

Secondary Education

I find it a little silly that in most games the PC starts character development at age 18 without the character having any useable skills to speak of. I know teenagers (age 13 to 17) who drive cars, play musical instruments, skateboard, scuba dive, shoot firearms, operate computers, fly aircraft, skydive and climb mountains. Therefore, a limited number of skills should be appropriate before age 18.

Whether the teenagers lives with their biological families or in an orphanage, they're dependent upon some authority figure for their survival. Somewhere around age 13 most kids are semi-independent; meaning they make many decisions for themselves. These decisions can involve choosing a peer group to associate with, participating in athletics, developing some early life skills and gaining real life experience – all translating into “skills”. Therefore, IMTU, I start the character rollup process at age 13 when they enter high school.

High School Attended (2d6)

DM of -1 if INT 6-
DM of +1 if INT 9+
DM of +1 if SOC 9+
DM of -1 if SOC 6-

High School is a right-of-passage in advanced societies. Roll 2d6 for the type of high school attended. For game purposes PCs automatically graduate (no dropping out).

| | Type of School | Skill Awarded (Level 1) |
|-----|---|---|
| 2 | State Reformatory & School (SOC -1 and STR +1) | Streetwise & Combat Knife |
| 3 | Junior Military Academy (STR +1 and END +1) | Leadership & Language (Foreign Speaker) |
| 4 | Trade or Vocational School | Keyboarding-OSCA & Electro-Mechanical |
| 5 | Religious School | Ethical & Language (Foreign Speaker) |
| 6-9 | Public School | Keyboarding-OSCA & Carousing |
| 10 | Elite Boarding School (SOC +1 and 1 PIP) | Cultural & Language (Foreign Speaker) |
| 11 | Foreign School** | Cultural & Language (Native Speaker) |
| 12 | Home Schooled / Private Tutors* | Persuasion & Language (Native Speaker) |

Roll 1d6 for each skill with the following results: 1-3 = zero level skill, 4-5 = skill level one, 6 = skill level 2.

* One of PCs parent was a diplomat, military attaché or megacorp executive assigned to a planet outside the Imperium and PC attended high school in the local culture. Do not roll on In School or Non-School Activities. See GM.

** PC was raised and educated by parents who either wanted to isolate the PC or paid for tutors to give child special advantages. Player and GM should discuss this option: Examples may include: PC was raised in an elite family (noble, senior corporate executive, celebrity); raised by family on the run from the law; raised by nomadic tribe or wilderness survival group; raised by religious sect or commune; raised by traveling circus troupe; raised aboard a working starship or on an asteroid mining colony.

In School Activities (6d6) (Optional)

(Roll four times; once for each year of high school)

If roll is 7+ consult positive column, if less than 7 consult negative column.

| | Positive | Negative |
|----|---|---|
| 6 | School Art Show | Felony crime & 1d6 years of prison time, receives GED in jail** |
| 7 | Marching Band | State Reformatory** |
| 8 | School Choir | Expulsion** |
| 9 | Golf Team | Failed Year** |
| 10 | Hockey Team | Major Accident with Injuries** |
| 11 | Active in Mainstream Church | Dropped Out** |
| 12 | Fencing Team | Street Gang |
| 13 | Martial Arts Team | School Bully |
| 14 | Archery Team | Street Racing |
| 15 | Gymnastics Squad | Youth Boot Camp |
| 16 | Science Club | Gambling Addiction |
| 17 | Foreign Exchange Program | Promiscuity / Sexual Addiction |
| 18 | Computer Club | Eating Disorder / Food Addiction |
| 19 | Auto Shop | Porn Addiction |
| 20 | Machine Shop | Shoplifting |
| 21 | Astronomy Club | Serious Vandalism |
| 22 | Chess Club | Illegal Hunting |
| 23 | Yearbook Committee | Violent Protest Group |
| 24 | Student Newspaper | Homemade Pornography |
| 25 | Debate Team | Dangerous Stunts |
| 26 | Drama Club | Drug Abuse / Addiction |
| 27 | Swim Team | Self Destructive Behaviors |
| 28 | Tennis Team | Pregnancy or Serious STD |
| 29 | Track Team | Smoking |
| 30 | Basketball or Baseball Team | Witchcraft or Cult Religion |
| 31 | Gravball or Football Team* | Cutting / Self Mutilation |
| 32 | Cheerleading* | Alcohol Addiction |
| 33 | Honor Society* | Public Tagging |
| 34 | Junior ROTC Program* | Computer Hacking |
| 35 | Student Council* | School Pranks |
| 36 | Advanced Placement Program Graduates one year early* | Skipping Class / Truancy |

* Elite activities receive one PIP for participation.

** PC loses one year of school and has to retake senior year.

Advanced Placement Program or Student Council: receives a level one skill in
Liaison or Foreign Exchange Program a language (foreign speaker) skill.

After School Activities (6d6) (Optional)

(Roll four times; once for each year of high school)

If Parents or PCs SOC is 2-5 use C column; If SOC is 6-9 use B column;

| | (A) RICH PARENTS | (B) AVERAGE PARENTS | (C) POOR PARENTS |
|----|---|---|--|
| 6 | Committed Petty Crime (No Criminal Record) | Committed Felony Crime* (Open Juvenile Record) | Committed Felony Crime* (Adult Criminal Record) |
| 7 | | Misdemeanor Crime* (Open Juvenile Record) | Misdemeanor Crime* (Adult Criminal Record) |
| 8 | Summer Life Guard Job | Misdemeanor Crime* (Sealed Juvenile Record) | Misdemeanor Crime* (Open Juvenile Record) |
| 9 | Tennis Camp | Life Guard | Juvenile Boot Camp (Vandalism / Petty Theft) |
| 10 | Riding Academy | Food Service Crew | Disciplinary Suspension (Truancy / Prank) |
| 11 | Sweet Sixteen Super Party | Cleaning Crew Job | Street Gang / Fighting |
| 12 | Flying School | Commercial Fishing Boat Crew Job | Court Mandated Substance Rehabilitation |
| 13 | Scuba Diving Program | Painting Crew Job | Court Mandated Community Service |
| 14 | Summer Modeling Job | Landscaping Job | Painting Crew Job |
| 15 | Summer Tour Guide Job | Substance Rehabilitation | Cleaning Crew Job |
| 16 | Summer Teen Reporting Job | Construction Crew Job | Construction Crew Job |
| 17 | Sky Diving Academy | Newspaper Route Job | Food Service Crew Job |
| 18 | Online Gaming Group | Video Gaming | Family Approved for Welfare |
| 19 | Serious Family Secret | Serious Family Secret | Serious Family Secret |
| 20 | Motorcross Bike or Grav-bike Racing | Skate or Grav-Boarding | Shoplifting / Swarm Theft |
| 21 | Serious Accident | Serious Accident | Serious Accident |
| 22 | Vehicle | Vehicle | Vehicle |
| 23 | Best Friend | Best Friend | Best Friend |
| 24 | Romance | Romance | Romance |
| 25 | Rock Band | Rock Band | Rock Band |
| 26 | Wilderness Camp | Wilderness Camp | Vandalism |
| 27 | Martial Arts Tournaments | Summer Stock (Actor or Stage Hand) | Piercing or Tattoo |
| 28 | Yacht Club (Sailing) | Scout Explorer Program | Gambling / Sports Betting |
| 29 | Trap & Skeet Club | Outdoor Rifle Range | Landscaping Job |
| 30 | Spelunking or Rock Climbing Camp | RPG Gaming | Auto Body Shop Job |
| 31 | Polo (& Show Riding) Club | Retail Sales Job | Vandalism |
| 32 | Scout Explorer Program | Scouting | Commercial Fishing Boat Crew Job |
| 33 | Country Club Membership (Golf or Tennis) | Church Activities | Church Activities |
| 34 | Junior Achievement | Business Internship | Alternate Religion |
| 35 | Business Internship | Junior Achievement | Community Volunteer |
| 36 | Choice on any activity on list | Choice of any activity on list | Choice of any activity on list |

* GM may roll die to determine if crime was reduced to a misdemeanor or the PC was placed on juvenile probation along with a rehab or boot camp program.

The GM will determine if a skill is associated with an activity. If so, roll 1d6 for each skill awarded with the following results: 1-3 = zero level skill, 4-5 = skill level one, 6 = skill level 2.

“Best Friend” denotes a life long friend or sidekick that may follow the PC into whatever career field or adventure he or she chooses (great game hook). The GM will rollup the Best Friend as an NPC for inclusion into the game.

“Vehicle” denotes the PC received their first wheels. This is of course dependent upon the social group of the parents. For a “Poor Parents” it will be a used but reliable older car. For “Middle Class”, a moderately priced new economy vehicle. For “Rich Parents”, a brand-new high-powered expensive sports car or SUV. Depending on the TL of the Homeworld this could be a horse and buggy or a gravcraft.

“Romance” denotes the PC had their first love affair (puppy love).

“Serious Accident” requires a survival roll of 7+ on 2d6, and if the PC fails the roll the GM will determine his or her injuries and any possible bionic device installed.

“Serious Family Secret” can denote anything, i.e., domestic violence, family drug or alcohol problems, mental illness or criminal behavior within the family. Make sure that the secret does not contradict with family history.

“Rock Band” denotes the PC joined an amateur or non-pro teen musical group.

PC Characteristic Enhancement (Optional)

The PC may increase specific characteristic scores by involvement in the following activities:

Body Building / Strength Training (STR, END)
Mixed Martial Arts / Boxing / Wrestling (STR, DEX, AGI, END)
Cycling (Speed & Distance) (END)
Power Running (Sprint & Distance) (END)
Track & Field (DEX, AGI, END)
Major Team Sports (Football, Basketball, Baseball, Soccer, Hockey, La Crosse, Polo, Rugby)
(STR, END)
Swimming-Diving (STR, END)
Tennis / Handball / Racquet Ball (DEX, AGI, END)
Snow Skiing-Snowboarding (DEX, AGI, END)
Ice Skating (DEX, AGI)
Surfing (DEX, END)
Fencing (DEX, AGI)
Mountaineering (STR, DEX, AGI, END)

Graduating Grade (2d6)

| | |
|------|--------|
| 2 | D |
| 3-5 | C |
| 6-10 | B |
| 11 | A |
| 12 | Honors |

Awarding Skills

The PC may select one skill from each of the following categories. The skill must be appropriate to the PCs home world or environment. Example: a TL-9 world will have access to wheeled vehicles but not anti-grav vehicles. In TL-13+ societies, the primary vehicle would be gravcraft. A desert world would not accommodate ocean survival or watercraft skills, nor a vacuum world permit a skill in aircraft or wilderness survival. The GM must exercise best judgment in awarding skills.

Skill Roll (1d6)

- 1-4 = PC receives level 0 skill
- 5 = PC receives level 1 skill
- 6 = PC receives level 2 skill

Transport Skill

Choose one skill from the following list and roll for level:

| | | |
|------------------------|--------------------|--------------------|
| Animal Handler-Trainer | Kayaks-Canoes | Anti-Grav Vehicles |
| Animal Riding | Powered Watercraft | Jetboats-PWC |
| Sailcraft-Seamanship | Helicopter-VTOL | Wheeled Vehicles |
| Tractor-Trailer Rigs | Tracked Vehicles | Submersibles-MROV |
| Zero-G Craft | Propeller Aircraft | Motorcycles-ATC |
| Dog Sleds | Airboats | Gliders-Sailplanes |
| Airships | Heavy Equipment | |

Outdoor Skill

Choose one skill from the following list and roll level:

| | | |
|--------------------------|-----------------------|---------------------------------|
| Mixed Martial Arts | Sky Diving-Hangliding | Scuba Diving-Marine Environment |
| Snow Skiing-Snowboarding | Mountaineering | A-Grav Maneuvering |

Physical Developmental Skill

Choose one skill from the following list and roll level:

| | | |
|--------------|--------------|------------|
| +1 Strength | +1 Dexterity | +1 Agility |
| +1 Endurance | +1 Body Mass | |

Survival Skill

Choose one skill from the following list and roll level:

| | | |
|----------------------|--------------------------|-------------------------|
| Vacuum Suit-EVA | Wilderness Survival-SERE | Ocean Survival-Swimming |
| Desert Survival-SERE | Artic Survival-SERE | Land Navigation |
| Medical | | |

Weapon Skill

Choose one skill from the following list and roll level:

| | | |
|----------------------------------|-------------------------------------|---------------------------|
| Combat Blade (Fencing) (Specify) | Combat Bow (Archery) | Throwing Weapon (Specify) |
| Unique Weapon (Specify) | Combat Gun (Marksmanship) (Specify) | |

Technical Skill

Choose one skill from the following list and roll level:

| | | |
|----------------------|---------------------|----------------------|
| Keyboarding-OSCA | Macro-Electronics | Flight Mechanics |
| Automotive Mechanics | Fabrication Shop | Welding-Machine Shop |
| Architectural Design | Commercial Printing | Mining-Drilling |

Science Skill

Choose one skill from the following list and roll level:

| | | |
|---------------------|-------------------------|-------------------------|
| Biology Laboratory | Geology Laboratory | Chemistry Laboratory |
| Physics Laboratory | Astronomy Laboratory | Oceanography Laboratory |
| Mathematics | Linguistics Laboratory | Planetology Laboratory |
| Xenology Laboratory | Ancientology Laboratory | Forensics-Crime Lab |

Performance Skill

Choose one skill from the following list and roll level:

| | | |
|--------------|--------------------------------------|------------------------|
| Dance | Musical Talent (Specify) | Holography-Photography |
| Acting-Voice | Graphic Design-Electronic Publishing | |

Administrative Skill

Choose one skill from the following list and roll level:

| | | |
|----------------|-----------------|-----------|
| Administration | Procurement | Financial |
| Personnel | Cargo Brokering | ParaLegal |

Starship Skill

Choose one skill from the following list and roll level:

| | | |
|---------------------------|-------------------------|------------------------|
| Piloting (Starship) | Maneuver Drives | Jump Drives |
| Anti-Grav Drives | Power Plants-Generators | Life Support |
| Robotics-Cybernetics | Astro-Communications | Jump Navigation |
| Astro-Navigation | Fire Control | Universal (Morse) Code |
| Security-CounterSmuggling | Damage Control | |

Combat Skill

Choose one skill from the following list and roll level:

| | | |
|-------------------|------------------|-----------------------|
| BattleDress | Recon-Stealth | Explosives-Demolition |
| Tactical Gunnery | Armorer-Gunsmith | Grenade Launchers |
| Tactical Missiles | Machine Guns | Tactical Ordnance-EOD |

Street Skill

Choose one skill from the following list and roll level:

| | | |
|------------------------|-------------------------|---------------------------|
| Pick Pocketing-FX | Forgery-Identity Design | Intrusion-CounterSecurity |
| Disguise-Wardrobe | Knife Fighting | Mixed Martial Arts |
| Clandestine Laboratory | Gambling | Seduction |

After High School

Once out of high school the PC may have a military obligation. The GM will determine if the PC's homeworld has a mandatory draft (roll 7+ using 2d6). The draft operates under a lottery system; If the PC does not enroll in a full-time college program (receiving a draft waiver) they will be ordered to report to a military induction center within 30 days.

The PC may choose to relocate to a planet that does not have an active draft, but this has some legal complications. The PC will be labeled by his or her friends and often by family members as a draft dodger. While it is rare that a government pursue and retrieve a draft evader off-world should the PC get caught on their former home world, even years later, they may be arrested and prosecuted. This can involve several years in prison along with severe fines and other penalties (i.e., denial of a homeworld passport or revoking of citizenship rights). While the Imperial and Colonial authorities rarely detain and return draft dodgers it is also a possibility. In order to travel within the Imperium a homeworld passport is required. A PC without a home world may be subject to involuntary impressment into another world's military draft or worse.

Possible career paths starting at entry level

Business (Trading, Marketing & Management) (Mega-Corporations)
National, Planetary & Imperial Governments (Regulatory Agencies & Public Service)
Agriculture (Farms / Ranches)
Merchant Lines & Charter Companies (Transportation & Tourism)
Mining & Energy (Natural Resources)
Manufacturing (Major Consumer Goods / Processed Foods)
Aerospace (Space Construction / Belter / Deep Space Salvage / Terraforming)
Entertainment (Star Performer / Public Relations / Entertainment Reporters / Paparazzi)
Communications (Media Reporter / Web Media Writer / Foreign Correspondent / Documentary Journalist)
Defense (Weapons Research & Manufacture)
Politics (Public Policy & Diplomacy)
Law (Civil & Criminal Justice)
Athletics (Star Athletes, Sports Teams & Sports Media)
Criminal Enterprise (Street Gangs / Privateers / Techrunners / Assassins / Psionics Guilds)
Law Enforcement / Bounty Hunting / Security / Private Investigations
(Local / County / State / National / Planetary / Colonial / Imperial)
Medicine & Pharmaceuticals
Education & Publishing
Fire, Safety & Rescue
Science & Computer Technology (Applied Research & Cybernetics)
Mega-Engineering & Architecture (Planetary Construction)
Real Estate, Insurance & Banking