

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.														

