T5.1 Character Generation – Pre-Career: College (BA) p60 (unless otherwise noted) **Educational Institution** Roll 1D on table 3 of p93 (plus 2D for Rank) **Prerequisites** -No Edu 5+ Can optionally try to overrule a bad roll with Yes Major/Minor Skill List 2D <= Soc - (# of previous waiver rolls) Basic Skills **Apply** Athlete ■Rejected 2D <= Int or Edu Broker Bureaucrat Counsellor Accepted Designer Language Teacher Pick Major and Minor Ship Skills Subjects Astrogator The Arts Freshman Year Actor Artist Author +1 age Chef Dancer Musician Can optionally try to overrule a bad roll with The Trades **Biologics** 2D <= Soc - (# of previous waiver rolls) Craftsman **Pass** Electronics ■ Drop Out 2D <= Int or Edu **Fluidics** Gravetics Magnetics Passed Mechanical Photonics Polymers Program +1 <Major> Driver (Knowledges Only) Automotive Sophomore Year Sciences Archeology Biology +1 age Chemistry History Linguistics Can optionally try to overrule a bad roll with Philosophy Physics Planetology 2D <= Soc - (# of previous waiver rolls) Psionicology **Pass** ◆Drop Out Psychohistory 2D <= Int or Edu Psychology Robotics Sophontology Passed Flyer (Knowledges Only) Aeronautics +1 <Major>, +1 <Minor> Seafarer (Knowledges Only) Aquanautics Junior Year +1 age Can optionally try to overrule a bad roll with 2D <= Soc - (# of previous waiver rolls) **Pass** Drop Out 2D <= Int or Edu +1 <Major> Senior Year +1 age Can optionally try to overrule a bad roll with 2D <= Soc - (# of previous waiver rolls) **Pass** -Drop Out-2D <= Int or Edu Passed +1 <Major>, +1 <Minor>, Edu = 8 (or +1 Edu if already Edu 8+) Can optionally try to overrule a bad roll with 2D <= Soc - (# of previous waiver rolls) **Honors** 2D <= Int or Edu +1 <Major> Receive BA Degree Receive BA Degree (Bachelor of Arts) (Bachelor of Arts) with Honors in <Major> in <Major> Can optionally try to overrule a bad roll with a waiver. Can optionally try to overrule a bad roll with Volunteer? NOTO a waiver. 2D <= Soc -(# of previous waiver rolls) 2D <= Soc - (# of previous waiver rolls) **Pass Pass** 2D <= Int or Edu 2D <= Int or Edu

Yes

Soldier Skill-1,

Army Commission

Yes

Ship Skill-1,

Naval Commission