

FACTOR A NEW CAREER FOR USE WITH CLASSIC TRAVELLER
BY
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A factor is an individual who represents a megacorp or noble in everything from brokerage to negotiation to industrial espionage. He is a hands-on troubleshooter, trade negotiator, and business agent.

These are the people who travel the worlds of a subsector, learning the intricacies of the economies of each world, and studying what the markets have to offer.

These are the people who act with the authority of their patron, directing trade, deploying resources, all to the profit of their employer.

These are the people who sanction trade wars, industrial espionage, even small scale wars, in order to advance their patron's interests.

They are troubleshooters, merchants, diplomats...

and they all have to start out somewhere.

Enlistment	8+
DM of +1 if End	7+
DM of +2 if Int	8+
Draft	6
Survival	6+
DM of +2 if	End 7+
Commission	10+
DM of +1 if	Intel 9+
Promotion	-
DM of +1 if	-
Reenlist	5+

Service Skills:

streetwise 1 automatically

broker 1 upon receipt of a commission

A factor receives 2 skill rolls per term.

Acquired Skills Table

Personal Development

1	+1 Str
2	+1 Dex
3	+1 End
4	Gambling
5	+1 Int
6	+1 Edu

Service Skills

1	Vehicle
2	Gambling
3	Brawling
4	Bribery
5	Blade Cbt
6	Gun Cbt

Advanced Education Table

1	Streetwise
2	Mechanical
3	Electronics
4	Forgery
5	Admin
6	Jack-o-T

Advanced Education Table 8+ Edu only

1	Medical
2	Admin
3	Broker
4	Computer
5	Leader
6	Jack-o-T

Mustering Out Table

Benefits Table

1	Low Psg
2	+2 Int
3	+2 Edu
4	Blade
5	Gun
6	Travelers'/ship (referee's choice)
7	+2 Soc/Patron's Letter(refs-choice)

Cash Table

1	20000
2	20000
3	30000
4	30000
5	50000
6	50000
7	100000

Note, a factor who receives a commission can take a +1 DM on the Benefits Table.

By The Oz:

"Patron's Letter - This would be like an "Imperial Warrant" but on a lesser scale; the Letter would signify that the PC (and it would have the PC's name on it) has the full confidence of the Patron and is empowered to make agreements that would be binding on that Patron. Such a Letter wouldn't give the same command authority as an Imperial Warrant but it would make a nice adventure hook."

Merchant Explorer (type Ms): Using a 200-ton hull, the merchant explorer is a vessel designed for the investigation of relatively unknown or previously unexplored worlds with the intention of establishing new trade routes and discovering potentially valuable resources, goods and technology. It is intended to operate singly or as part of a group of up to four vessels, but the most common deployment is in pairs. The vessel mounts jump drive-B, manoeuvre drive-B and power plant-B, giving performance of jump-2 and 2-G acceleration. There is fuel tankage of 60 tons, sufficient for the power plant and one jump-2. Adjacent to the bridge is a computer model/2bis. There are 8 staterooms and 2 emergency low berths. Two triple turrets are installed, with fire control; each mounts a beam laser, missile rack and sandcaster. One GCarrier is carried in a specially fitted hangar within the ship. Cargo capacity is 51 tons. The hull is streamlined.

The merchant explorer requires a crew of five: pilot, engineer, medic and two gunners. In addition, a navigator and a factor are normally carried on exploratory missions. The spare stateroom is for an additional specialist, or may be used to hold extra stores. The ship costs MCr92.2 and takes 12 months to build.

*'Heavily modified' means it uses the same hull shape (flattened sphere in HG) as BM's fleet of free traders. In other words it looks very similar, but that's all.