## T5.1 Character Generation – Pre-Career: Univerity (BA) p60 (unless otherwise noted) **Educational Institution** Roll 1D on table 4 of p93 (plus 3D for Rank) **Prerequisites** -No Edu 7+ 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 <u>Pass</u> 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 = 9 (or +1 Edu if already Edu 9+) 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

Volunteer?

**Pass** 

2D <= Int or Edu

Yes

Soldier Skill-1,

Army Commission

NOTO

**Pass** 

2D <= Int or Edu

Yes

Ship Skill-1,

**Naval Commission** 

Can optionally try to overrule a bad roll with

2D <= Soc - (# of previous waiver rolls)

a waiver.

bad roll with a waiver.

2D <= Soc - (# of previous waiver rolls)