

Marteau Galactique – Human Characters

First start with human average statistics.

	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Int</u>
Human Average	4	3	3	3	3	1	3	1	7	7
Human Maximum	4	6	6	4	4	3	6	3	9	9

Psychic Level 4 is the maximum for Psykers

Roll 1D6 for each characteristic and use that value to change your statistics.

<u>1D6</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Int</u>
1	+0	-2	-2	-2	-1	+0	-2	+0	-3	-3
2	+0	-1	-1	-1	-1	+0	-1	+0	-2	-2
3	+0	+0	+0	+0	+0	+0	+0	+0	-1	-1
4	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
5	+0	+1	+1	+1	+1	+0	+1	+0	+0	+0
6	+0	+2	+2	+2	+1	+1	+2	+1	+1	+1

Roll 1D6 for career

- | | | |
|---|------------|---|
| 1 | Adventurer | Choose +1 any characteristic for each career promotion |
| 2 | Priest | Choose +1 T or +1 Psychic Mastery Level for each career promotion |
| 3 | Soldier | Choose +1 I or +1 S for each career promotion |
| 4 | Merchant | Choose +1 Ld or +1 Int for each career promotion |
| 5 | Navyborg | Choose +1 I or +1 Psychic Mastery Level for each career promotion |
| 6 | Tekno | Choose +1 Int or +1 S for each career promotion |

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All characters start at the age of 18 years.

Enter first 4-year trade school. Roll 4D6.

For every 4+ you get one career point.

Except for the Adventurer: For every 4+ you get one career point, but for every natural 1, you cease to exist.

If you have 3 career points then you get a promotion. Otherwise you have to attend another 4 years of your trade school.

If you do not want to attend another 4 years of school, you can leave trade school and start adventuring.

If you keep attending trade school, then when you get 6 career points, you are promoted to Level 2.

When you get 9 career points, you are promoted to Level 3, which is the highest level attainable for the basic game.

<u>Rank</u>	<u>Priest</u>	<u>Soldier</u>	<u>Merchant</u>	<u>Navyborg</u>	<u>Tekno</u>
1	Novice	Soldier	Clerk	Sailor	Apprentice
2	Adept	Sergeant	Broker	Master	Repairer
3	Acolyte	Lieutenant	Seller	Ensign	Technician

Adventurer – has the ability to drive certain vehicles and animals

1	When this rank is obtained the character receives a pack animal or a canoe (choice). This rank allows the character to drive any NT 1 conveyance.
2	When this rank is obtained the character receives an animal cart or a sailing boat (choice). This rank allows the character to drive any NT 2 conveyance.
3	When this rank is obtained the character receives a motor vehicle, a motor boat, or a small airplane (choice). This rank allows the character to drive any NT 3 conveyance.

Marteau Galactique – Human Characters

Priest – Psyker and Medic

Novice	When this rank is obtained the character receives a medi-pack and 1 choice of the 6 psychic powers from the main rulebook.
Adept	When this rank is obtained the character receives another choice of the 6 psychic powers from the main rulebook.
Acolyte	When this rank is obtained the character receives another choice of the 6 psychic powers from the main rulebook.

Soldier

Soldier	When this rank is obtained the character receives a choice of any hand-to-hand weapon or pistol.
Sergeant	When this rank is obtained the character receives a choice of any basic weapon.
Lieutenant	When this rank is obtained the character receives a choice of a small vehicle.

Merchant

Clerk	When this rank is obtained the character receives a tonne of random commodities at a planet of choice.
Broker	When this rank is obtained the character receives a cargo shuttle at a planet of choice.
Seller	When this rank is obtained the character receives a part ownership in an Orbital Dock at a planet of choice. This includes an office and warehouse space there.

Marteau Galactique – Human Characters

Navyborg – Cyborg Pilots

Sailor	When this rank is obtained the character receives a Prosthesis Weapon of choice.
Master	When this rank is obtained the character receives a robot of the character's choosing.
Ensign	When this rank is obtained the character receives a Chasseur ship.

Tekno – The brains behind the operation

Apprentice	When this rank is obtained the character receives a Scanner.
Repairer	When this rank is obtained the character receives a NT 5 Bubble.
Technician	When this rank is obtained the character receives a NT 6 Antigra.