

Smuggler



Though they spend most of their lives struggling to avoid Imperial entanglements, keeping their ships flying, dodging blaster fire, and having enough to eat. Smugglers are often seen as the freest beings in the galaxy. They travel the hyperspace lanes, system to system, planet to planet, bringing what people want and need (and cannot get through legitimate means)

Development cost:

Combat skills:	2/5, 3/5, 3/8, 3/8, 6	
Body develop:	2/5	
Astrogation	1/3	Piloting (planetary) 2/5
Athletics	2/5	Piloting (space) 1/3
Charm	2/4	Resilience 3/6
Coercion	2/5	Skulduggery 1/3
Computers	2/6	Stealth 2/4
Cool	2/6	Streetwise 1/4
Coordination	1/4	Survival 2/4
Deception	1/3	Vigilance 1/3
Discipline	3/6	Core Worlds 2/6
Leadership	3/6	Education 3/8
Mechanics	2/4	Lore 2/6
Medicine	3/8	Outer Rim 1/4
Negotiation	2/5	Underworld 1/3
Perception	1/4	Xenology 3/8

Level bonuses:

Combat skills:	+2
Core skills:	+2
Support skills	+1

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.

Trooper



Drawn from many homeworlds and species, troopers are front-line soldiers who are most at home in direct contact with the enemy. They defended leaders on countless worlds and during many operations changing weapons and tactics to meet each challenge.

Development cost:

Combat skills:	1/4, 1/5, 1/5, 2/6, 2/6	
Body develop:	1/3	
Astrogation	3/8	Piloting (planetary) 3/8
Athletics	1/4	Piloting (space) 3/8
Charm	3/8	Resilience 1/3
Coercion	2/4	Skulduggery 3/8
Computers	3/8	Stealth 1/4
Cool	2/4	Streetwise 3/8
Coordination	1/3	Survival 1/4
Deception	2/6	Vigilance 1/3
Discipline	1/3	Core Worlds 2/6
Leadership	1/3	Education 3/8
Mechanics	2/5	Lore 3/8
Medicine	1/4	Outer Rim 2/6
Negotiation	2/5	Underworld 2/6
Perception	2/4	Xenology 3/8
Level bonuses:		
Combat skills:	+3	
Core skills:	+1	
Support skills	+1	

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.

Bounty Hunter



The name says it all this is a hunter who seeks to collect bounties for his work. Bounty Hunters tend to be feared, reviled, looked down upon-and in great demand throughout the galaxy They are expert trackers, brutal combatants, and effective investigators They tend to prefer skulduggery, stealth, and traps over frontal assaults, but the most respected Bounty Hunters will do whatever it takes to catch their quarries and collect their fees.

Development cost:

Combat skills:	2/5, 2/5, 3/8, 3/8, 6	
Body develop:	2/5	
Astrogation	1/3	Piloting (planetary) 2/4
Athletics	2/5	Piloting (space) 1/4
Charm	3/8	Resilience 3/6
Coercion	1/3	Skulduggery 1/4
Computers	1/3	Stealth 1/3
Cool	2/5	Streetwise 2/5
Coordination	2/6	Survival 3/6
Deception	2/4	Vigilance 2/5
Discipline	1/4	Core Worlds 2/6
Leadership	3/6	Education 3/8
Mechanics	2/4	Lore 3/8
Medicine	3/8	Outer Rim 2/5
Negotiation	2/4	Underworld 1/4
Perception	1/3	Xenology 3/6

Level bonuses:

Combat skills:	+2
Core skills:	+2
Support skills	+1

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.

Scavenger



Scavengers salvage reusable or recyclable parts, components, weapons and materials from crashed ships, trash containers or abandoned installations to sell or for personal consumption. There are millions of scavengers galaxywide, predominantly in the Outer Rim, but after the war increasingly in industrial planets as well.

Development cost:

Combat skills:	1/5, 2/6, 2/6, 3/8, 3/8		
Body develop:	2/5		
Astrogation	3/8	Piloting (planetary)	1/3
Athletics	1/3	Piloting (space)	3/8
Charm	2/5	Resilience	2/4
Coercion	2/5	Skulduggery	1/3
Computers	1/3	Stealth	2/6
Cool	2/4	Streetwise	1/3
Coordination	2/4	Survival	2/6
Deception	3/6	Vigilance	2/6
Discipline	2/4	Core Worlds	3/8
Leadership	3/8	Education	2/6
Mechanics	1/3	Lore	2/6
Medicine	2/6	Outer Rim	1/4
Negotiation	1/4	Underworld	3/6
Perception	1/4	Xenology	2/6
Level bonuses:			
Combat skills:	+3		
Core skills:	+1		
Support skills	+1		

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.

Explorer



There's finding a planet, and then there's going down to the planet and seeing what's what. Explorer is the professional for the task, trained to survey and survive, gathering all of the information he can while keeping his head attached to his body. While bravery in combat is one thing, there can be no denying the fearlessness of anyone willing to touch down on a completely unknown planet and trudge about with only scanners and his wits to discover its secrets.

Development cost:

Combat skills:	2/6, 2/6, 3/8, 3/8, 8	
Body develop:	2/5	
Astrogation	1/3	Piloting (planetar) 1/3
Athletics	1/4	Piloting (space) 1/3
Charm	3/8	Resilience 1/3
Coercion	3/8	Skulduggery 3/6
Computers	2/6	Stealth 2/4
Cool	2/4	Streetwise 3/6
Coordination	1/4	Survival 1/3
Deception	3/8	Vigilance 2/4
Discipline	1/4	Core Worlds 3/8
Leadership	2/5	Education 3/8
Mechanics	2/6	Lore 3/8
Medicine	1/4	Outer Rim 1/4
Negotiation	2/6	Underworld 3/8
Perception	2/4	Xenology 1/4

Level bonuses:

Combat skills:	+3
Core skills:	+1
Support skills	+1

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.

Ass. Droid (JP special)



"I enjoy a good torture before breakfast. which is funny, because droids do not require nutrition."

"I spy with my little droid eye a red dot in your forehead."

"STOP! It's murder time! just joking. every time is murder time."

Development cost:

Combat skills:	1/5, 1/5, 2/5, 2/6, 2/6	
Body develop:	2/5	
Astrogation	1/3	Piloting (planetary) 2/4
Athletics	3/8	Piloting (space) 3/8
Charm	3/8	Resilience 2/5
Coercion	1/3	Skulduggery 2/5
Computers	2/4	Stealth 3/8
Cool	2/5	Streetwise 2/5
Coordination	2/5	Survival 3/8
Deception	2/4	Vigilance 1/3
Discipline	1/3	Core Worlds 2/6
Leadership	3/8	Education 3/8
Mechanics	3/8	Lore 3/8
Medicine	3/8	Outer Rim 2/5
Negotiation	3/8	Underworld 1/4
Perception	2/4	Xenology 3/6

Level bonuses:

Combat skills:	+3
Core skills:	+1
Support skills	+1

Huom:

Rolemaster säännöillä hahmoja luotaessa combat skillit, core skillit ja 4 pelaajan itse valitsemaa skilliä lasketaan ensisijaisiksi, kaikki loput toissijaisiksi skilleiksi. Ei käytännössä vaikuta kuin hahmonluontiin.