

## MECH FARMER

You grew up on one of the few technologically advanced farms in the galaxy. Rather than using beasts of burden, your family used Utilitymechs. While you didn't get the benefit of a formal secondary education, the long hours you spent at the controls of the family's Agro, Logger or Loadermech have given you a good start on a valuable trade.

*Characters choosing this path may exchange the +1 in Riding or Piloting/Wheeled, gained from the Stage 1 Farm path, for a +1 in Piloting/Mech if they so choose.*

**Traits:** Natural Aptitude: Piloting/Mech

**Skills:** Piloting/Mech +6, Sensor Operations +1, Navigation/Ground +1, Academics/Agronomy +1, Career/ Mechanized Farmer +1

**Next Path:** Civilian Job, Military Academy, Military Enlistment, Ne'R'Do-Well, Trade School

**Previous Path:** Farm

### Mech Farmer Events

- 2: You tried to stop an assault mech with that! [Quirk/Delusional, choose 5 points of negative physical traits]
- 3: Not all the crops you grew were legal. [Addiction 2, Dark Secret 3]
- 4: You didn't want to get involved with "Them", but it was the only way to save the farm. [Dark Secret 1, In for Life]
- 5: You just had to take that militia mech for a test spin. [Bad reputation 1, Enemy/Militia CO]
- 6: Too much free time leads to a shotgun wedding. [Dependent, Dependent]
- 7: You were told to never stick your hands in to moving machinery. Too bad you didn't listen. [Missing Limb 1]
- 8: Unfortunately, this is the worst drought in decades. [Poverty]
- 9: You understand the art but not the science. [Career/Mechanized Farmer +1, Academics/Agronomy -1]
- 10: Learning how to run the farm kept you out of the cockpit more than you would have liked. [Piloting/Mech -3, Administration +3]
- 11: Caught joyriding in the family mech. [Piloting/Mech +2, Stigma/Reckless]
- 12: You prefer working on mechs rather than driving them. [Piloting/Mech -5, +1 to Engineering, Technician/Electronics, Technician/ICE, Technician/Mechanics and Technician/Myomer. May exchange Natural Aptitude: Piloting/Mech for a Natural Aptitude in one of these skills]
- 13: It figures. Imported mech equals an owner's manual in a foreign language. [Language/Any +2]
- 14: Your skill with the family mech contributes to a bumper crop! [Wealth]
- 15: Utilitymechs aren't Battlemechs, but they'll do in a pinch. [Martial Arts/Mech +6]
- 16: All that time drilling with the Junior Reserve Mech Corps finally pays off. [Good Reputation 1, Leadership +3, Tactics/Mech +3, May take OCS if offered in your next path]
- 17: Your skill and flair get noticed by a talent scout from Solaris VII. [Contact/Solaris VII Talent Scout, Gregarious, Piloting/Mech +6, Acting +2, Next path must be Stable Internship]
- 18: You didn't do it for the glory, you did it because it had to be done. Regardless, you are a hero! [Piloting/Mech +1, Leadership +1, Tactics/Mech +3, Martial Arts/Mech +3, Good Reputation 2, Contact/Planetary Leader, May take OCS if offered in your next path]
- 19: [Choose one event or roll twice and apply both events]
- 20: [Choose two events or roll three times and apply each event]