

Classes: Archetypes & NPCs

Artist-The Artist is an entertainer whose message is often thickly veiled and often never correctly understood by anyone but the artist. Known to be real activists, and prone to random actions of various degrees of violence and political correctness. Many bizarre things have been done in the name of art.

Business-Explorer-The Explorer is a adventurous business man, constantly searching unexplored territory for new and profitable planets and lands. Finding one can bring almost unlimited profit. They often search for more than just planets, but also new races and cultures, and ruins of forgotten times.

Business-Privateer-The Privateer is his own businessman. He engages in any legal activity where he can make money, but that is so little money that the Mega-Corporations aren't competing against him. He dreams of making his business bigger, and one day either having made his own Mega-Corporation, or to be absorbed into one, either way for a lucrative profit.

Business-Proprietor-The Proprietor is the business man that operates his own store and trading company. He stays in a stationary place, and is the middle man between the traders and explorers and the corporations. It is not always a easy place to be. Pressures from the corporations can be very strong and lethal.

Business-Prospector-The Prospector is similar to the explorer, except that he specifically seeks valuable natural resources.

Business-Trader-The Trader is a business man. He seeks to establish trade with newly discovered planets and races, and to return with these goods for sale to merchants.

Colonist- The colonist is usually a jack-of-all-trades type that seeks the big chance to either start over, or to take control of their own destiny. They are typically very driven for success, and sign on with the colony, seeing it as a quick way to gain riches, power, and promotion.

Corporate Agent-A Corporate Agent is the middle man between the corporation and criminal activities or Black Operations. They will recruit specialists for missions against other corporations, or other enemies that are so criminal in nature that the corporation cannot use it's own troops and fleets. He is the liaison between the Mega-Corporations and the criminals and mercenaries that they

employ. If their actions are revealed, the Mega-Corporation will deny all connections to them.

Corporate Auditor-The Corporate Auditor is a corporate executive that is responsible for the good use of the corporation money. He investigates questionable pay outs and makes sure that they are well spent and that the money is getting the required results.

Corporate Official-A Corporate Executive is a corporate executive that is responsible for organizing the business affairs of the Mega-Corporation. They assign the personnel and moneys to white and gray operations. They are very powerful and important to the Mega-Corporations.

Corporate Project Manager-The Corporate Project Manager is a corporate executive that is given the responsibility that a project is organized, is on schedule, and that it get results. They are the corporate agents to the more legal of the Mega-Corporations operations, and is recognized by the company publicly.

Corporate Security Officer-The Corporate Security Officer is the corporate executive in charge of a detachment of security agents. They organized, and execute both white and gray operations.

Corporate Spy-A Corporate Spy is a agent that actively works for the benefit of his corporation, often infiltrating their rivals and either manipulating that rival's productivity, conduct sabotage, or simply stealing from them. This is done by breaking and entering or by identity forging or deep cover infiltration.



Engineer-Electronic-The Electronic Engineer is a master at building and repairing electronic devices of all sorts. This includes everything from computers, and robotic brains, to monitors and chips.

Engineer-Mechanical-The Mechanical Engineer is a master at building and repairing mechanical devices of all sorts. This includes everything from robotic arms, and pneumatic doors, to elevators and transmissions.

Engineer-Power Source-The Power Source Engineer is a master at building and repairing power sources of all sorts. This includes everything from fusion reactors, and gas engines, to warp engines, and hyperspace generators.

Engineer-Specialist-The Specialist Engineer is a master at building and repairing specific types of things. They are targeted to one specific field, like warp engines, computers, or robots, and are much more educated than the other more general engineers.



Engineer-Structural-The Structural Engineer is a master at building and repairing structures. This includes everything from Houses, and Vehicles, to Space Ship Hulls, and Space Stations frames.

Medic-Cybernetic Technician Surgeon-The Cybernetic Tech Surgeon is a medical professional who treats physical injuries and deformities of victim's cybernetics and the controlling tissue near it. The Cybernetic Tech Surgeon is a medical professional who specializes in the repair, installation, and maintenance of cybernetic devices.

Medic-Doctor-The Doctor is a medical professional who treats sicknesses and ills of the body, that are not immediately life threatening.

Medic-Medic Assistant-The Medical

Aid is a medical professional with minor medical capabilities, and are just aids to other medical professionals.

Medic-Technician-The Medic is a medical professional who can treats emergency situations, and attempts to stabilize the victim and bring them to a doctor or surgeon. Afterwards they care for the victim during the recovery stages.

Medic-Surgeon-The Surgeon is a medical professional who treats physical injuries and deformities of the body.

Laborer- The laborer performs any number of unskilled manual tasks.

Law-Body Guard-The Body Guard is a person that sells his services to protect a individual who thinks that they are at risk from being attacked or assaulted.

Law-Officer-The Officer is a Law Enforcement officer similar to our contemporary police officers. They however work for many different governing bodies. The Empire has it's own, as well as many planets and empires in the galaxy. Each Mega-Corporation has their own forces as well. The jurisdictions of these officers are currently not clearly defined and are definitely pursuing the interests of their governing bodies.

Law-Private Investigator-The Private Investigator is a person who sells his services to a individual who is interested in obtaining information about things that he cannot directly find out about or who does not want his name directly involved. The Private Investigator deals in all forms of surveillance and intelligence work to get his results.

Law-Security-The Security Specialist is a person who works specifically in the security field. They often protect Mega-Corporations or in anyplace where security is needed to protect their employer's secrets and possessions.

Manufacturer-The Manufacturer is a man that operates his own manufacturing plant or factory. He produces a product that the corporations don't, sometimes this product is revolutionary, or just below what the corporations consider profitable. It is hard and honest business, that often is leaned upon by the bigger corporations.

Operator-This is perhaps a very dull position to role-play, but yes even in the future there will be desk jockeys in the following fields, eternally chained to their desks, just process, shifting, and searching data from the following sources; **Computers, Console, Defenses, Electronics, Machinery, Power Sources, Robots, Security, Sensory, Weapons**

Pilot-Driver-The Land Captain is the pilot and or navigator of a land based vehicle.

Pilot-Pilot-The Air Captain is the pilot and or navigator of a atmospheric vehicle that does not have the ability to leave orbit or atmosphere of it's home planet under it's own power.

Pilot-Helmsman-The Sea Captain is the pilot and or navigator of a water based vehicle.

Pilot-Astro-Helmsman-The Space Captain is the pilot and or navigator of a space vehicle that has the ability to freely travel anyway in the galaxy under it's own power.

Pilot-Astro-Navigator-The Stellar Captain is the pilot and or navigator of a space vehicle that does not have the abilities to leave it's home system under it's own power.

Political-Espionage-A political spy, can you imagine anything more fun.

Political-Observer-Unlike the spy who practices underhand tactics, and the report who only answers to the media, the observer, is someone who works within the boundaries of the law, and officially reports what is observe back to his controller. A observer would say report of the activities in a cease-fire zone, or on a humanitarian crisis, making sure that the aid was properly delivered etc.

Political-Reporter-The Reporter is the media man who feels that they must bring the truth to the masses, and will go to incredible lengths to due just that. This often finds them in conflict with the corporations. Most meet unknown fates and disappear often.

Political-Spokesman-The spokesman is just a face, and voice, never saying anything that he has not been briefed on, speaking for the benefit of some organization. This is the public relations specialist.

Rogue-Assassin-A Assassin is a hired gun, that primary function is to eliminate targets of their employer. This primarily means killing someone, that is a rival or traitor to that employer's goals.

Rogue-Fencer-The Fencer is a criminal or rogue that arranges the purchase and selling of contraband, stolen goods, and stolen information.

Rogue-Fixer-The Fixer is a criminal or rogue that arranges the many criminals and rogues that are necessary to perform criminal or roguish activities, they are the organizers of this type of activities. They are often contacted by Mega-Corporations to perform secret activities for them, and prove to be quite profitable.

Rogue-Hack-A Hack is not to be confused with a hacker. A hack is someone who specializes, on entering locations, any place that you need a infiltration , they are the back door man. They specialize in breaking and entering, defeating security, and spectacular get-a-ways.

Rogue-Hacker-A Hacker is a computer hack. They break into computer and other information systems, for many different reason. This might include stealing information, sabotage, disinformation, curiosity, or anything else they might fancy as a reason.

Rogue-Mercenary-A Mercenary is a hired gun. Unlike a assassin, they are professional soldiers, who go where the pay takes them. They may be good or they may be evil, but they get paid, to fight, guard, and protect, whatever their employer tells them too.

Rogue-Nomad-The nomad is a hapless wanderer that moves about the planet and galaxy, seeking something they may never find. Endlessly they move on felling a empty void in their life that they may never fill, but continue in the hopes that they might. They often act and move about completely by their own whim, and develop many skills along the way. Nomads have always been a mystery, and often they undesirable become the strangest sort of heroes. They often have solitary lifestyles.

Rogue-Performer-The performer is a rogue that either acts, sings or in some way entertains others. Their are many performers in the galaxy and relatively few make it through to popularity, those who don't or as of yet have not made it, often find themselves resorting to other fields while trying to make it.

The performer is a entertainer, but truth teller in a different way. They speak out about basic injustices of life, and hope to bring about changes in this way. When they get specific, they will often anger the corporations by stirring up the emotions of the masses.

Rogue-Rogue-The Rogue is a multi-talented person who living is made from running that thin line between criminal and legal activities, often delving into one side or another temporarily for profit. In these time of degeneration of the Empire, the abundance of all rogues has increased, the line between legal and criminal is blurred into a large gray area, and the rogue are those that take advantage of this.

Rogue-Smuggler-The Blockade runner is one of those rogues who makes his profit by delivering secret cargo without it being inspected by the authorities whoever they might be. They live by three rules; never ask what you are carrying, avoid everyone between pickup and drop off, and always make the price high.

Rogue-Spy-The spy similar to a Hack, or a Political Spy, is employed by the highest bidder, similar to a mercenary. Their ethics are low, and the price is high.

Rogue-Thief-The thief is the darkest of all rogues, for he blatantly breaks the law every time that he steals. The rightful owners notwithstanding, the rogue is one of the most secretive of all rogues, and he makes quite a profit. He either steals what he wants or by contract, but his dealings with fences and fixers put him deep into the dark underground.

Specialist-Computer Specialist-The Computer specialist is a operator of computers.

Specialist-Robotic Specialist-The Robotic specialist is a operator of robots, androids and other artificial intelligence.

Specialist-Armor & Weaponry Specialist-The Armor and Weapons specialist is the manufacturer and repair person of the very same.

Military Organizations

Fire Team is 4 soldiers

Squad is 12 soldiers or 3 squads

Section is 2 or 3 squads

Platoon is 2 or 3 sections

Company is 2 or 3 platoons

Battalion is 2 or more companies

Regiment is 2 or more battalions

Group is 2 or more regiments

Brigade is 2 or more groups

Division is 2 or more brigades

Corps is 2 or more divisions

Foot Soldiers

Infantry, Scout, Spy, Official, Garrison, Engineer, Infiltrator, Heavy, Officer, Operative

Armored Troopers

Infantry, Scout, Garrison, Engineer, Heavy, Officer

Vehicles

Transport

Carry-All

Fighting Vehicles

Apc, Tank, Heavy Tank

WARMART

Warrior Drone LT Floater 2'

Warrior Drone MD Floater 4'

Warrior Drone HV Floater 6'

Warrior Droid LT Humanoid 8'

Warrior Droid MD Humanoid 12'

Warrior Droid HV Humanoid 16'

Soldier Droid A Humanlike 6' perfect replicant

Soldier Droid B Humanlike 6' mechanical

Walker Droid LT Humanoid 20'

Walker Droid MD Humanoid 25'

Walker Droid HV Humanoid 30'

Driver Drone LT

Driver Drone MD

Driver Drone HV

Flyer LT

Flyer MD

Flyer HV

Minimum Soldier Equipment

Armor (Helmet, Vest, Boots)

Clothing (Fatigues, Climate Clothes, Shades/Eyewear)

Weaponry (Assault Rifle, 10 Clips, 1 Pistol, 5 Clips,

Bayonet, Knife, 6 Grenades)

Equipment (Backpack, Rope, Fold Shovel, Blanket,

Tent/Hammock, Gas Mask, First Aid Kit, Rations,

Canteen)

Other (Equipment Harness, Field Radio, Light and Comm

Gear, Motion Tracker, Orbital Communicator, Personal

Date Transmitter, Portable Welder, Pulse Communicator)

Army Private

Army Soldier

Army Officer

Marine Private

Marine Soldier

Marine Officer

Militia Private

Militia Soldier

Militia Officer

Navy Private

Navy Soldier

Navy Officer