

Scholars

Which career should you play? If you want to explore the realms of research and knowledge, then Scholar is the answer.

Scholar: A master of an area of academic study. A learned person. Teacher. Professor. Researcher. Scientist.



| SCHOLARS | |
|-------------------|-----------------|
| To Begin | Edu or Tra |
| Risk and Reward | Str C2 C3 Int |
| Scholar Promotion | Int (if Edu 8+) |
| | Mod +1 per Pub |
| Tenure | Publication x 3 |
| Continue | Edu |
| | Mod +1 per Pub |

| SKILL ELIGIBILITY | |
|---------------------|----------|
| Per Term | 4 skills |
| Per Promotion | 1 skill |
| Successful Research | Major +2 |

| MUSTERING OUT BENEFITS | | |
|------------------------|-----------|----------------|
| 1D | Money | Benefits |
| 1 | Low Psg | C5 +1 |
| 2 | Mid Psg | Wafer Jack |
| 3 | High Psg | Edu +1 |
| 4 | Cr 15,000 | Str +1 |
| 5 | StarPass | C2 +1 |
| 6 | Cr 25,000 | C3 +1 |
| 7 | Cr 30,000 | Int +1 |
| 8 | Cr 35,000 | Fame +1 |
| 9 | Cr 40,000 | Ship Share |
| 10 | Cr 50,000 | Life Insurance |
| DM + Scholar Level | | |

| CAREER CHANGE OPTIONS | |
|---|--|
| Citizen, Entertainer, Craftsman, Scout, Spacer, Soldier, Rogue, Noble, Marine, Functionary. | |
| subject to eligibility | |

| TABLE OF SCHOLAR RANKS | | | |
|---------------------------|----------|-------------------------|---------------------------------|
| Level | Title | | |
| X | ScholarX | Non-Traditional | If C5 = Tra. Scholar Level = 0. |
| 0 | Scholar0 | Amateur | If less than Edu 8. |
| 1 | Scholar1 | Lecturer | Automatic if Edu 8. |
| 2 | Scholar2 | Instructor | |
| 3 | Scholar3 | Assistant Professor | Eligible for Tenure. |
| 4 | Scholar4 | Associate Professor | |
| 5 | Scholar5 | Professor | |
| 6 | Scholar6 | Distinguished Professor | |
| Each title is <of Major>. | | | |

THE SCHOLAR'S MAJOR

Every Scholar has a Major and a Minor. If no degree (and an associated Major and Minor) then select any Skill, Knowledge, or Talent from the Skills List.

Scholar Position and Promotion. A Scholar with Edu 8+ is automatically Scholar1 when he Begins. Promotion is available only those with Edu 8+.

Amateur Scholars (Scholar0). A character with Edu 7 or less is an Amateur Scholar. He can resolve Risk and Reward, but is ineligible for Promotion.

Non-Traditional Scholars (ScholarX). A character with C5= Tra is a Non-Traditional Scholar. He can resolve Risk and Reward, but is ineligible for Promotion. A character with C5= Ins cannot become a Scholar.

Waivers. A Scholar attending who receives an adverse die roll or decision (in Prerequisite, Admission, Pass/Fail, Honors) may try for a Waiver. Check Soc (2D); Mod minus number of previous waivers (successful or not). Waivers are unique to the Education Process and apply only to Schools and Education (and the Scholar career, but not other careers).

THE SCHOLAR'S LIFE

The focus of the Scholar's life is research (=risk) and publication (=reward).

If The Risk Roll Fails... The Scholar's Research has been unproductive. There are no results to publish. The Reward roll cannot be made.

If The Reward Roll Succeeds... The Scholar successfully publishes the results of his research. He adds one Publication to his record.

Award Winning. If Characteristic minus Reward roll (disregarding Mods) is 4 or more, the Publication is <Award-Winning> and counts as TWO Publications.

PROFESSORSHIP AND TENURE

A Scholar with Edu 10+ may apply for Tenure upon reaching Scholar3 and in every Term in which the Character is Scholar3 (Promotion beyond Scholar3 is not possible without Tenure).

| SCHOLAR SKILLS | | | | | | | | |
|----------------|------------|------------|-------------|------------|-------------|------------|-------------|---|
| | 1 Personal | 2 Academic | 3 Travel | 4 Day Job | 5 Night Job | 6 Vocation | 7 Avocation | |
| 1 | C1 +1 | Major | Seafarer | Programmer | Broker | Academia | One Art | 1 |
| 2 | C2 +1 | Major | Navigation | Designer | Trader | Comms | One Science | 2 |
| 3 | C3 +1 | Major | Astrogation | Medic | Language | Forensics | One Trade | 3 |
| 4 | C4 +1 | Minor | Survival | Diplomat | Craftsman | Teacher | Athlete | 4 |
| 5 | C5 +1 | Minor | Survey | Advocate | Driver | Survey | Animals | 5 |
| 6 | C6* +1 | Minor | Vacc Suit | Counsellor | Flyer | Bureaucrat | Gambler | 6 |

*If the character has C6=Caste, this benefit is lost.

