

Higher Education

The PC has graduated from high school and is college-bound. The PC must decide on a “major”, or primary field of study. They must be consistent about their educational goals. In other words, if they declare a major in chemistry, then all advanced degrees should be in chemistry — from bachelor to masters to doctorate. Consult the GM and use common sense in making decisions regarding a field of study. There are many fields that have no application within Traveller (programs such as fine arts, philosophy, education, theology, marketing or women’s studies).

Another route to college is through the Service Academy system. The Imperial Army and Colonial Guard attend the Imperial Military Academy, while the Imperial Navy, Imperial Marines and the Colonial Star Patrol attend the Imperial Naval Academy. Local versions of these academies exist on many Imperial member worlds. There’s also an Imperial Academy of Justice for Imperial and Colonial Law Enforcement Agencies, an Imperial Academy of Security for Imperial and Colonial Intelligence agencies and an Imperial Scout Academy for those wishing to pursue the space sciences. Finally, there’s the Imperial Merchant Academy for those interested in a merchant career. There are also national military and naval academies as well as senior private military or naval academies that exist on many worlds.

The PC rolls below for the type of institution they wish to attend. If there are specific requirements the GM may allow a waiver with an acceptance roll of 9+. If PC does not qualify reroll for another school, ignoring previous selections until finding a school that is willing to accept them.

DM+1 if INT is 9+ or DM of –1 if INT is 6 or less

DM+1 if SOC is 9+ or DM of –1 if SOC is 6 or less

DM+1 if from TL-10+ homeworld or DM of –1 if from TL-6 or less homeworld

DM of +1 if high school honors graduate or DM of –1 if high school GPA is C or D.

If parent has been awarded the Medal of Honor the PC is automatically appointed to the Imperial Service Academy of their choice. DM of +1 if parent was retired military with rank of E-09+ or O-07+ (only for Imperial or senior private military academies).

College Selection (3d6)

- 3 Diploma Mill (went through an illegal shop to fake a college diploma and transcript)
- 4-7 Community College*
- 8-10 State College
- 11-13 State University
- 14 National Service Academy
- 15 Private Senior Service Academy***
- 16-17 Elite Private University **
- 18 Imperial Service Academy****

* Community College may not be recognized by other worlds, but the Imperium accepts them. It is often a stepping stone to a state college or university.

** Elite Private University is akin to a Prestigious Ivy League School; i.e., Yale, Harvard, Duke, Princeton, Stanford or Massachusetts Institute of Technology (MIT)

*** This is akin to Virginia Military Institute (VMI), Texas A&M College or The Citadel.

**** Roll for specific Imperial Service Academies below.

While not getting caught up in financing a college education, how a PC paid for college tells us something about their character. Struggling with an after school job and student work-study

program while attending college can indicate the PC is a hard worker and willing to do what ever it takes to accomplish their goals. Where as a student with a trust fund or who's family has financial connections with the school they attend can infer a lazy student.

If PC received academic honors in high school they may roll 9+ for an Academic Scholarship.

If PC received athletic honors in high school they may roll 9+ for an Athletic Scholarship.

If PCs family is wealthy the expenses of college will be taken care of by them, along with proceeds from any trust account.

College Financing (2d6)

2-3 Work-Study Program along with a After School Job

4-5 Family Funded Tuition

6-8 Public Student Loans (Financial Aid)

9-12 Private Student Loans (Private Financial Aid)

Students who have served on active duty for 4 years receive a four-year Veterans Education Bill to finance their education.

Students who enroll into an ROTC / NROTC Program receive their education from their respective service.

Students who qualify and who's parent have received the Medal of Honor can receive automatic appointment to one of the national or Imperial Service Academies of their choice.

College Academic Status The First Three Years

Depending upon the degree, college is generally a four-year program of study. Each year will be rolled up separately. Only by advancing each year can a degree ultimately be obtained. But, things happen in college. Each year students drop out, get expelled for bad behaviors or are placed on academic probation for poor performance. Roll below for the first three years. Dropping out, being expelled or suspended require repeating the year.

2 Dropped Out – PC quit college. On a roll of 7+ the college may readmit the PC the next year. No credits are earned.

3-4 Expelled – PC committed a serious criminal act the college could not ignore. The college will not readmit the PC; find another school. No credits are earned.

5-6 Academic Probation – PC is placed on academic probation for poor performance. Credits are earned.

10-11 Graduated – PC completed academic year without problems and earning all credits.

12 Graduated with Honors – PC completed academic year and earning all credits.

The Fourth Year

At the end of the fourth year the PC rolls to complete final graduation earning their academic degree. Consult the specific requirement of the specific institution attended. If the PC does not graduate they will have to retake the year again.

The Imperial Service Academy System

The Imperial service academies include: the Imperial Naval Academy (for the Imperial Navy, Imperial Marines and the Colonial Star Patrol), the Imperial Military Academy (for the Imperial Army and the Colonial Guard), the Imperial Scout Academy (for the Imperial Scouts), the Imperial Academy of Justice (Imperial or Colonial Law Enforcement Agencies), the Imperial Academy of Security (Imperial Secret Service or Colonial Intelligence Services) or the Imperial Merchant Academy (for the Merchant Service).

Imperial Academy Selection (2d6)

2	Imperial Merchant Academy
3	Imperial Scout Academy
4-5	Imperial Academy of Justice
6-7	Imperial Academy of Security
8-9	Imperial Military Academy
10-11	Imperial Naval Academy
12	Choice

There are only five ways to get accepted by one of the Imperial service academies (1) the PC must be a high school honors graduate; or (2) one of the PCs parents must have won the Medal of Honor; or (3) the PC must be the son or daughter of a noble; or (4) the PC enlisted in the military and served no more than four years with an excellent fitness rating; or (5) direct appointment by the Emperor. (The last two options are not addressed in this CharGen package).

Initial Security Clearance Rating (2d6)

(+3 DM if Integrity is 9+; +2 DM if Parent was retired military)

Confidential	5+
Secret	7+
Most Secret	9+

In the Service Academy System there is no such thing as an expulsion or suspension. Violate the institutions honor code and that cadet or midshipman is instantly dropped from the school roster. Academic probation may occasionally occur but the PC classmates will provide intensive tutoring for a student weak in a specific subject area. Failure is not an option! Roll once each year for advancement to the next year on a roll of 9+ (including any DMs and PIPs).

Imperial Naval Academy

4-Year Bachelor Degree

The Imperial Naval Academy is only available to PCs without prior college. Applicants that are selected directly from high school will enter either the Imperial Navy, Imperial Marines or the Colonial Star Patrol and be admitted to the Corps of Midshipmen. Applicants already in the Imperial Navy, Marines or the Colonial Star Patrol attending as a result of a special assignment roll will be obligated to their sponsoring service upon graduation. PCs with no service sponsor must choose whether they will participate in the Imperial Navy, Colonial Star Patrol or Imperial Marine program of study.

Roll of 12 results in attending the Imperial Naval Academy on Capital. Graduation from this location adds a +1 to Social Status. There are many other Imperial Naval Academies, generally one located in each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students help groups, PC automatically graduate each year. Roll only once for award of each skill below. A roll of a natural 12 results in doubling a specific skill.

For **Naval Midshipman** the skills are: Leadership, Ship Tactics, Piloting (Starship), Astro-Navigation, Jump Navigation, Keyboarding-OSCA, Astro-Communications, Damage Control, Combat Pistol, Martial Arts, Vacuum Suit-EVA and Medical.

For **Marine Cadets** the skills are: Leadership, Unit Tactics, Combat Engineering, Wilderness Survival-SERE, Combat Rifle, Combat Pistol, Martial Arts, Land Navigation, Recon-Stealth, BattleDress, Tactical Analysis-Order of Battle and Medical.

Due to the intense physical conditioning while at the Naval Academy the PC will receive one point increase in Strength, Dexterity, Agility, Endurance and Body Mass upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor in Naval Science

Graduates receive 2 PIPs, SOC +2 and INT +1

Honor graduates receive choice of Branch assignment (Flight School, Commando School or Intelligence School) or choice of an Academic Scholarship to a civilian graduate or post-graduate school to complete a masters or doctorate program

Graduates receive Ensign in the Imperial Navy or Colonial Star Patrol or Second Lieutenant in the Imperial Marines. This is a regular commission.

Graduates incur a 1.5 year service obligation for each year of their education.

Imperial Military Academy

4-Year Bachelor Degree

The Imperial Military Academy is only available to PCs without prior college. Applicants will join either the Imperial Army or Colonial Guard upon graduation. Applicants already a part of the Imperial Army or Colonial Guard attending as a result of a special assignment roll will return to that service upon graduation.

A roll of 12 results in attendance at the Imperial Military Academy on Capital. Graduation from this location adds a +1 to Social Status. There are Imperial Military Academies, generally one in each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, PC automatically passes each year. Roll once for the award of each skill below. A roll of a natural 12 results in doubling a specific skill.

Roll once for the award of each skill listed. A roll of a natural 12 results in doubling that specific skill. For Military Cadets the skills are: Unit Tactics, Leadership, Combat Engineering, Keyboarding-OSCA, Tactical Analysis-Order of Battle, Recon-Stealth, Combat Rifle, Combat Pistol, Martial Arts, Wilderness Survival-SERE, BattleDress and Medical.

Due to the intense physical conditioning while at the Imperial Military Academy the PC will receive one point increase in Strength, Dexterity, Agility, Endurance and Body Mass upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor of Science in Military Science

Graduates receive 2 PIPs, SOC +1 and INT +1

Honor graduates receive their choice of branch assignment

(Ranger School, Flight School or Intelligence School) or an Academic

Scholarship to civilian graduate or post graduate school for master or doctorate degree program

Graduates receive Second Lieutenant in the Imperial Army or Colonial Guard

Graduates incur a 1.5 year service obligation for each year of their education.

Imperial Scout Academy

4-Year Bachelor Degree

The Imperial Scout Academy is only available to PCs without prior college. Applicants that are selected directly from high school will join the Imperial Interstellar Scout Service upon graduation. Applicants already a part of the Imperial Scouts attending as a result of a special assignment roll will return to that service upon graduation.

A roll of 12 results in attendance at the Imperial Scout Academy on Capital. Graduation from this location adds a +1 to Social Status. There are many other Imperial Scout Academies, generally one for each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills / Characteristics	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, PC automatically passes each year. Roll once for the award of each skill below. A roll of a natural 12 results in doubling a specific skill.

Roll once for the award of each skill. A roll of a natural 12 results in doubling that specific skill. For Scout Cadets the skills are: Leadership, Ship Tactics, Piloting (Starship), Astro-Navigation, Zero-G Craft , Astro-Communications, Jump Navigation, Damage Control, Combat SMG, Martial Arts, Recon-Stealth, Vacuum Suit-Zero-G Maneuver and Medical.

Due to the intense physical conditioning while at the Academy the PC receives a one point increase in Strength, Dexterity, Agility and Endurance upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor of Science or Engineering

Graduates receive 1 PIPs and INT +1

Honor graduates receive their choice of branch assignment (with appropriate training) or an Academic Scholarship to civilian graduate or post graduate school for master of doctorate degree program.

Graduates receive the rank of Scout Sub-Lieutenant

Graduates incur a 1.5 year service obligation for their Academy education.

Imperial Academy of Justice

4-Year Bachelor Degree

Only available to PCs without prior college. If not already a part of any law enforcement agency the PC will upon graduation roll for Imperial agency assignment. If attending the Academy upon a special roll from a local law enforcement agency, upon graduation the PC will return to that agency.

A roll of 12 results in attendance at the Imperial Academy of Justice on Capital. Graduation from this location adds a +1 to Social Status. There are many other Imperial Academy of Justice, generally one for each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills / Characteristics	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, PC automatically passes each year. Roll only once for the award of each skill below. A roll of a natural 12 results in doubling a specific skill.

Roll once for the award of each skill below. A natural roll of 12 results in doubling the skill. Skills are: Police Tactics, Criminal Codes, Forensics-Crime Lab, Databasing, Martial Arts, Interrogation, Combat Pistol, Combat Shotgun, Security-CounterSmuggling, Psychometrics-Truth Analysis, Investigation and Surveillance-PEST.

Due to the intense physical conditioning while at the Academy the PC receives a one point increase in Strength, Dexterity, Agility and Endurance upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor of Science in Criminal Justice

Graduates receive 1 PIP and INT +1

Honor graduates receive their choice of branch assignment with appropriate training or a 2-Year Academic Scholarship to a civilian graduate school.

Graduates receive the rank of Police Lieutenant in one of the following agencies (2d6)

2-4 Colonial Police Force

5-10 Imperial Marshal Service

11-12 Ministry of Justice

Graduates incur a 1.5 year service obligation for each year of sponsored education.

Author's Note: In my universe a law enforcement agency would have little incentive to pay for a 4-year medical education. If a physician is needed the agency would hire one fully-trained. A legal education is much more in-line with a law enforcement career and could be a stepping stone to a future law-related position such as a prosecutor, judge or even a politician. In real life, cops attend law school far more often than they attend medical school.

Imperial Academy of Security

4-Year Bachelor Degree

The Imperial Academy of Security is only available to PCs without prior college. Applicants are selected directly from high school will upon graduation roll for Imperial agency assignment. Those already a part of the Imperial Secret Service, the Ministry of Security, the Naval or Military Intelligence Services and the Colonial Intelligence Service attending based upon special assignment rolls will return to that agency upon graduation.

A roll of 12 results in attendance at the Imperial Academy of Security on Capital. Graduation from this location adds a +1 to Social Status. There are many other Imperial Academy of Security, generally one for each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills / Characteristics	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, PC automatically passes each year. Roll only once for the award of each skill below. A roll of a natural 12 results in doubling a specific skill.

Roll once for the award of each skill. A roll of a natural 12 results in doubling that specific skill. The skills are: Leadership, Unit Tactics, Forgery-Identity Design, Investigation, Cryptography-Cryptanalysis, Explosives-Demolition, Combat Pistol, Surveillance-PEST, Security-CounterSmuggling, Disguise-Wardrobe, Martial Arts and Intrusion-CounterSecurity.

Due to the intense physical conditioning while at the Academy the PC receives a one point increase in Strength, Dexterity, Agility and Endurance upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor of Science in Security Affairs

Graduates receive 2 PIPs and INT +1

Honor graduates receive their choice of branch assignment (with appropriate training) or a 2-Year Academic Scholarship to a civilian graduate school.

Graduates receive the rank equivalent of a Navy Ensign or Army or Marine Second Lieutenant in one of the clandestine services (2d6)

2-5 Imperial Secret Service

6-10 Ministry of Security, Special Branch

11-12 Ministry of Defense, J2 (Intelligence Directorate)

Graduates incur a 1.5 year service obligation for each year of Academy education.

Imperial Merchant Academy

4-Year Bachelor Degree

The Imperial Merchant Academy is only available to PCs without prior college. Applicants are selected directly from high school and sponsored by one of the many mega-corporations. Graduates are not in the Imperial military but upon graduation can request a reserve commission if they also join the NROTC program.

A roll of 12 results in attendance at the Imperial Merchant Academy on Capital. Graduation from this location adds a +1 to Social Status. There are many other Imperial Scout Academy, generally one for each sector.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills / Characteristics	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, the PC automatically passes each year. Roll only for final graduation. Whether they pass or fail, roll once for the award of each skill below.

A roll of a natural 12 results in doubling that specific skill. The skills are: Leadership, Ship Tactics, Astro-Navigation, Jump Navigation, Piloting (Starship), Keyboarding-OSCA and Administration.

Due to the intense physical conditioning while at the Academy the PC receives a one point increase in Strength, Dexterity, Agility and Endurance upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor of Merchant Studies

Honor graduates are selected by the top mega-corporations on roll of 9+

Elite Senior Service Academy

4-Year Bachelor Degree

Elite Senior Service Academies exist on many worlds and provide a military education to those interested. These schools are not affiliated with the Imperial Service Academies but their naval and military programs of study provide for commissions in the various military and naval services including the Imperial services. PCs must choose whether they wish to participate in the naval or military program of study.

Yearly Advancement	9+	DMs & PIPs included
Graduation	Auto	
Distinguished Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Due to the restrictions, special tutoring, students helping each other study as a team, PC automatically passes each year. Roll only once for the award of each skill below. A roll of a natural 12 results in doubling that specific skill.

For **Midshipman** the skills are: Leadership, Ship Tactics, Piloting (Starship), Astro-Navigation, Jump Navigation, Keyboarding-OSCA, Astro-Communications, Damage Control, Combat Pistol, Martial Arts, Vacuum Suit-EVA and Medical.

For **Cadets** the skills are: Leadership, Unit Tactics, Combat Engineering, Wilderness Survival-SERE, Combat Rifle, Combat Pistol, Martial Arts, Land Navigation, Recon-Stealth, BattleDress, Tactical Analysis-Order of Battle and Medical.

Due to the intense physical conditioning while at the Naval Academy the PC will receive one point increase in Strength, Dexterity, Agility, Endurance and Body Mass upon a success roll of 7+. Automatic SL-4 in Galangic language (native speaker).

Graduates receive a Bachelor in Naval or Military Science

Graduates receive 1 PIPs, SOC +1 and INT +1

Honor graduates receive their choice of Branch assignment or an Academic Scholarship to a civilian graduate or post-graduate school.

Graduates receive the rank of Ensign in the any Navy or Second Lieutenant in any Army that will accept them. This is a reserve commission.

College

4-Year Bachelors Degree

Determine the Name and Location (planet) of the college (Consult GM)

Define Major or Field of Study from:

Business, Science, Engineering, Pre-Law, Pre-Medicine

Graduation	Auto
Honors Graduate (Last Year Only)	11+
Graduation from ROTC or NROTC	7+ DM+1 if INT 9+
Skills	7+ DM+1 if INT 9+

Roll for skills acquired only upon final graduation. A roll of a natural 12 results in doubling for that skill:

Business, Business, Science, Science, Computer and Personality

Automatic SL-4 in Galangic language (native speaker). Skills denoted in bold are cascade skills; select individual skills from these categories. Refer to the "Skills Module" for cascade categories and skill definitions.

- Graduates receive a Bachelor of Science or Arts in Specified Major
- Graduates from publicly funded college receive 1 PIP, SOC +1 and INT +1
- Graduates from private college receive 1 PIP, SOC +2 and INT +1
- Graduates from an elite private college receive 2 PIPs, SOC +3 and INT +2
- Senior Year Honor graduates (without ROTC/NROTC) receive a two-year academic scholarship to attend graduate school (masters program)
- Honor graduates enrolled in ROTC / NROTC immediately join the military with their choice of branch assignment (this may include Intelligence School, Commando School or Flight School depending upon their service selection)
- Graduates enrolled in ROTC / NROTC are commissioned with the rank of Second Lieutenant (in Army or Marines) or Ensign (in the Navy). This is a reserve commission.

College Academic Status

The First Three Years

Depending upon the degree, college is generally a four-year program of study. Each year will be rolled up separately. Only by advancing each year can a degree ultimately be obtained. But, things happen in college. Each year students drop out, get expelled for bad behaviors or are placed on academic probation for poor performance. Roll below for the first three years. Dropping out, being expelled or suspended require repeating the year.

- 2 Dropped Out – PC quit college. On a roll of 7+ the college may readmit the PC the next year. No credits are earned.
- 3-4 Expelled – PC committed a serious criminal act the college could not ignore. The college will not readmit the PC; find another school. No credits are earned.
- 5-7 Academic Probation – PC is placed on academic probation for poor performance. Credits are earned.
- 10-11 Graduated – PC completed academic year without problems and earning all credits.
- 12 Graduated with Honors – PC completed academic year and earning all credits.

The Fourth Year

At the end of the fourth year the PC rolls to complete final graduation earning their academic degree. Consult the specific requirement of the specific institution attended. If the PC does not graduate they will have to retake the year again.

*** Reserve Officer Training Corps (ROTC) or Naval Reserve Officer Training Corps (NROTC)

Determine if PC joins the ROTC / NROTC program. If successful roll once for the award of each skill below. A roll of a natural 12 results in doubling of that skill.

Navy skills are: Leadership, Ship Tactics, Zero-G Craft, Combat Pistol, Martial Arts and Vacuum Suit-Zero-G Maneuvering. Due to the intense physical conditioning while in ROTC the PC also rolls to increase (without any DMs being applied): Strength, Dexterity, Speed and Endurance.

Army or **Marines** skills are: Leadership, Unit Tactics, Combat Pistol, Martial Arts, Land Navigation and Recon-Stealth. Due to the intense physical conditioning while in NROTC the PC also rolls to increase (without any DMs being applied): Strength, Dexterity, Speed and Endurance.

Completion of ROTC / NROTC program allows the PC to be commissioned in the military service of their choice.

College Activities

(Roll for each year)

(Does not apply for service academies)

The PC was involved in the following activities during college:

- 2 Petty Crimes (Computer Hacking, Vandalism, Gambling, Drugs, etc.) *
- 3 Partying /
- 4 The Grand Competitions (various Imperial Prizes in Academics)
- 5 Political Action Group (Political Party, Animal Rights, Environmentalist, Pro-Choice, Anti-War Campaign or pick one)
- 6 Campus Employment (i.e., Teaching Assistant,, Work-Study Program, Tutoring, Student Internships, Off Campus Job, Community Volunteering)
(auto skill in Instruction)
- 7 Academic Societies (i.e., Debating, Theatrical, Astronautical, Engineering, Historical, Literary, Campus Newspaper, Campus DJ, etc.)
(auto skill in Persuasion)
- 8 Student Union (Elected Campus Government) (auto skill in Leadership)
- 9 Secret Organizations (Skulls & Bones, Brickeaters, etc.) (auto skill in Liaison)
- 10 Cheerleading Squad or Gymnastics Team (one skill in **Athletics**)
- 11 Athletics Leagues (Football, Basketball, Baseball, Hockey, Soccer, Tennis, Golf, Fencing) (two auto skills in **Athletics**)
- 12 Fraternity or Sorority House (Consult the GM for the Name the House)
(Receive 2 PIPs)

University

2-Year Masters Degree
in any program but Science, Engineering or Business
(Requires a Bachelor's Degree to Attend)

DM+1 if INT 9+ and DM +1 if SOC +9

Decide Major or Field of Study:
Criminal Justice, Political Science (both pathways to Law School),
Health Science (pathways to Medical School), Military Science, Naval Science,
Security Affairs, Science, Engineering or Business

Determine the College Name and its Location (planet) (Consult GM)

If the government is sending the PC the cost will be incurred by the individual service. The student understands that they are not in school to party and actually study, therefore they roll only for final graduation.

Graduation from State University	7+	DM+1 if INT 9+
Graduation from Private University	8+	DM+1 if INT 9+
Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for the award of each skill. A natural roll of 12 results in doubling the skill. Skills are: **Specialty** (x3). Skills denoted in bold are cascade skills; select individual skills from these categories. Specialty denotes a skill within the PC chosen field of study as defined by the gamemaster. Automatic SL-5 in Galangic language (native speaker).

Graduates receive a Masters of Arts, Science, Engineering or Business
Graduates from a publicly-funded (state) university receive 1 PIP and INT +1
Graduates from a private university receive 2 PIP, SOC +1 and INT +1
Honor graduates receive their choice of branch assignment (with appropriate training) or a 2-Year Academic Scholarship to a civilian post-graduate school for a doctorate degree.
Awarded the rank of SubLieutenant (Navy) or First Lieutenant (Army or Marines)
Military graduates incur a 1.5 year service obligation for each year of education.

University

2-Year Doctorate Degree
in Science, Engineering or Business
(Requires a Master's Degree to Attend)

DM+1 if INT 9+ and DM +1 if SOC +9

Major field of study will be the same as in Masters program

Determine the University's Name and Location (planet) (Consult GM)

Graduation from State University	7+	DM+1 if INT 9+
Graduation from Private University	8+	DM+1 if INT 9+
Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

If the government is sending the PC the cost will be incurred by the individual service. The student understands that they are not in school to party and actually study, therefore they roll only for final graduation.

Graduation from State University	7+	DM+1 if INT 9+
Graduation from Private University	8+	DM+1 if INT 9+
Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A natural roll of 12 results in doubling the skill. For a 2-year doctorate program skills are: **Specialty** (x3). For a 4-year doctorate program skills are: **Specialty** (x6). Skills denoted in bold are cascade skills; select individual skills from these categories. Specialty denotes a skill within the PC chosen field of study as defined by the GM. Automatic SL-5 in Galangic language (native speaker).

Graduates receive a Doctorate of Science, Engineering or Business
Graduates from a state university receive 1 PIP and INT +1
Graduates from a private university receive 2 PIP, SOC +1 and INT +1
Military graduates incur a 1.5 year service obligation for each year of education.
Graduates entering the military receive a direct commission with the rank of
Captain (Army) or Lieutenant (Navy) in their specialty branch.

Law School

4-Year Doctorate Degree in Jurisprudence

DM+1 if INT 9+ and DM +1 if SOC +9

Must have graduated with a bachelors degree in Criminal Justice, Political Science or Pre-Law, or from a bachelors and masters program in the same fields of study; and roll for acceptance on 9+ (+ DMs and PIPs)

Determine the Law School's Name and Location (planet) (Consult GM)

Upon graduation, in order to be a lawyer, the PC must pass the appropriate bar exam which allows them to practice law within a specific jurisdiction.

Graduation	9+	DM+1 if INT 9+
Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A natural roll of 12 results in doubling the skill. Skills are: **Law** (x4) and Persuasion (x2). "Law" denotes one of the following specific skills: Civil Law, Criminal Law, Military Law, Commercial (Business) Law, Interstellar Law or Family Law. Other law specialties can exist. Automatic SL-5 in Galangic language (native speaker).

Bar Examination	7+	DM of +1 if INT 9+
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Separate bar exams must be passed in order to practice law on each planet or nation-state. Graduates receive a Doctorate in Jurisprudence (J.D.) degree. The Imperium accepts that an attorney who has graduated from an accredited law school and who has passed the Imperial bar exam may practice any where within its borders.

Graduates also receive 2 PIPs, SOC +2 and INT +2

Honor graduates receive their choice of branch assignment in one of the military services

Graduates receive a direct commission with the rank of Captain (Army)

or Lieutenant (Navy or Marines) and assigned to the Judge Advocate General Branch.

Military graduates incur a 1.5 year service obligation for each year of education.

In current times law schools are a three year program of study. In the far future law this is much more complex and thus a four year degree program is in order. Lawyers receive a Doctorate of Jurisprudence degree but they are not addressed as "doctor prior to their name", instead they are addressed as Mr. John Smith, Esquire. Esquire denotes the status of an attorney-at-law.

Medical School

4-Year Doctorate Degree in Medicine
Plus a 2-Year Residency within a Specialty

DM+1 if INT 9+ and DM +1 if SOC +9,

Must have graduated with a bachelors degree in Health Science or Pre-Medicine, or from a bachelors and masters program in the same fields of study and roll for acceptance on 9+ (+ DMs and PIPs)

Determine the Medical School's Name and Location (planet) (Consult GM)

After completing a 4-year bachelors program the applicant must attend 4-years of formal study (this includes a 2-year internship) as well as a 2-year residency specialty program.

Upon graduation, in order to be a physician, the PC must pass the appropriate medical boards which allow them to practice medicine within a specific jurisdiction (usually state, nation or planet).

Graduation	9+	DM+1 if INT 9+
Honors Graduate	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A natural roll of 12 results in doubling the skill. Skills are: **Medicine** (x8) and Administration. "Medicine" denotes one of the following specialty skills: Medical, Surgical, Cryonics, Bionics, Pharmacy, Diagnostics, Pathogenics, Genetics or Nanonics. Automatic SL-5 in Galangic language (native speaker).

Medical Boards	9+	DM of +1 if INT 9+
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Graduates receive a Doctorate in Medicine (M.D.) degree. Passing the Medical Boards allows the PC to practice within the Imperium. Separate medical boards may be required to practice medicine on each planet or nation-state.

Graduates receive 2 PIPs, SOC +2 and INT +2

Honor graduates receives a Full Scholarship to a Fellowship Program

Graduates entering the military receive a direct commission with the rank of

Captain (Army) or Lieutenant (Navy) in the Medical Branch.

Military graduates incur a 1.5 year service obligation for each year of education.

Imperial Institute of Science & Technology

2-Year Program of Study leading to a Fellows Degree
in either Medicine, Law, Science or Engineering

Determine the Name of the Institution and Location (planet) (Consult GM)
(Generally held at an Institute of Science & Technology or Elite Private University)

DM+1 if INT 9+ and DM +1 if SOC +9,

Must have graduated with honors from a post-graduate
program (science or engineering), medical or law school

After completing a 2-year fellows program the applicant must roll 9+ to graduate.

A fellowship is a prestigious scholarship award given only to the cream of the crop in a specific field of study. It involves an advanced program in research resulting in the publishing of a paper or book of significant importance. IMTU once received the PC obtains a Knighthood by the ruling noble which entitles them to the benefits open to the gentry's class. PCs Social Status is adjusted to 12. A skill level is automatically awarded in "Cultural."

Roll once for award of each skill. A natural roll of 12 results in doubling the skill. Skills are **Specialty (x3)**. Specialty denotes a skill within a specific skill group such as Law, Medicine, Science or Engineering.

Graduates receive a Fellows of Medicine, Law, Science or Engineering

Graduation also receives 2 PIPs and INT +1

Upon joining the military awarded the rank of Lieutenant Commander (Navy) or Major (Army or Marines) but only in specific branches (i.e., for law the judge advocate general branch, for medicine the medical corps, for science the institutes of research or for engineering the Engineering corps)

Military graduates require a 1.5 year service obligation for each year of education.