing, Cooking, or Singing.

31. STARBASE POSTING

The character was assigned to a starbase or space station.

- Which starbase did the character work at? Were there any social or political issues that affected the starbase during the posting?
- What did the character do aboard the starbase? Who else was assigned there?

ATTRIBUTE: The work aboard a starbase is often tiring, but the character adapted by becoming more fit; increase Fitness by 1.

DISCIPLINE: The character had much practice with extra-vehicular operations or shuttlecraft piloting; increase Conn by 1.

FOCUS: The character gains a focus, reflecting skills they learned as starbase crew. Examples include: Logistics, Repairs and Maintenance, or Security Protocols.

32. PLANETARY POSTING

The character was assigned to a particular planet due to their expertise. Work could range from planetary security, to humanitarian aid, to reconstruction efforts.

- What planet did the character work on? What was the nature of the work?
- What was unique about the planet? What kind of interactions did the character have with the local population?

ATTRIBUTE: After adapting to a specific planet's gravity and day-night cycle, the character's Fitness increases by 1.

DISCIPLINE: Familiarity with the planet's technology has increased the character's Engineering by 1.

FOCUS: The character gains a focus, reflecting their knowledge of the planet they were assigned to, or skills they picked up while working on-planet. Examples include: Meteorology, Atmospheric Flight, or Geology.

33. LEFT BEHIND

The character (or their team) was left behind to fend for themselves.

- Why was the character left behind? Did they come back for the character?
- What were the threats the character had to face? How did the character survive on their own?

ATTRIBUTE: The character's physical exertions during this ordeal made them tougher; increase Fitness by 1.

DISCIPLINE: The character had to use their scientific knowledge to stay alive long enough to be rescued; increase Science by 1.

FOCUS: The character gains a focus, reflecting skills or knowledge they learned during or after the ordeal. Examples include: Botany, Toxicology, or Physics.

34. FAMILY CRISIS

A family crisis required the character to intervene.

- Which family member was in crisis? What was the nature of the distress?
- How did the character get along with members of his family during the crisis? Are there repercussions from the crisis that still linger?

ATTRIBUTE: Dealing with emotions arising from the family crisis has improved the character's Insight by 1.

DISCIPLINE: The character sought help from family, friends, or strangers, and learned to navigate bureaucracy during the crisis; increase Command by 1.

FOCUS: The character gains a focus, reflecting how they dealt with the crisis. Examples include: Caregiving, Dispute Resolution, or Genetics.

35. SATISFACTORY PERFORMANCE

The character worked hard to get a satisfactory performance review.

- Did the character just get by or did they shine? What area did they excel in?
- Who evaluated the character? What praise or criticisms did the character receive?

ATTRIBUTE: The character did a lot of self-reflection in order to get the satisfactory performance review; increase Insight by 1.

DISCIPLINE: The character studied procedures very thoroughly; increase Conn by 1.

FOCUS: The character gains a focus, reflecting the skills they used to obtain a satisfactory performance review. Examples include: Ethics, Bureaucracy, or Team Dynamics.

36. CONFINEMENT

The character was confined in a prison, asylum, or trap.

- Who captured the character, how, where, and why? Was it just incarceration or illegal confinement?
- How did the character fare under confinement? Did they escape or were they released?

ATTRIBUTE: Time spent during the incarceration allowed the character to think; increase Insight by 1.

DISCIPLINE: Knowledge of the security procedures surrounding the incarceration has improved the character's Security by 1.

FOCUS: The character gains a focus, reflecting skills they developed while incarcerated or in the process of escape. Examples include: Escape Techniques, Resilience, or Deception.

37. TERRAFORMING MISSION

The character was part of a terraforming mission, transforming an uninhabitable planet to one that can sustain life.

- Which planet was being terraformed? Where was it?
- Who was on the team? What did the character contribute?

ATTRIBUTE: Terraforming requires the green thumb of a gardener, the eye of a painter, and the soul of a poet; increase Insight by 1.

DISCIPLINE: Terraforming is a complicated process involving a lot of interacting technologies; increase Engineering by 1.

FOCUS: The character gains a focus, reflecting their terraforming specialty. Examples include: Ecology, Oceanography, or Exo-Tectonics.

38. LEAVE OF ABSENCE

The character had to ask time off from their regular duty to deal with a personal issue or pursue a special project.

- What prompted the character to go on leave? How long did the character ask for?
- What did they do while on leave? Why did the character return to their regular duty?

ATTRIBUTE: The character had to trust their gut instinct to take a leave, and learned many insights while on leave; increase Insight by 1.

DISCIPLINE: Many opportunities were open to the character during their leave; increase any one Discipline by 1.

FOCUS: The character gains a focus, which should reflect what they did on their leave. Examples include: Religion, Politics, or Industry.

39. MEDIA EXPOSURE

The character was featured in the media, either voluntarily or involuntarily.

- Why did the media focus on the character? Did the character gain fame or infamy from the media exposure?
- How has the media exposure affected how colleagues view the character?

ATTRIBUTE: Learning to be in the public eye increases the character's Presence by 1.

DISCIPLINE: The character learned about procedures governing how to speak to the media; increase Conn by 1.

FOCUS: The character gains a focus, which should reflect skills and systems they used during their time in the spotlight. Examples include: Writing, Public Relations, or Communication Systems.

40. CLANDESTINE OPERATION

The character was recruited for a top secret mission.

- What was the secret mission? Who helped with the mission?
- What went right or wrong on the mission? What happened after the mission?

ATTRIBUTE: The character was trained to deceive; increase Presence by 1.

DISCIPLINE: The character became skilled at infiltration methods; increase Security by 1.

FOCUS: The character gains a focus, reflecting a skill they developed on the covert mission. Examples include: Cryptography, Explosives, or Espionage.

41. FLEET YARD POSTING

The character was assigned to a shipyard, such as the Utopia Planitia Fleet Yards, the 40 Eridani A Starfleet Construction Yards, or the San Francisco Fleet Yards.

- Was the character involved with shipbuilding, or did they have other duties?
- Which ships did they help build or repair?

ATTRIBUTE: The character learned to get along with yard engineers; increase Presence by 1.

DISCIPLINE: With starship engineering happening all around the character, they picked up a few things; increase Engineering by 1.

FOCUS: The character gains a focus, reflecting a skill they honed while serving at the shipyard. Examples include: Starship Design, Starship Propulsion, or Starship Recognition.

42. MISSING MEMORIES

The character isn't sure why there are gaps in their memory.

- How much time is the character missing? What happened before and after the gaps in their memory?
- Did the character ever find out what caused the memory loss? Were they ever able to recover the memories?

ATTRIBUTE: The loss of memory had forced the character to be more diplomatic and cautious when speaking to others; increase Presence by 1.

DISCIPLINE: Attempts to understand the cause of the memory loss or to recover the missing memories through medical means has increased the character's Medicine by 1.

FOCUS: The character gains a focus, reflecting their attempt to recover their missing memories. Examples include: Research, Psychotherapy, or Neuroscience.

43. TEACHING OPPORTUNITY

The character received an opportunity to teach or coach publicly or privately, at a school, a conference, or elsewhere.

- Where did the character teach, and for how long? What subject did they teach?
- Who were the students? Did the students appreciate the character's efforts?

ATTRIBUTE: Teaching requires the character to know how to explain concepts; increase Reason by 1.

DISCIPLINE: Lecturing in front of students requires presence and projection; increase Command by 1.

FOCUS: The character gains a focus, reflecting their area of expertise or a skill useful in teaching. Examples include: Teaching, Rhetoric, or Literature.

44. LEGAL ENTANGLEMENT

The character became embroiled in a legal battle.

- Is this a criminal or civil matter? Who are the key players in the legal dispute?
- What was the final finding? Did the character agree with the judgment?

ATTRIBUTE: A greater understanding of the legal system increases the character's Reason by 1.

DISCIPLINE: Knowledge of laws and regulations increases the character's Security by 1.

FOCUS: The character gains a focus, reflecting a skill or area of knowledge they acquired during the legal proceedings. Examples include: Law, Criminology, or Interrogation.

45. VICTIM OF MIND CONTROL

The character's mind was altered against their will, either by a telepathic attack, possession by a creature or non-corporeal intelligence, or brainwashing.

- What took over the character's mind, and how? What was the character forced to do while mind-controlled?
- How did the character break free of the mind control? How did the character react to the things they did while mind-controlled?

ATTRIBUTE: The character tried to understand how their mind works, in an effort to prevent future incidents; increase Reason by 1.

DISCIPLINE: The character learned about psychology and biology in an effort to understand the mechanism behind the mind control; increase Medicine by 1.

FOCUS: The character gains a focus, reflecting their attempts to understand the phenomenon of mind control, the enemy responsible for the mind control, or how to prevent their minds from being taken over again. Examples include: Psychiatry, Willpower, or Non-Corporeal Lifeforms.

46. NOT FITTING IN

The character was assigned to a team or environment where they didn't fit in, resulting in friction in the group or being left out.

- Who didn't the character fit in with? Why didn't they fit in?
- What did the character do about not fitting in?

ATTRIBUTE: Isolated, the character spent more time with their own thoughts; increase Reason by 1.

DISCIPLINE: Isolation led the character to focus on their career instead of socialization; increase any one Discipline by 1.

FOCUS: The character gains a focus, reflecting a coping mechanism or annoying talent responsible for them not fitting in. Examples include: Low-Profile, Confrontation, or Distraction.

47. MEANINGFUL MEMENTO

The character acquired a unique item that defined a special moment in their life.

- What is the item? Was it a gift, a creation, or taken from somewhere?
- What does the item mean to the character? Is it of any value to anyone else?

ATTRIBUTE: The event that yielded the meaningful memento could be anything, and taught the character anything; increase any one Attribute by 1.

DISCIPLINE: The character had to negotiate to obtain or keep the item; increase Command by 1.

FOCUS: The character gains a focus, reflecting the method they obtained the memento, or an area of expertise related to the nature of the memento. Examples include: Acquisition, Mythology, or Xeno-Archaeology.

48. DEEP SPACE ASSIGNMENT

The character was on a deep space mission.

- What part of the galaxy did the character go? What ship were they on?
- Did the character's ship discover anything of note during the deep space assignment?

ATTRIBUTE: There are many opportunities on a deep space assignment; increase any one Attribute by 1.

DISCIPLINE: Space is dangerous, and the character has trained to keep safe; increase Security by 1.

FOCUS: The character gains a focus, reflecting a skill or area of knowledge they learned while in deep space. Examples include: Astrophysics, Astronavigation, or Spatial Phenomena.

49. BRUSH WITH TEMPORAL ANOMALY

The character had been caught in a temporal anomaly, or encountered someone or something that traveled through time.

- What was the temporal anomaly? Did it involve the future, the past, loops or paradoxes?
- Did the character change the timeline or break the Temporal Prime Directive? Did the Department of Temporal Investigations get involved?

ATTRIBUTE: The temporal anomaly might have changed the character in any number of ways; increase any one Attribute by 1.

DISCIPLINE: In order to understand the temporal anomaly, the character studied temporal mechanics; increase Science by 1.

FOCUS: The character gains a focus, reflecting their attempt to understand what the temporal anomaly was. Examples include: Temporal Mechanics, Parapsychology, or Particle Physics.

50. MEDICAL FACILITY POSTING

The character's assignment was to a medical facility or ship.

- Where was the medical facility? Did it specialize in a particular kind of medicine?
- What department was the character assigned to at the medical facility? Who were the patients?

ATTRIBUTE: Work at a medical facility could be varied; increase any one Attribute by 1.

DISCIPLINE: A medical facility is a perfect place to learn about the health sciences; increase Medicine by 1.

FOCUS: The character gains a focus, reflecting something they picked up while surrounded by medical staff. Examples include: Comparative Humanoid Anatomy, Surgery, or Virology.