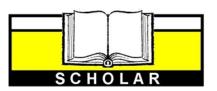
Scholars

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

MUSTERING OUT BENEFITS

Benefits

Wafer Jack

C5 +1

Edu +1

Str +1

C2 + 1

C3 +1

Int +1

DM + Scholar Level

CAREER CHANGE OPTIONS

Citizen, Entertainer, Craftsman,

Scout, Spacer, Soldier, Rogue, Noble, Marine, Functionary.

subject to eligibility

Fame +1

Ship Share

Life Insurance

Successful Research Major +2

Money

Low Psg

Mid Psq

High Psg

Cr 15,000

StarPass

Cr 25,000

Cr 30,000

Cr 35.000

Cr 40,000

Cr 50.000

1D

1

2

3

4

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10

Per Term 4 skills Per Promotion 1 skill

TABLE OF SCHOLAR RANKS Title Level Х 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).

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

Scholars

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