

Occupations of the Astral Vanguard

Essential Skills

Regardless of occupation, all [Astral Vanguard](#) characters must have the following skills:

Fighting/Physical

The character is proficient in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles and light explosives such as grenades. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces.

Technology Operation

The character has had extensive courses in the use of NI systems aboard the [Organoid](#) craft employed by the [Astral Vanguard](#), and understands how to properly utilize his own [entry ports](#) to interface with compatible systems. The use of standard-issue electronic devices and conventional computers have also been a part of his education.

Communications

The character is capable of using all standard communications found in the [Iromakuanhe Astral Commonwealth](#), in particular those employed by the [Astral Vanguard](#). This includes laser, radio and MASC-enhanced variations in various formats and media. He is fluent in Saalsari and Haidasari, and can speak, read and write it correctly. He can communicate clearly even while under fire or in other unnerving situations.

Medical

The character is capable of basic medical techniques, including everything up to first aid, emergency care such as CPR or the Heimlich maneuver and the administering of preprepared medicine, such as painkillers or stimulants.

Enlisted and Warrant Officer

Combat

Frame Runner

Frame Runners are the skilled crewmen that sortie in highly mobile and extensively armed extra-orbital vehicles known as powered frames. Their role aboard a starship and general field deployment methodology are similar to those of fighter pilots, though they are generally suggested to find additional work outside of combat scenarios.

Prerequisite Skills:

Vehicles

The character has advanced comprehension and practical ability in the piloting of a Powered Frame unit, capable of flying under most conditions and operating all of the onboard weaponry safely and efficiently in combat scenarios. He can make complex battlefield maneuvers while under high stress (combat, etc) and adjust his movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). He understands the basic functionality of his machine and can make basic repairs to certain subsystems.

Leadership

The character has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit.

General Infantry

General infantry are the backbone of the [Astral Vanguard's](#) armed forces, and the last line of defense on a starship when Frame Runners and point defense weapons are unable to keep the enemy at bay. They have harder physical training regiments than Runners, but tend to see less action. Outside of the front lines, or on starships, general infantry serve as security on all Vanguard installations.

Prerequisite Skills:

Fighting/Physical

(Replaces standard Fighting/Physical skill.)

The character has been extensively trained in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles, anti-tank weaponry and all types of explosives, including grenades. He should pass basic qualifications as a marksman with rifles at 150 meters and with pistols at 20 meters. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Leadership

The character has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit. He is also well-versed in marine boarding tactics for ship-to-ship combat, as well as urban and guerrilla warfare for ground assaults.

Technical Staff

Mechanist/Field Mechanist

Mechanists are the dedicated maintenance crew aboard all [Astral Vanguard](#) starships, responsible for keeping all essential hardware aboard the ship at peak performance. Due to the unique circumstances with Iromakuanhe technology, they are required to understand both conventional and organic systems design, and the philosophy behind the maintenance of both. It is not unusual for Frame Runners and General Infantry to double up as Mechanists, and vice-versa, to have further use in the field. These crewmen are known as Field Mechanists.

Prerequisite Skills:

Maintenance and Repair

The character has an understanding of the technologies employed by the Astral Vanguard, and is well versed in the techniques behind their repairs. He understands the separate methods behind doing those repairs on both organoid and conventional technologies. He can spot certain obvious weaknesses on most craft, and find some others with a proper blueprint and time to study it.

Engineering

The character can devise new ways of implementing old technologies to suit the current needs both before missions and in outside of combat. He can also retrofit older equipment with newer or more appropriate hardware should the situation demand it.

Physician/Field Physician

Physicians are essential specialized crew both inside and outside of combat, who must monitor the crew and their environment to ensure the wellbeing of both. They have extensive knowledge of medicine and biology, especially in relation to Iromakuanhe and the many species native to the [Iruotl System](#). They are generally of equivalent training to a M.D., though the conditions under which they work often demand working knowledge of surgery and pharmaceuticals to face the many medical situations created by the battlefield. It is not unusual for Frame Runners and General Infantry to double up Physicians, and vice-versa, to have further use in the field. These crewmen are known as Field Physicians.

Prerequisite Skills:

Medical/Biology

(Replaces basic Medical skill.)

The character is well versed in all aspects of [Iromakuanhe](#) physiology, as well as that of the species native to their home system. He has working knowledge of emergency care, surgical techniques and pharmaceuticals, and is capable of diagnosing a known illness, or figuring out ways to reduce the symptoms of an unknown one by observation. The character is familiar with taxonomy, xenobiology and pathology, and can classify new species and diseases based on the traits of pre-existing ones.

Humanities

The character has good bedside manner, and understands some of the more important points of the human psyche. He can work as a personal adviser when it is needed, and knows how to inform patients and their associates of medical conditions in a sympathetic, professional manner.

Support

Caregiver

Caregivers are the essential support crew that keep the crew fed, comfortable and in high spirits, in the

hopes of alleviating the boredom of long patrols and drain of prologued battles. They have skill in domestic and culinary affairs, and are usually trained in counseling, to assist other troops with work-related and personal problems.

Prerequisite Skills:

Domestic

The character is capable of functioning in various domestic positions, including laundry, tailoring and cleaning. They are capable of some fairly advanced cooking techniques and can experiment with various ingredients to make palatable dishes. They can easily prepare and serve dozens of field rations kits to a full wing or platoon at once.

Quartermaster

Quartermasters are soldiers that are trained specifically to keep supplies and personnel under control. They manage pay for the enlisted, weapons and ammunition inventories, vehicle complements, medical and food supplies and all other important earthly matters. Quartermasters are generally Support or Technical crew that have taken additional courses to work in this role, and must be of rank [Senbalri](#) or higher.

Prerequisite Skills:

Knowledge [Logistics]

The character must have knowledge of the common goods found on [Astral Vanguard](#) starships and installations, including weaponry, medical supplies, ammunition, food and vehicles. They must know how to manage supplies, forward requests from crewmen to the proper logistics divisions and keep track of pay for enlisted and warrant officers.

Starship Operations Crew

Starship Operator

Starship operators are the dedicated helmsmen of the [Astral Vanguard](#)'s starships, and are directly responsible for some of the most important aspects of combat. While frame runners will be dispatched to intercept, and infantry will fend off boarders, it is the starship operator that must control all the key systems aboard the starship, especially those relevant to movement.

Prerequisite Skills:

Starship Operations [Piloting]

The character is skilled in the operation of neural interface and analogue control systems in the context of starships of the corvette, or larger class. He has a general knowledge of most of the subsystems at work in his vessel, and a developed sense of navigation, spatial sense and maneuvering, in the case of both fleet and ship to ship combat. He understands how to use functions essential to his position, such as autopilot, navigational charts and fleet coordination.

Adjutant Operator

Adjutant operators are the bridge crew in charge of a particular subsystem or task, including weapons, shielding and the distribution missions operation data. They tend to specialize in their specific tasks, and carry individual designations depending on their exact role. For example, a communications operator would present themselves as: "Adjutant Operator, Communications".

Prerequisite Skills:

Starship Operations [Various]

The character is required to know how to use their specialized subsystem. Whether a weapons, communications or electronic warfare operator, they must have working knowledge of the system they are working on.

Missions Operator

Missions Operators are enlisted and warrant officer-level CiC specialists who are stationed aboard the various vessels, bases and orbital facilities of the Vanguard, compiling data being sent to them by their fellow Adjutants Operators and sending it to their Intelligence Officers for interpretation. In the battlefield, they are generally delegated a single platoon or wing from their superiors and charged with keeping them informed of mission objectives and the changing conditions of their operational zone. In short, a Missions Operator is the direct line of communications between a combat division and their staging area during sorties.

Prerequisite Skills:

Knowledge [Intelligence]

The character is skilled at making accurate but brief descriptions of needed information for their associated unit, responding to requests for information and making sure that both his staging area (starship, base) and units in the field are informed of eachother's status at all times. The character may

also be able to make forecasts of enemy behavior based on data from the field, but not with the accuracy of a well-trained officer.

Officers

General Combatant Officer

General Combatant Officers, or CGOs, are the junior officers in the [Astral Vanguard](#) who fill out the middle echelons of the military command structure. Traditionally, Naval Officers are not selected with prior experience, while Frame and Infantry Officers are typically a mix of experienced former enlisted and promising young officers.

Frame Officer

Frame Officers fill out the niches of 'squadron commander', 'frame ace' and battlefield tactician and strategist, a designated commander of the Astral Vanguard's aerospace cavalry. While the command of individual wings is up to senior enlisted and warrant officers, squadrons fall under the command of a Frame Officer.

Prerequisite Skills:

Leadership/Tactics

(Replaces standard Leadership.)

The character has received extensive training in command and leadership, has an advanced grasp of space and aerial tactics for powered frame squadrons. He is capable of making important tactical decisions on the fly and follow current stratagems to the degree the situation demands and allows. At all times, he is able to maintain the chain of command in his unit, and make sure that every member is informed, ready and willing.

Infantry Officer

Infantry Officers are hardened ground warfare specialists who have extensive knowledge of the planetary battlefield, who lead entire battalions of VAHIN-armored troopers into battle. Typically, these infantrymen lead large units from the back, and act as squad commanders to their own elite honor guard.

Prerequisite Skills:

Leadership/Tactics

(Replaces standard Leadership.)

The character has received extensive training in command and leadership, has an advanced grasp of planetary combat tactics, in environmental conditions such as urban, wooded and mountainous areas. He is capable of making important tactical decisions on the fly and follow current stratagems to the degree the situation demands and allows. At all times, he is able to maintain the chain of command in his unit, and make sure that every member is informed, ready and willing.

Naval Officer

A Naval Officer is the commander of an [Astral Vanguard](#) starship, its crew, digital construct and any infantry or frame runners, in the absence of an equivalent or superior ranked corps-specific GCO. He is in charge of the general day to day operations of his ship, and for deciding on tactics in direct ship-to-ship engagements. When there is a fleet or squadron commander onboard, the ranked Naval Officer takes the role of Executive Officer.

Prerequisite Skills:

Leadership/Tactics

The character is has received extensive training in command and leadership, and has an advanced grasp of standard starship maneuvers and tactics in space and atmospheric conditions. He is capable of making important tactical decisions on the fly, and follow current stratagems to the degree the situation demands and allows. He is able to keep his crew together at all times, keeping fighting effectiveness and composure among his subordinates within workable levels and maintaining a clearly defined chain of command.

Command Officer

Flag Officer

Flag Officers are high-ranked commissioned officers tasked with commanding battlegroups and are the only members of the standard military with have to 'fly the flag', in effect representing the Commonwealth in diplomatic actions with foreign powers and responsible for maintaining its sovereignty and dignity in all situations. Flag Officers are for this reason only picked from experienced, distinguished General Combatant Officers of excellent skill, charisma and unwavering loyalty.

Prerequisite Skills:

Leadership/Tactics

The character is has received extensive training in command and leadership, and has an advanced grasp of standard starship maneuvers and tactics in space and atmospheric conditions. He is capable of making important tactical decisions on the fly, and follow current stratagems to the degree the situation demands and allows. He is able to keep his crew together at all times, keeping fighting effectiveness and composure among his subordinates within workable levels and maintaining a clearly defined chain of command.

Humanities [History/Law]

The character has a working knowledge of civilian and military law in the [Iromakuanhe Astral Commonwealth](#). Although he has not memorized the nuances in the wording, he understands its spirit and the clear purpose that the law itself serves. As he may be called on to represent his home nation, the character is also well-versed in the history of the Iromakuanhe race and the geopolitical spectrum in the Commonwealth.

Knowledge [Strategy]

The character has an advanced knowledge of strategy in the scope of large campaigns and long-term engagements. Distinct from the tactical mettle of officers working in the field, the character is trained to control the variables of combat such as location and environment, while ultimately deciding whether battles are fought or not, itself rather than simply deciding on 'how' battles are fought. Because of this advanced degree of comprehension, the character is also capable of understanding the consequences of his actions in the grander scope of his nation's political agenda.

Technical Officer

Master Mechanist

Master Mechanists are experts in Iromakuanhe technology in all its forms, who after spending a minimal 5 year term in active duty, have passed officer's qualifications examinations and elected to take officer's training and engineering logistics courses. As well as carrying out their normal duties, a Master Mechanist is responsible for keeping the ship intact and hospitable to the crew, and makes sure that every vehicle and piece of equipment is operating at peak performance. Junior Mechanists may look to him as a source of leadership, expertise when they

Prerequisite Skills:

Master Physician

Master Physicians are experienced medical professionals who have spent a minimum 5 year term in active duty, and after passing an officer's qualification test, have elected to take officer's training and medical logistics courses. As well as carrying out their medical duties, a Master Physician is responsible for the welfare of the crew as a whole, and acts as an anchor that subordinate Physicians can rely on. The title of MP can be likened to that of Medical Officer, with the ranked member being the ships' Chief Medical Officer.

Prerequisite Skills:

Starship Operations Officer

Advanced Occupations

Special Operations

Special Operations characters are exclusive to veteran players, and require GM consent to create.

VIA Field Operative

For more information, see: [Vanguard Intelligence Agency](#).

VIA, or the Vanguard Intelligence Agency, is an intelligence division in the [Iromakuanhe](#) military that is charged with rooting out corruption and security threats inside of the government, gathering intelligence and carrying out black-op missions. Outside of certain facilities, they tend to operate in small cells of two or three and maintain a large degree of independence.

Prerequisite Skills:

Fighting/Physical

(Replaces standard Fighting/Physical skill.)

The character has been extensively trained in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles, anti-tank weaponry and all types of explosives, including grenades. He should pass basic qualifications as a marksman with rifles at 200 meters and with pistols at 25 meters. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Technology Operation

(Replaces standard Technology Operation skill.)

The character has had extensive courses in the use of NI systems aboard the [Organoid](#) craft employed by the [Astral Vanguard](#), and understands how to properly utilize his own [entry ports](#) to interface with compatible systems. The use of standard-issue electronic devices and conventional computers have also been a part of his education. He is proficient at finding and accessing large amounts of relevant information. He is an adept hacker and information technology specialist, able to defeat common firewalls and safeguards and can render the same exceedingly difficult for others. His knowledge of software and digital virii is all the way up to a basic understanding of advanced polymorphic viruses.

Vehicles

The character has advanced comprehension and practical ability in the piloting of a Powered Frame unit, capable of flying under most conditions and operating all of the onboard weaponry safely and efficiently in combat scenarios. He can make complex battlefield maneuvers while under high stress (combat, etc) and adjust his movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). He understands the basic functionality of his machine and can make basic repairs to certain subsystems. More than just well trained in their use, he has sufficient ability that it would almost seem that his abilities were ingrained on an instinctual level.

Leadership

The character has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit. He is also well-versed in marine boarding tactics for ship-to-ship combat, as well as urban and guerrilla warfare for ground assaults.

Temple Guard

For information, see: [Temple Guard](#)

Prerequisite Skills:

Fighting/Physical

(Replaces standard Fighting/Physical skill.)

The temple guard are elite among the elite compared to standard infantry, and their training regiments reflect this. They are trained extensively in the use of traditional melee devices such as blades, polearms and shields, and receive the same firearms training as elite VIA agents. Because they are often trusted with the safety of diplomats and religious figures, they are also trained to place themselves in the way of a potentially lethal attack and have the reflexes to do so effectively. They are trained to exceed the basic marksman qualifications, and can place accurate shots with rifles at 200 meters and with pistols at 25 meters. Temple guard are always in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Vehicles

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Humanities/Knowledge

More than just a warrior, Temple Guard must hold the values of the [The Dreamer Vigil](#) close to heart. They have extensive knowledge of the religious texts of the Iromakuanhe and know how to apply it to increase morale, in ways ranging from battle chants to inspirational tales from the ancient histories of the Iromakuanhe, and their ancestors, the Saal. They can act as leaders in ceremonies, meditation and perform a variety of blessings, if only for purely spiritual reasons, however, their "laying on hands" is considerably more effective due to the empathic nature of their species.

Diplomatic

Envoy

Political envoys are diplomats trained by the Astral Vanguard to accompany [Flag Officers](#) and goodwill missions, acting as counsel to officers as needed. During first encounter scenarios, it is the Envoys that are dispatched first to observe and interact with the unknown and report their findings to command. Typically of high officer rank, they answer only to the [Iromakuanhe Conclave](#) and the upper echelons of Astral Vanguard command.

Prerequisite Skills:

Humanities

The character is proficient in protocol and etiquette for proper diplomatic engagements, and is a good negotiator. When dealing with a race for the first time, the character should be able to pick on and follow local customs to avoid causing embarrassments on their part.

Communications

(Added to standard Communications skill.)

The character is proficient in the Nepleslian, also known as Trade. Although considered a dead language in the Commonwealth, its status as the lingua franca in most surrounding nations makes it essential in diplomacy.

Solan Starworks Liaison

Supporting soldiers from the back lines are not only experienced starship crews and skilled technicians, but scientific personnel of civilian origins who function as official liaisons to their parent company. As a necessary consequence of their continued partnership with the Astral Vanguard, [Solan](#) regularly sends junior scientists and administrators to be trained as soldiers, functioning as liaisons between their parent corporation and the government. While providing garrisons and starship crews with their expertise and promote new technologies that have been developed, they also gather data and intelligence for Solan, ensuring that their company and their home nation retains the technological edge in future conflicts.

Prerequisite Skills:

Knowledge [Products and Technologies]

The character is well versed with the technologies of his parent corporation, and extremely knowledgeable about those of his particular division. This does not necessarily equate knowledge of advanced scientific theories, but an empirical understanding of the subject matter. This is greatly complemented by a diploma in any of the sciences as a whole, if applicable.

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