

Field Manual: ComStar.**MW 3 Material.****New Occupational Fields: SLDF, ComStar, Word of Blake Allegiances, Free Rasalhague Republic and Clan Nova Cat.**

SLDF Command (Replaces Officer Candidate School)

Administration \ Star League.

Bureaucracy \ Star League.

Tactics \ Any

Negotiations

Leadership

Academic \ History and Traditions of the Star League.

Training

Protocol

Pistols.

Gunslinger.

Perception

Tactics \ Mech

Strategy.

Academic \ The Way of the Clans.

Academic \ Star League History and Traditions +4 to two skills in the MechWarrior Field, the rest +2 to reflect sim time.

Leadership Training, (Replaces Officer Training for Word of Blake)

Leadership

Strategy

Bureaucracy

Protocol

Tactics

Training

Pistols

Academic \ Writings of Jerome Blake.

Focht War College.

Allegiance: ComStar, Star League and Free Rasalhague Republic. Cannot have glass jaw, or missing limb.

Focht War College will graduate its first class in the summer of 3062. This facility serves the Star League, ComStar and the Free Rasalhague Republic. Its standards are very high. To simulate this all characters are required to have

an INT of 5. The controlling player must decide who sponsored him or her. This will determine the units he can serve with after graduation.

Note: For Free Rasalhague Republic characters use a Contact 1. He will follow the ComStar Path, and continue his career in the Kungsarmé.

ComStar Basic Training:

Previous Path: Mercenary Brat (2), Mercenary Tour of Duty (4), any House Specific Tour of Duty (4), Military school (2), High School (2).

Time: 1 Year.

Attribute Minimums: Int 5, Ref 5, Soc 3

Attribute Thresholds: Soc +1.

Traits: Promotion, well equipped, +1 Dex

Skills: Career Comstar +2, Academic: ComStar History and Traditions +2, Academic IS History +1, Survival +1.

Field: Basic Training.

Events: To Follow

Time: 1 Year.

Attribute Minimums: Int 5, Ref 5, Soc 3

Attribute Thresholds: Soc +1.

Traits: Promotion, well equipped, +1 Dex

Skills: Academic History and Traditions of the Star League +2, Academic \ Military History +1, Survival, Career Star League.

Field: Basic Training.

Events:

2. - Horrible training accident! (Lost limb 2, disabled 2, Choose Glass Jaw or Amnesia)
3. - You are exposed as a spy for Word of Blake ROM. (Stigma \ traitor, Enemy 2, In for Life, Word of Blake ROM, no further military paths in the SLDF or ComStar)
- 4.- You should be glad to be alive after the accident in the SimPods. (Glass Jaw, lost limb 1 and addiction 1)
5. - That Cadet, you should have known better than to fight the child of an influential Precentor! (Enemy 2, unattractive, poor vision)
6. - You try very hard and barely make it! (Slow Learner, Timid)
7. - Camping in the wilderness has revealed a strong pollen allergy! (Allergy, Addiction 1)
8. - Night exercises prove to you why you have always feared the night. (Quirk \ fear of animals, night blindness)
9. - There is good news and bad news, you really do not like your classmates but seem to be good at this. (Introvert, Ambidextrous, Blades + 1)

10. – Good news! Your long lost kid brother was found. (Dependent 2,)
11. - Exercises reveal a hidden talent! (Combat Sense, Natural Aptitude Leadership)
12. - Your gunnery scores ain't bad (Natural Aptitude Gunnery: Specific to AIT. If MechWarrior next Path Gunslinger +2 Gunnery laser, Good Reputation)
13. - Constant night exercises are not as boring as you expected! (Night Vision, sixth sense)
14. - If the Training Company needs it, you are the one to find it! (Gregarious, Scrounge +2, wealth, well equipped)
15. - Drax is your game! (Gambling +3, wealth, seduction +1)
16. - The Commandant wants to see you! (Well-connected, promotion, player's choice: Blake's Wrath or Command School) For Blake's Wrath see MechWarrior's Guide to Solaris VII, 18.
17. - During extensive maneuvers you find your niche! (G-Tolerance, free fall +2, toughness)
18. - You are among the best Cadets in the class. (Fast Learner, Leadership +2, pistols +1, well connected)
19. - You graduate in the top 10% of your class. Next path Command School, return and complete this path. (Natural Aptitude Leadership, Contact, commission, fast learner)
20. - Take one or roll twice and apply both results.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well Equipped.

Skills: Bureaucracy +2 (Either ComStar or SLDF) Language \ English +2, Perception +1, Leadership +1.

Field:

Cavalry (Dex 4, ref 4)
 BattleArmor (Bod 5, Ref 4)
 MechWarrior (Int 5, Ref 5)
 Infantry (Bod 4)
 Command (Int 5, Soc 4)
 Gunslinger (Ref 6, Int 5)

Events: Do not roll for events.

Next Path: ComStar Service (4), Inner Sphere Tour of Duty (4), Star League Tour of Duty (4) or Covert Ops (4) for Scout of Special Forces Trained Characters only.

Word of Blake.

Word of Blake's conquest of Terra in 3058 secured the Training Triad: Sandhurst Academy, War Academy at Mars and Aphros Academy. These facilities are the finest in the Inner Sphere, and Word of Blake adopted them. Cadets attending these facilities will join the Word of Blake Militia, with the elite of the elite joining Word of Blake ROM.

This is a general path, and specific requirements for each school should be substituted as needed. Players can also train at Fort Tukayyid or Fort Simms on Gibson pre-3058, using this generic life path.

Word of Blake Academy (General)

Prior to 3058 training took place at Gibson. This is not a complete life path. Replace requirements as needed. Though with appropriate occupational fields, it can serve as a general service academy for Acolytes.

Previous Path: Mercenary Brat, (2) Mercenary Tour of Duty, (4) any House Specific Tour of Duty, (4) Military school, (4) High School. (2)
Time: 1 Year.

Attribute Minimums: Int 4, Ref 5, Soc 3

Attribute Thresholds: Edg +1

Traits: Promotion, well equipped, +1 Dex, Stigma \ Word of Blake Fanatic.

Skills: Interest: The Writings of Jerome Blake +3, Academic IS History +1, Tactics +2, Strategy +1.

Field: Basic Training.

Events:

2. - Blake's ROM suspects you are a ComStar spy. You barely survive the experience! (-1 Bod, stigma \ traitor, Enemy 2, glass jaw)
3. - You should know better than to ask questions! (Quirk \ Paranoia, Enemy 2)
4. - Your unit is forced to face the horrors of jungle warfare (Escape Artist +1, survival +1, Allergy 1)
5. - Crowd Control, is this what you signed up for? (Leadership +1, Blades +1, In for Life)
6. - Terrasec Personnel put doubts in your mind about the cause (Quirk \ self doubts, contact 1, Bad reputation)
7. - You are caught in a fight between two factions! (In for life, Player's choice as to which faction he'll support, Stigma \ Loyalty to specific Word of Blake faction)
8. - Comstar terrorists planted a bomb! (Demolitions +1, lost limb 1, unattractive)

9. - Who blew your cover? (1D6 to the years that this path will take, In for Life, Escape artist +2, Enemy 2, Next Path ComStar Service)
10. - On the way back from Gibson you discovered something you do not like. (Transit Disorientation Syndrome, Zero G Operations +1)
11. - The Word of Blake gives you purpose. (Interest \ Word of Blake +1, Stigma \ fanatic Word of Blake Toyama Faction)
12. - Training reveals hidden talents. (Natural Aptitude Rifles, Ambidextrous)
13. - You help uncover the Comstar spy. (Contact 2, Good Reputation, Perception +2)
14. - We all need to grow roots sometimes. She is also gainfully employed! (Dependent 1, Wealth 2)
15. - Your service is unflinching, and your loyalty above par! Off to Special Training you go! (Players choice, next path Covert Operations or Special Forces. For Special Forces see Page 19, MechWarrior's Guide to Solaris VII)
16. - Your training scores are high. Leadership is in your future (Next path Leadership, then come back and continue, Commission rank one: Adept)
17. - In your extra time you learn some secrets. (Comms HPG +2, Good Reputation, Contact 2)
18. - If the Command needs it, you'll find it! (Wealth, Appraisal, scrounge, contact 1)
19. - Blake has chosen you for a bright future within the Blessed Order. (Contact 3, Well Equipped, Good reputation, Brave, leadership training)
20. - Choose one or roll twice and apply both results.

Sandhurst Royal Military Academy.

Affiliation: Word of Blake, cannot have any questionable event in the character's past. Cannot have Glass Jaw.

After the Fall of Terra in 3058 Sandhurst became the premiere training facility for Word of Blake Personnel.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well Equipped.

Skills: Bureaucracy +2 Interest \ Word of Blake +3, Language \ Any +2, Tactics \ Combined Arms +1.

Field:

Armored Infantry (Bod 5)
MechWarrior (Bod 4, Dex 4)

Cavalry (Ref 4)
Infantry (Bod 3)
Scout (Int 4)
Mech Technician (Int 5)
Military Scientist (Int 6)

Officer Candidate School

Time: 1 Year.

Traits: Commission, Well Equipped, and wealth.

Entry: By roll only

Skills: Interest \ The writings of Jerome Blake +3.

Field:

Leadership Training.

Next Path: Word of Blake Tour of Duty (4), Inner Sphere Tour of Duty (4) Undercover operations for Scout and Special Forces Trained Characters only (4).

War Academy of Mars.

Affiliation: Word of Blake. Cannot have questionable events in the characters past. Cannot have glass jaw.

Training at the WAM is very similar to Sandhurst. Though the WAM also trains ROM personnel.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well Equipped, Stigma \ Word of Blake Fanatic.

Skills: Interest The Writings of Jerome Blake +3, Tactics \ Combined Arms, Strategy +2, Comms Conventional +2.

Field:

MechWarrior (Int 5, Ref 5)
Scout (Int 5)
Leadership (by roll only)
Special Forces ROM (Dex 5, Int 5, Bod 4)

Military Academy of Aphros (MAA)

Affiliation: Word of Blake. Cannot have any questionable events in character's past, cannot have transit disorientation syndrome.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well Equipped. Stigma \ Word of Blake fanatic

Skills: Interest \ Writings of Jerome Blake +3, Tactics \ Naval +2, Zero G Operations +2. Replace Basic training ground for the Naval Basic training found on page 62 Aerotech 2.

Field:

Aerospace Pilot (Dex 5, int 5)
DropShip Pilot (Int 5)
Ship's Crew (Int 4)
JumpShip Pilot. (int 5, Dex 3)

Characters who choose to have a third pass and take DropShip and JumpShip Occupational Fields enter the game as Adepts. All others start the game as Acolytes.

Free Rasalhague Military.

Affiliation: Free Rasalhague. Cannot have glass jaw, or timid.

Players may choose to follow the Focht War College life path or the General Academy Path found in MW 3, page 40. The following are the Occupational Fields available per school. Make changes as appropriate.

Tyra Miraborg Memorial Academy.

Affiliation: Free Rasalhague, cannot have lost limbs, or glass jaw.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well-Equipped +2 to any social within the Republic. Edg +1, Quirk \ Xenophobia

Skills: Career soldier +2, Tactics \ Any +2, Protocol Free Rasalhague, +3, Interest \ The Way of the Clans +2, Language \ English +1.

Field:

Aerospace (Ref 5, Int 4)
MechWarrior (Bod 4, Int 4)
DropShip Pilot (Build 5, Ref 3)
BattleMech Technician (Int 5)
Ship's Crew (Int 4)

Frihet Training Facility (FTF)

Affiliation: Free Rasalhague. Cannot have timid or missing limbs.

Mandatory Subpaths:

Time: 2 Years.

Traits: Promotion, Well Equipped, Quirk \ Xenophobia

Skills: Career soldier +2, Tactics \ Any +2, Protocol Free Rasalhague, +3, Interest \ The Way of the Clans +2, Language \ English +1, Rifles +2.

Field:

Cavalry (Dex 4, ref 4)
Infantry (Bod 4, Dex 3)
Scout (Int 5, Bod 4)
Mechanic (Int 5, Dex 3)

Tour of Duty: Star League

Star League Affiliation Only.

Units, whether House and badged, or Star League, will serve under orders of the First Lord. Most of their duty is as PeaceKeepers, but some were lucky enough to serve during Operation Bulldog.

Time: 2 Years

Skills: +2 to any three Skills in one of your military Fields, and choose one: Interest/ Star League History and Traditions +2, Language \ Any +1 or Tactics/ Any +1

Next Path: Tour of Duty: Inner Sphere (4), Star League Tour of Duty (4) House Specific Tour of Duty (4), Police Academy (3), Ne'er do Well (4), Travel (4)

2. - Your lance-mates die in front of you, while you stood still. (Addiction 1, Combat Paralysis)

3. - When you wake up in the military hospital you are not sure what you are doing here. One thing is for sure, thanks for the painkillers! (Amnesia, Glass Jaw, choose lost limb or Addiction 2)

4. - Combat was extremely intense. You have never been that afraid in your life! (Combat Paralysis, +2 to two combat skills)

5. - During the jump to your assignment you were sick beyond belief. (Transit Disorientation syndrome, +1 Zero G Operations)

6. - Command really did something wrong. You get to fight side by side with a House Unit your unit has issues with! It devolves into a melee! (Demotion, and choose Bad Reputation or Brave)

7. - While on duty in the Chaos March you were attacked by a Jungle Chirop! (Poison Resistance, Quirk \ Does not like birds)

8. - Peacekeeping duty is supposed to be boring... right? (Bad Hearing, lost limb 1, demolitions +2)

9. - Service in the SLDF opens a whole new set of possibilities! (Dependent 1, Contact 1)

10. – There are good things and bad things to service in the SLDF. (Good reputation, Language \ Any +1)
11. - While on post you learn that some may not like you that much. (Enemy 1, Rifles +2, Career Soldier +2)
12. - Star League Service will look good in your record! (Good reputation, Contact 1)
13. - You knew you could take them Clanners! (Good reputation, Brave.)
14. - Fighting was intense, to put it mildly! (Brave, Combat sense, +4 to two of your combat skills in the occupational field, +1 to any other)
15. - You cannot believe it, your CO died in front of you! (Commission, rank one, if player has a commission take promotion instead, if the player does not want it, take two promotions as enlisted, Leadership +2)
16. - The last days of combat revealed something to you. (Natural Aptitude Leadership, Good Reputation, Brave)
17. - For actions in the field you catch the attention of the higher ups! (Contact 2, Good Reputation, choose Combat Sense or sixth sense)
18. - You show to others how honorable you are. (Good reputation, Quirk \ Choose any code, Contact 2)
19. - You did not even know you had it in you! (You are granted the Star League Medal of Honor, Promotion, wealth 2, Vehicle 2, Good reputation, Contact 2)
20. - Choose one, or roll twice and apply both results.

Nova Cat
MW3 Material.

New Attributes.

Sixth Sense: Expanded. This is an optional rule.

The Nova Cats practice the Ways of seeing. Those with the gift are able to see limited glimpses of the future. To simulate this, and with the GMs discretion, the character can roll 2D10. If the character beats the TN, as established by the GM, he can have a sense of Deja-Vu or have limited information of what will happen. Alternatively, and after performing the necessary fasting, and with the guidance of another Nova Cat, the character can be guided into new paths.

After Clan Nova Cat joined the Star League it has established three main training facilities on Irece and several secondary facilities. Clan Nova Cat also emphasizes the Ways of Seeing espoused by our founders.

Nova Cat Trueborn Sibko

Allegiance: Clan Nova Cat

Clan personnel undergo training at these facilities. The Sibkos train 100 Cadets per class, graduating twelve cadets at a time.

Attribute Minimums: Bod, 3, DEX 4, RFL 3, WILL 3, SOC 6.

Attribute Thresholds: BOD +1, DEX +1

Traits: Well equipped (2), Vehicle (2), Custom Vehicle, Quirk, Loyalty to the Star League, Promotion (rank 6)

Skills: Career \ soldier +3, First Aid +2, Interest \ Clan Nova Cat Remembrance +2, Interest \ The Ways of Seeing +2, Pistols +2, freefall +1.

Fields:

Clan Aerospace Pilot, Elemental or MechWarrior per phenotype if trueborn. If Freeborn:

Aerospace Pilot, (Dex 5, Bod 4)

Elemental (Bod 5, Dex 4)

MechWarrior (Int 4, Dex 4, Bod 4)

Previous Path: Trueborn Creche, White collar, Blue Collar,

Next Path: Clan Nova Cat Tour of Duty (4), Clan tour of Duty (4)

Clan Nova Cat Sibko Events:

2. - The stress of training is too much. You wash out. (No further Warrior Caste training. Continue life-path in civilian castes)
3. - Unrelenting training has somehow scarred you. (Timid, Introvert, half to all skills learned in this path)
4. - Visions make you doubt the path the Nova Cat has taken. You have even spoken of your visions (Brave, Stigma \ Clan Crusader, Quirk \ Clan Honor)
5. - Intense training leads you to become centered in your body. (Int -1, Bod +1, Acrobatics +1, Martial Arts Military +1)
6. – You pay little attention to the present, and seem absent minded. (Slow learner, introvert, half to half the skills during this pass)
7. – You have a sense that these changes will challenge your honor! (Stigma \ Crusader, you volunteer for Enhanced Imaging Implant)

8. - A Bondsman Tech teaches you some of his ways. (Interest \ Oral Traditions of the Draconis Combine, Language \ Japanese +1)
9. - The Way of Seeing is truly the future of the Clan (Sixth Sense, Interest \ The Ways of Seeing + 2)
10. - Training reveals that you are tenacious id not more. (Free fall +2, Toughness)
11. - Honor demands that you enter the Circle of Equals (Brawling +3, Blades +2, unattractive)
12. - Training includes some new techniques. (Martial Arts \ Karate +1, Language \ Japanese +1)
13. - The vision quest led you to new ways of learning. (Fast Learner, sixth sense)
14. - You perform best when fighting with energy weapons. (Dex +1, gunnery laser +2, combat sense)
15. - Even though you are only a Cadet, you are determined to defend the Inner Sphere. (Quirk \ Warden, Academic \ Star League History +3)
16. - Yes, you are a book worm, but it pays off. (+3 to all skills in this path)
17. - You test extremely well. (Commission 1, Good reputation, Quirk \ Warden)
18. - You are all that the Scientist Caste hopes, and have much to live for. (Ambidextrous, good looking, fast learner, good reputation, and sixth sense)
19. You test out extremely well out of the sibko (Commission 2, well equipped, custom vehicle, vehicle 2, good reputation, quirk \ Warden, sixth sense)
20. - Choose one or roll twice and apply both results.

Nova Cat Freebirth Sibko Event.

The arrival of the Nova Cats to the Irece Prefecture has led to the creation of secondary facilities to train Warriors. The Clan trains Freebirths to fill in the billets of Provisional Garrison Clusters.

Attribute Minimums: Bod, 3, DEX 3, RFL 4, WILL 3, SOC 4.

Attribute Thresholds: BOD +1, DEX +1, SOC +1

Traits: Well equipped (2), Vehicle (2), Custom Vehicle, Quirk, Loyalty to the Star League, Promotion (rank 6), Stigma \ Freebirth

Skills: Career \ soldier +3, First Aid +2, Interest \ Clan Nova Cat Remembrance +2, Interest \ The Ways of Seeing +2, Pistols +2, freefall +1.

Fields:

Clan Aerospace Pilot, Elemental or MechWarrior per phenotype if trueborn. If Freeborn:

Aerospace Pilot, (Dex 5, Bod 4)

Elemental (Bod 5, Dex 4)

MechWarrior (Int 4, Dex 4, Bod 4)

Previous Path: White collar (2), Blue Collar (2),

Next Path: Clan Nova Cat Tour of Duty (4), Star League Tour of Duty (4)

2. - Horrible Training Accident! (No more military paths available)
3. - Your Training Unit is made an abject lesson by a cruel Trueborn! (Glass Jaw, choose lost limb or addiction 2)
4. - You are not too sure about this new path your Clan has taken. (Bad Reputation, Quirk \ Crusader)
5. - You are somewhat of a free spirit and meet some in the Yakuza underground! (Interest Inner Sphere, Contact 1, in for life)
6. - Warrior of the Clan! Yeah right! You are a true Son of the Dragon! Problem is, the Watch is on to it! (Enemy 1, Bad Reputation, fast-talk +2)
7. - Your search for meaning leads you towards Inner Sphere ways! (Interest \ Draconis Combine Oral Traditions +2, Appraisal +1, Seduction +1)
8. - The Great Father ordered a strict separation of the Castes. You seem to have other ideas! (Seduction +2, Wealth +1, Bad Reputation)
9. - The last few years of training reveal a rebel streak in you! (Bad Reputation, Enemy 1, Brave)
10. - You are an average Cadet, with a future in the Warrior Caste, but just barely. (Enemy 1, Slow Learner)
11. - You are lucky to be alive and relish the experience of combat! (Combat sense, +2 to two combat skills)
- 12.- You find out that the Way of the Warrior means more than just war. (Interest \ art any +3, Good Reputation)
- 13.- You are liked by your training officer for your teamwork. (Good reputation, contact 1, gregarious)
- 14.- You take to this like a duck to water. (Cha - 1, Bod +1, Blades +2)
15. - If the command needs it, you know where to go the Merchants of course! (Administration +1, Gregarious +1, Appraisal +2, contact 1)
- 16.- You turn out better than your Freebirth Status should predict. (Ambidextrous, Good Looking, Sixth Sense)
17. - In your dreams the Cat shows you better ways of doing things. (Fast Learner, Sixth Sense, Good reputation)

18. - You turn out to be an exceptional Cadet. (Commission Rank 1, Fast Learner, Combat Sense)
19. - You are very good, for a Freebirth that is! (Commission, rank 2, Good Reputation, Contact 2)
20. - Choose one, or roll twice and apply both effects.

Tour of Duty: Clan

Clan Nova Cat Warriors only

The purpose of a Clan warrior is battle, and this is where it all happens! After the return to the Inner Sphere though our battles have to be chosen with care. We are the true Children of Kerensky, and that heritage must be honored.

Time: 2 Years

Skills: +2 to any three Skills in one of your military Fields, and choose one: Interest/ Clan Nova Cat Remembrance +2, Academic/ Star League History and Traditions + 1 or Tactics/ Any +1

Next Path: Tour of Duty: Clan Nova Cat (4), Star League Tour of Duty (4), To Serve and Protect (4, freeborn warriors only)

2. - Dezgra Inner Sphere units trap your Star behind enemy lines! Honor demands that you subject to them! (Continue from here in any Inner Sphere Path)
3. - A Dezgra enemy Unit surrounds you. You realize that the Way of the Clans will not be honored. (Add 1D6 to the time it takes for this path, survival +2, Fast Talk +1, choose, combat paralysis or glass jaw)
4. - You are forced to eject into a raging fire! (Unattractive, choose lost limb or glass jaw.)
5. - The return to the Inner Sphere forces you to fight hard for your life! This leads to doubts in your mind. (Stigma \ Crusader, combat sense.)
6. - You find the Ways of the Inner Sphere attractive! (Interest \ Oral Traditions of the Draconis Combine +1, bad reputation, Seduction +1)
7. - You find that some of the ways of the Inner Sphere also hold honor. (Bad Reputation, Interest \ Code of Bushido +2)
8. - The last few years have been hard on you physically and mentally, which leads to an internal search for balance. (Interest \ The Ways of Seeing +2, Interest \ Art any, Stigma \ Book Worm)
9. - If it was good enough for Drummond and Rosse it is good enough for you. You start seeing a lower caste member. If you decide to continue

with this, (Bad Reputation, Seduction +2, Brave) if not, (Good reputation, Timid, introvert)

10. - You are posted to an out of the way garrison. (+1 to all your military skills, and +1 to one non-military skill)
11. - Dreams in the night sometimes bother you, leading to a Vision Quest. (Sixth Sense, Good Reputation)
12. - The last combat drop was somewhat intense. (Free fall +2, Energy \ applicable to phenotype, +2)
13. - You realize that the ways of the Combine hold some potential. (Language \ Japanese +1, Martial Arts \ Karate +1, Good reputation)
14. - Night operations reveal to you that you have the spirit of the Nova Cat in you. (Sixth Sense, Night Vision)
15. - Working as Star League Troops is the path of honor. (Academic \ History and Traditions of the Star League +2, Language \ Any, Tactics +1)
16. - You help plan the retreat from Clan Space after the Great Refusal. (Strategy +1, Tactics +1, Contact 1)
17. - You earn a top position during the return to the Inner Sphere. (Vehicle 2, Strategy +2, Free Fall +2, Contact 2)
18. - While in combat you realize that the Nova Cat way is subtle (Sixth Sense, Combat Sense, Danger Sense)
19. - After the Return to the Inner Sphere you earn your Bloodname (Good Reputation, Bloodname, Contact 2)
20. - Choose one, or roll twice and apply both effects.