



Education

There are many possible ways in which a character may improve Education; there are somewhat fewer ways to improve Training; and virtually no ways in which to improve Instinct.

Education

ED5. Before beginning Education, a character with Edu 4 or less can Check Int: success raises Edu to 5.

EDUCATION	College or University*			MAJORS AND MINORS	
	University	University	University	College/University	ANM Schools
Pre-requisite	Edu = 5+ or 7+*	Edu = 8+	Edu = 9+	Any of The Arts	A - - ACV
To Apply	Int or Edu	Int or Edu	Int or Edu	Any of The Sciences	A N - Aeronautics
Pass/Fail	Int or Edu (4x)	Int or Edu (2x)	Int or Edu (2x)	Athlete	A - M Artillery
Duration	4 years	2 years	2 years	Broker	A - M Automotive
Graduation	Edu = 8	Edu = 9	Edu = 12	Bureaucrat	- N - Bay Wpns
and	Bachelor	Master	Doctor	Counsellor	A - M Beams
	Med School	Law School	Trade School	Designer	A - M Blades
Pre-requisite	Honors Bachelor	Honors Bachelor	C5 = 5	Language	A N M Btl Dress
To Apply	Int or Edu	Int or Edu	C2 or C3	Teacher	A - M Exotics
Pass/Fail	Int or Edu (4x)	Int or Edu (3x)	Int or Tra (1x)	Law School	A - - Flapper
Duration	4 years	2 years	1 year	Advocate	A N M Grav
Graduation	Edu = 10	Edu = 10	--	Bureaucrat	- N - J-Drives
and	Medical Doctor	Lawyer		Counsellor	A - M Launcher
				Diplomat	A - - Legged
TRAINING	Apprentice	Training Course	Mentor	Psychology	A N - Life Sup
Pre-requisite	--	C5 = Tra	C5 = Tra	Medical School	A - - LTA
To Apply	auto	auto	Int	Biology	- N - M-Drives
Pass/Fail	Tra (1x)	Tra (1x)	Int or Tra (1x)	Forensics	A - - Mole
Duration	4 years*	1 year	1 year	Medical	A - M Ordnance
Graduation	--	--	Tra +2	Sophontology	- N M Ortilery
	*before Life Stage 3	(no Major)		Apprentice	A N M P-Plants
				Training Course	A - - Rotor
				Trade School	A N - Screens
MILITARY SCHOOLS	ANM School	Command College	Service Academy	Admin	A N M Slug Throw
Pre-requisite	assigned	assigned	C5 = 6	Advocate	- N - Spines
To Apply	auto	auto	Int or Edu	Animals	A - M Sprays
Pass/Fail	C2 or C3 (1x)	Int or C5 (2x)	Int or C5 (4x)	Any of The Arts	A - M Tracked
Duration	1 year	2 years	4 years	Any Talent	A N M Turrets
Graduation	--	--	C5 = 8	Any Trade	A - M Unarmed
And			Commission	Comms	A N M Wheeled
				Computer	A N - Wing
				Counsellor	A N M WMD
				Driver	A - M Rider
				Engineer	A N M Trainer
				Explosives	A - M Ship
				Flyer	A - M Small Craft
				Forensics	Naval Academy
				Language	Any Starship Skill
				Medical	Leader
				Seafarer	Naval Architect
				Sensors	Tactics
				Small Craft	Military Academy
				Flight School	Any Soldier Skill
				Pilot	Leader
					Liaison
					Fleet Tactics

Major and Minor. The character selects a Major and a Minor from the appropriate Skill and Knowledge list.

Honors. A College or University student may roll one additional Pass/Fail: success confers Honors and Major+1.

OTC/NOTC. A College or University student may enroll in OTC (Officer Training Course) or NOTC (Naval Officer Training Course) and make one Pass/fail roll: success confers a Commission (OTC = Army Officer1 or Marine Officer1; NOTC = Navy Officer1).

Flight School. A Service Academy Honors graduate may take a 1-year Flight School (Pass/Fail: C2): Passing confers Pilot-2.

ANM Army Navy Marine School

Army Navy Marine Schools are assigned during a military or naval career. The school is resolved and the character returns to career resolution. ANM schools confer Knowledges (rather than Skills), but each year confers Knowledge-2. The ANM Schools Chart shows the available Majors (coded A=Army, N=Navy, M=Marines).

Command College

Every Army Navy and Marine Officer4 is assigned to Command College in the Term he is promoted to Officer4. The character resolves the college and returns to career resolution.

