

PRE-CAREERS

Pre-careers are entirely optional. The main reason someone takes a pre-career is to guarantee a certain skill, though there are other benefits. Contacts can be made, skills can be increased, and if you graduate, you are automatically admitted to certain careers. And if you graduate with honors, you may start your career as an officer !

PRE-CAREER EDUCATION

Before a Traveller embarks on a lifelong career, there are educational options that may be worth considering. These are going to university or attending a military academy.

This usually takes place in a Traveller's first term (in place of a career), although it can be delayed up until the third term if a term or two in a career is desired. From term four onwards, pre-career education is no longer available.

A Traveller can select university or military academy, making a roll for successful entry. If this is failed, the Traveller must immediately attempt entry into a career and, failing that, be drafted as normal. Further attempts can be made in terms two and three if desired but only one attempt can be made for entry to one of these pre-career options in any one term.

Once successful entry has been achieved, the Traveller will gain any skills noted and roll on the Pre-career Events table. Upon successful graduation, one or more benefits will be awarded. Unlike a career, there is no mustering out or gaining of anything else other than the benefits listed. If graduation is not achieved, then no benefits are gained although the Traveller will still have earned some skills during this time.

After successful graduation, a Traveller may attempt to enter a career of their choice as normal, although they may have earned bonuses or automatic entry to certain careers, as listed under graduation benefits.

UNIVERSITY

Many worlds have one or more universities within their major settlements but even citizens of the most remote system can engage in university education through the use of computer networks and interstellar communications. A university education will channel a Traveller's efforts into a narrow range of skills but there are few other ways to become more skilful within them so quickly.

Entry: EDU 6+
DM-1 if in Term Two, DM-2 if in Term Three
DM+1 if SOC 9 or higher

Skills: Choose a level 0 and a level 1 skill from the following list:

Admin, Advocate, Animals (training or veterinary), Art (any), Astrogation, Electronics (any), Engineer (any), Language (any), Medic, Navigation, Profession (any), Science (any).

Increase EDU by +1

Graduation: INT 6+. If 10+ is rolled, graduate with honours.

Graduation Benefits

- Increase both of the skills chosen before by one level.
- Increase EDU by an additional +1.
- Graduation grants DM+1 (DM+2 if graduation was with honours) to qualify for the following careers; Agent, Army, Citizen (corporate), Entertainer (journalist), Marines, Navy, Scholar, Scouts.
- Graduation allows a commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university. Success will mean the Traveller enters the career at officer rank 1. If graduation was with honours, DM+2 is granted on this first commission roll.

MILITARY ACADEMY

For those looking to dedicate their lives to military service, there is no better option than joining an academy to round out an education. This is a popular choice for those coming from 'military' families or those having grown up never considering anything other than a life in uniform. A term within a military academy can set a recruit's career for great things, so competition to gain one of the limited number of open student slots is fierce.

Before joining a military academy, you must decide whether it is an academy of the Army, Marines or Navy.

Entry: Army END 7+, Marines END 8+, Navy INT 8+
DM-2 if in Term Two, DM-4 if in Term Three.

Skills: Gain all Service Skills of the military career the academy is tied to at level 0, as with basic training.

Graduation:

INT 7+. If 11+ is rolled, graduate with honours.
DM+1 if END 8 or higher, DM+1 if SOC 8 or higher.

Graduation Benefits

- If entering the same military career the academy is tied to, select any three Service Skills and increase them to level 1.
- Increase EDU by +1.
- If the Traveller graduated with honours, increase SOC by +1 as well.
- Graduation allows automatic entry into the military career the academy is tied to, so long as it is the first career attempted by the Traveller after graduation.

- Graduation allows a commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university, with DM+2. Success will mean the Traveller enters the career at officer rank 1. If graduation was with honours, the Traveller will automatically pass this roll.

If a Traveller attends a military academy but fails to graduate, they may still automatically enter the military career that the academy is tied to, so long as they did not roll 2 or less on the graduation roll. If they choose to enter this career, they may not make a commission roll in the first term.

Colonial Upbringing

Those who grow up in the outback of a developed world or on a new colony do not always have the option to follow a normal career path. A youngster with dreams of joining the navy or becoming an interstellar entertainer may instead find themselves stuck on the farm for another couple of years, and even then it may not be easy to get into a prestigious service.

A colonial upbringing provides slightly more than the usual set of skills, as learning starts early. On the downside, education tends to be lacking and transition into a career can be difficult. A Traveller who had a colonial upbringing may find it a little easier to get into certain careers as their specialist skills may be in demand, but suffers DM-2 on all attempts to get into any career not listed for a recruitment bonus. In addition, a Traveller from a colonial background suffers DM-1 on all checks to achieve commission or promotion throughout his entire career.

Travellers from a colonial background receive DM+1 to qualify for the Rogue or Scout careers.

Entry: Automatic if homeworld is TL8-

Skills: Animals 0, Athletics 0, Drive 0, Gun Combat 0, Mechanic 0, Medic 0, Navigation 0, Recon 0, Profession 0, Seafarer 0, Survival 1.

Graduation: INT 8+. DM+1 if END 8+. If 12+ is rolled, graduate with honours.

Graduation Benefits:

- Increase one skill already gained at level 0 to level 1.
- Gain any two other skills listed above at level 1 or increase one skill already possessed by one level.
- Gain Jack-of-all-Trades at level 1.
- 'Honours' graduates gain Leadership 1 and may increase any other skill gained at level 0 to level 1.
- Increase END by +1, and decrease EDU by -D3.

The Traveller is aged 22+2D3 years when entering their first career.

Merchant Academy

Those intending to embark upon a career aboard merchant starships or as a portside broker can enrol on a suitable training programme. Some courses are run like a university degree, whilst others are much more vocational. Some large merchant lines have training ships or cadet berths aboard their larger vessels, where a prospective employee can learn on the job. The end result is much the same, with graduates being prepared for a fast-track career in interstellar commerce.

Not all graduates find employment with a major shipping line or port operator. Some are snapped up by smaller lines; others decide to take a different path and embark upon another career. Many businesses value mercantile graduates even though they are not active in the shipping sector, making the Merchant Academy a good starting point for a career in management or diplomacy.

Upon entry to the academy, a Traveller must choose whether to follow the Business or Shipboard curriculum.

Psionic Community

Some Travellers are lucky enough to be born into a community where psionics are used, and will receive testing and training as a matter of course. Such communities tend to be either physically or socially isolated from the wider universe, which can often leave a Traveller without necessary skills when venturing out to begin a career. It is unlikely that a psionic community will be among the upper echelons of society. Many will live simple lives without the distractions of high technology; others blend in among ordinary citizens and are too focused on their psionic studies to achieve great things in the world of business or the military.

On the other hand, growing up among psions means a Traveller will automatically be tested for potential and talents, and will receive at least some training. Graduates of a psionic community will have completed whatever training the combine can offer, whilst honours graduates are among their most promising young members. A community might not be keen to see such an individual leave.

Entry: INT 9+, DM +1 if SOC 8+

Skills: If the Business curriculum is chosen, gain all skills on the Broker table of the Merchant career at level 0. If the Shipboard curriculum is selected instead, gain all skills on the Merchant Marine table at level 0. In addition, gain one skill rolled randomly on the Service Skills table at level 1.

Graduation: INT 7+, DM+1 if EDU 8+, DM+1 if SOC 8+. If 11+ is rolled, the Traveller graduates with honours.

Graduation Benefits:

- Increase one skill already gained from the Broker or Merchant Marine table to level 1.
- Increase EDU by +1.
- The Traveller may enter the Merchant or Citizen career automatically at rank 1, providing this is the first career they enter after the academy and they enter the appropriate branch (Merchant Marine or Broker as per their academy path).
- An honours graduate may enter the above careers at rank 2, gaining the automatic skill for that rank.
- Graduates gain DM+1 on all advancement checks in the Merchant or Citizen careers. Honours graduates gain DM+2 on these checks.

Entry: PSI 8+, DM+1 if INT 8+

Skills: Profession 0, Science 0, Streetwise 0

Additional: The young psionist is tested and receives skill level 0 in each talent gained.

Graduation: PSI 6+, DM+1 if INT 8+. If 12+ is rolled, graduate with honours.

Graduation Benefits:

- Increase PSI by +1.
- Skill level 1 in any one talent possessed.
- Science (psionology) 1.
- 'Honours' graduates gain all acquired talents at level 1 and may advance one to level 2.
- Enlistment in the Psion career is automatic, even if the Traveller serves in other careers in between.
- Gain a Rival who is unhappy they left the community. Honours graduates gain an Enemy instead.

School of Hard Knocks

Some Travellers grow up on the fringes of society and are denied the usual opportunities to enter a career or enlist in a service. Not all of these people are criminals but many come into contact with crime one way or another. Those that get out of that world fall into two categories: some leave it as far behind as possible and others take it with them wherever they go.

Streetwise recruits from slums and alleys of big cities are sometimes desirable for their special knowledge and skills, but are rarely promoted and often mistrusted; a graduate of the school of hard knocks can expect to spend a career on the bottom rungs. Some are proud to serve and glad to make a better life. Others are less satisfied and become a problem for their employers. Either way, careers tend to be short.

Spacer Community

Most who grow up on an orbital habitat or asteroid belt community live a life much like anyone else in a high-tech city. For these people, their homes might as well be planetside, other than the slim chance of a life-support failure or similar disaster. However, not all space habitats are like this. Some are collections of small settlements in a planetoid field, with shuttles plying between them. For the inhabitants of such a community, formal education is likely to take second place to rule-of-thumb instruction in how to survive and get a day's work done in a spacer environment.

Some Travellers leave the community and seek a normal career elsewhere, but many hang around for a few years, picking up skills that might make them invaluable to a small merchant ship or similar employer where competence is more important than documentation.

'Graduates' of a spacer community have had instruction from skilled people, whilst 'honours graduates' come out with additional skills which may have been gained at the cost of harrowing experiences.

Entry: Automatic if SOC 6-

Skills: Streetwise 1, plus any two of: Athletics 0, Deception 0, Drive 0, Gambler 0, Melee 0, Persuade 0, Stealth 0.

Graduation: INT 7+, DM+1 if END 9+. If 11+ is rolled, graduate with honours.

Graduation Benefits:

- Gain any three other skills listed above at level 0.
- Gain Gun Combat 0.
- 'Honours' graduates gain Carouse 1 and may increase any other skill gained at level 0 to level 1.
- Decrease SOC by -1.
- DM-2 on checks to gain promotion or commission in first career. If the Traveller leaves this career by choice, checks in subsequent careers are as normal.

Entry: Automatic if homeworld size Code 0. Int 4+, DM+1 if DEX 8+

Skills: Vacc Suit 1, plus any two of the following: Astrogration 0, Electronics 0, Engineer 0, Profession 0.

Graduation: INT 8+, DM+1 if DEX 6+. If 12+ is rolled, graduate with honours.

Graduation Benefits:

- Gain any two other skills listed above at level 0
- Gain any skill listed above at level 1.
- Gain Pilot 0.
- 'Honours' graduates gain Jack-of-all-Trades 1.
- Increase DEX by +1, Decrease SOC by -2.
- DM+1 to enlist, gain commission or promotion in the Merchant (free trader) career.