



Changing Careers

A player may want to pursue more than one career in order to broaden his base of skills and abilities. Under some limited circumstances, a character may change to a new career.

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CHANGING CAREERS

A character may, within limits, change from the current career to a new career.

Only one career change may be attempted in a Term.

The chart indicates which career changes are possible. If the qualifications are met, the character may attempt to enlist or join the new career. If the enlistment is successful, the career change is automatic as of the beginning of the next term.

Failure in the enlistment attempt does not affect the current career; the character may continue in the current career.

A character may not change back to a previous career (except through Army Navy Marines Reserves).

	Intended New Career													Current Career
	1	2	3	4	5	6	7	8	9	10	11	12	13	
Current Career	Citizen	Scholar	Entertainer	Craftsman	Scout	Merchant	Spacer	Soldier	Agent	Rogue	Noble	Marine	Functionary	Current Career
Citizen	Same	2	3	4	5	6	7	8	No	No	11	12	13	Citizen
Scholar	1	Same	3	4	5	No	7	8	No	10	11	12	13-a	Scholar
Entertainer	1	2	Same	4	No	No	7	8	No	No	11	12	13-b	Entertainer
Craftsman	1	2	3	Same	No	No	7	8	No	10	11	12	13	Craftsman
Scout	1	2	3	4	Same	No	7	8	No	10	11	12	13-d	Scout
Merchant	1	2	3	4	5	Same	7	8	No	10	11	12	13-e	Merchant
Spacer	1	2	3	4	No	No	Same	No	No	10	11	No	13-f	Naval
Soldier	1	2	3	4	No	No	No	Same	No	10	11	No	13-g	Soldier
Agent	1	2	3	4	No	No	7	8	Same	10	11	12	13-h	Agent
Rogue	1	2	3	4	No	No	7	8	9	Same	11	12	13	Rogue
Noble	No	No	No	No	No	No	No	No	No	No	Same	No	No	Noble
Marine	1	2	3	4	No	No	No	No	No	10	11	Same	13-k	Marine
Functionary	1	2	3	4	No	No	7	8	No	No	11	12	Same	Functionary

Requirements. Any requirement (skill, characteristic) is a minimum; a higher level also qualifies.

1. Citizen. Becoming a citizen is automatic if the character has no rank in the current career.

2. Scholar. Anyone (except a Noble) with Edu-10 and Major-8 may become a Scholar. Scout may substitute two Discoveries for Major-8. Entertainer or Craftsman may substitute Fame-12 for Major-8. If Major is a military or naval skill, the Scholar is associated with an Academy.

3. Entertainer. Anyone with any Fine Art-6 may become an Entertainer. Roll for Talent before deciding.

4. Craftsman. Anyone with Craftsman-1 and any two Skill-6 may become a Craftsman.

5. Scout. A Citizen, Scholar, or Merchant may become a Scout.

6. Merchant. A Citizen may become a Merchant.

7. Naval Reserves. If a character holds Naval reserve rank, he may change to that service (and go on active duty).

8. Army Reserves. If a character holds Army reserve rank, he may change to that service (and go on active duty).

9. Agent. A Rogue may decide to go straight and become an Agent.

10. Rogue. Many careers can decide to go Rogue (often prefixing Rogue to their former career).

11. Noble. Anyone with Soc-10 may change to Noble. Nobles may not change careers.

12. Marine Reserves. If a character holds Marine reserve rank, he may change to that service (and go on active duty).

13. Functionary. A character with Admin-6 may change to Functionary (associated with any career in which the character has previously served).

13-a. Scholar Functionary. A character with Admin-6 and Edu-10 can become a Scholar Functionary.

13-b. Entertainer Functionary. A character with Admin-6 and Fine Art-6 can become an Entertainer Functionary.

13-d. Scout Functionary. A Scout character disabled in his current career may change to Functionary.

13-e. Merchant Functionary. A Merchant character disabled in his current career may change to Functionary.

13-f. Naval Functionary. A Naval character disabled in his current career may change to Functionary.

13-g. Army Functionary. An Army character disabled in his current career may change to Functionary.

13-h. Agent Functionary. An Agent character disabled in his current career may change to Functionary.

13-k. Marine Functionary. A Marine character disabled in his current career may change to Functionary.

