

## EXPERTISE: EDUCATION AND CAREER

At the age of 18, a newly-created character lacks the practical education and experience to enter the world of high seas adventure described in *MARINER*. To obtain vital experience, a character may pursue a variety of educational and career options prior to commencing an active life.

**Higher Learning Options:** A number of different higher education options are available for characters who are both qualified and motivated to complete the course work. Higher education can feasibly occur at any point in a character's life, perhaps between different career pursuits, though it typically begins at the age of 18 with college. Some careers require higher education as a prerequisite for admission.

**College:** Any character may apply for admission to a college. The application roll determines whether or not the character is admitted; if the roll is not successful, the character remains the same age and may attempt another career option. The success roll determines whether or not the character is able to persevere the entire four years at college; if this roll is not successful, the character is aged one year and may proceed to a short (three-year) term in another career. The ROTC roll is an option available to characters who seek military officer training while in college; if the roll is successful, the character receives training in the Army, Marine, or Navy Officer Training Corps, and upon graduation receives an automatic commission as a junior grade officer (Rank 1) in the appropriate branch of the military. The honors roll represents a distinguished level of academic achievement.

**Graduate School:** Any character who graduates from college may apply for admission to graduate school. The application roll determines whether or not the character is admitted; if the roll is not successful, the character remains the same age and may attempt another career option. The success roll determines whether or not the character is able to persevere the entire two years at graduate school; if this roll is not successful, the character is aged one year and may proceed to a short (one-year or three-year) term in another career. The honors roll represents a distinguished level of academic achievement.

**Medical School:** Any character who either graduates from college or matriculates from graduate school may apply for medical school. The application

roll determines whether or not the character is admitted; if the roll is not successful, the character remains the same age and may attempt another career option. The success roll determines whether or not the character is able to persevere the entire four years at medical school; if this roll is not successful, the character is aged one year and may proceed to a short (three-year) term in another career. The honors roll represents a distinguished level of academic achievement.

### Medical School (Four Years)

Admission	9+	DM +2 if EDU 10+
Success	8+	DM +2 if INT 9+
Honors	10+	DM +1 if EDU 11+

Benefits: +1 EDU, Research-1, Medicine-3  
Honors graduates also receive Admin-1 and an additional Medicine-1

Receipt of the *Choice* benefit at any point during the character's academic career indicates that he or she may immediately choose one level of any skill listed in the Prior Careers tables. Subsequent receipt of the *Choice* benefit allows the choice of another level of any skill, including (but not limited to) an additional level of a skill already held.

**Prior Careers:** Careers are the occupations that characters have held prior to beginning play. There are ten standard careers in *MARINER* from which the character may choose:

- Navy** — Maritime armed forces consisting of surface, subsurface, and aviation divisions. Also includes amphibious special forces and intelligence units.
- Marines** — Amphibious armed forces organized for rapid deployment, consisting of infantry, artillery, armored cavalry, reconnaissance, and air support and strike units. Popularly known for their elite training and *esprit de corps*.
- Army** — Main body armed forces consisting of infantry, artillery, armored cavalry, airborne cavalry, and special forces units.
- Air Force** — Airborne armed forces organized to extend and support air power into theaters of operation.
- Merchants** — Civilian maritime organizations involved in the contracted transport, and sometimes purchase and resale, of material goods, and the operation of associated vessels.
- Doctors** — Civilian medical professionals, including both nurses and medical doctors.
- Scientists** — Civilian organizations involved in academic and commercial research, and application of scientific knowledge.
- Police** — Civilian law enforcement organizations charged with enforcing and upholding local statutes.
- Rogues** — Criminal elements, solitary or organized, engaged in generally violent means to achieve their goals.
- Other** — A catch-all category for just about every other career, often indicating an individual who has held no single, steady career, possibly including the idle rich.

**PRIOR SERVICE TABLE**

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Air Force</i>	<i>Merchant</i>
Enlistment	<b>8+</b>	<b>9+</b>	<b>5+</b>	<b>6+</b>	<b>7+</b>
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Stren 7+	Stren 7+
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Dext 9+	Intel 6+
Survival	<b>5+</b>	<b>6+</b>	<b>5+</b>	<b>5+</b>	<b>5+</b>
DM of +2 if	Intel 7+	Endur 8+	Educ 6+	Dext 8+	Intel 7+
Commission	<b>10+</b>	<b>9+</b>	<b>5+</b>	<b>5+</b>	<b>4+</b>
DM of +1 if	Social 9+	Educ 7+	Endur 7+	Educ 6+	Intel 6+
Promotion	<b>8+</b>	<b>9+</b>	<b>6+</b>	<b>8+</b>	<b>10+</b>
DM of +1 if	Educ 8+	Social 8+	Educ 7+	Educ 8+	Intel 9+
Reenlist	<b>6+</b>	<b>6+</b>	<b>7+</b>	<b>6+</b>	<b>4+</b>

**TABLE OF RANKS**

Rank 1	Ensign	Lieutenant	Lieutenant	Pilot Officer	4 <sup>th</sup> Officer
Rank 2	Lieutenant	Captain	Captain	Flight Lt	3 <sup>rd</sup> Officer
Rank 3	Lt Cmdr	Force Cmdr	Major	Sqdrn Ldr	2 <sup>nd</sup> Officer
Rank 4	Commander	Lt Colonel	Lt Colonel	Wing Cmdr	1 <sup>st</sup> Officer
Rank 5	Captain	Colonel	Colonel	Group Cpt	Captain
Rank 6	Admiral	Brigadier	General	Air Marshal	-

**MUSTERING OUT BENEFITS TABLES**

Table 1	1	Ticket	Ticket	Ticket	Ticket	Ticket
<b>Material</b>	2	+1 Intel	+2 Intel	+1 Intel	+1 Educ	+1 Intel
<b>Benefits</b>	3	+2 Educ	+1 Educ	+2 Educ	Gun	+1 Educ
	4	Blade	Blade	Gun	Gun	Gun
	5	Travellers'	Travellers'	1 <sup>st</sup> Class	1 <sup>st</sup> Class	Blade
	6	Ticket	Ticket	Ticket	Ticket	Steerage
	7	+2 Social	+2 Social	+1 Social	+1 Social	Merchant

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table.

Table 2	1	1,000	2,000	2,000	2,000	1,000
<b>Cash</b>	2	5,000	5,000	5,000	5,000	5,000
<b>Benefits</b>	3	5,000	5,000	10,000	10,000	10,000
	4	10,000	10,000	10,000	10,000	20,000
	5	20,000	20,000	10,000	10,000	20,000
	6	50,000	30,000	20,000	20,000	40,000
	7	50,000	40,000	30,000	30,000	40,000

**ACQUIRED SKILLS TABLE**

<b>Personal Development Table</b>					
	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Air Force</i>	<i>Merchant</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Social	Gambling	Gambling	Brawling	+1Str
5	+1 Intel	Brawling	Brawling	+1 Intel	Blade Combat
6	+1 Educ	Blade Combat	+1 Educ	+1 Educ	Bribery
<b>Service Skills Table</b>					
1	Vehicle	Vehicle	Vehicle	Gun Combat	Steward
2	Mechanical	Brawling	Air Craft	Air Craft	Water Craft
3	Fwd Observer	Recon	Vehicle	Navigation	+1 Stren
4	Blade Combat	Blade Combat	Blade Combat	Mechanical	Gun Combat
5	Gun Combat	Gun Combat	Gun Combat	Electronic	Electronic
6	Gunnery	Gun Combat	Gun Combat	Vehicle	Brawling
<b>Occupational Specialty (allowed only if character has intelligence of 8+)</b>					
1	Air Craft	Demolitions	Fwd Observer	Air Craft	Bribery
2	Diving	Diving	Recon	Recon	Language
3	Gun Combat	Survival	Recon	Gun Combat	Navigation
4	Ship Tactics	Recon	Survival	Jack-o-T	Trader
5	Tactics	Tactics	Tactics	Tactics	Jack-o-T
6	First Aid	First Aid	First Aid	First Aid	First Aid
<b>Advanced Education Table</b>					
1	Water Craft	Air Craft	Vehicle	Air Craft	Streetwise
2	Water Craft	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engineering	Tactics	Tactics	Navigation	Commo
5	Commo	Commo	Commo	Gunnery	Language
6	Jack-o-T	Gun Combat	Gun Combat	Commo	First Aid
<b>Advanced Education Table (allowed only if character has education of 8+)</b>					
1	Language	Language	Language	Language	Medicine
2	Navigation	Tactics	Tactics	Air Craft	Navigation
3	Engineering	Tactics	Tactics	Navigation	Engineering
4	Computer	Computer	Computer	Computer	Computer
5	Leader	Leader	Leader	Leader	Water Craft
6	Admin	Admin	Admin	Jack-o-T	Admin

Characters consult this set of tables during each term of service. A character must have an education characteristic of 8 or greater before consulting the fourth table.

Blade combat, gun combat, diving, air craft, water craft, and vehicle are cascade skills and call for additional specification immediately.

**AUTOMATIC SKILLS**

Navy Captain . . . . .	+1 Social
Navy Admiral . . . . .	+1 Social
Marine . . . . .	Blade-1
Marine Lieutenant . . . . .	Pistol-1
Army . . . . .	Rifle-1
Army Lieutenant . . . . .	SMG-1
Air Force Pilot . . . . .	Air Craft-1
Merchant 1 <sup>st</sup> Officer . . . . .	Water Craft-1

**PRIOR SERVICE TABLE**

	<i>Doctor</i>	<i>Scientist</i>	<i>Police</i>	<i>Rogue</i>	<i>Other</i>
Enlistment	<b>9+</b>	<b>9+</b>	<b>8+</b>	<b>6+</b>	<b>(special)</b>
DM of +1 if	Intel 8+	College	Educ 8+	Social 8-	
DM of +2 if	Dext 9+	Grad School	Intel 9+	Endur 7+	
Survival	—	<b>6+</b>	<b>5+</b>	—	—
DM of +2 if	—	Endur 8+	Dext 7+	—	—
Commission	—	<b>9+</b>	<b>10+</b>	—	—
DM of +1 if	—	Educ 7+	Intel 8+	—	—
Promotion	—	<b>9+</b>	<b>9+</b>	—	—
DM of +1 if	—	Social 8+	Educ 8+	—	—
Reenlist	<b>6+</b>	<b>6+</b>	<b>6+</b>	<b>6+</b>	<b>4+</b>

**TABLE OF RANKS**

Rank 1	—	Sr. Staff Sci	Sergeant	—	—
Rank 2	—	Project Sci	Inspector	—	—
Rank 3	—	Sr. Project	Chief Inspector	—	—
Rank 4	—	Associate	Superintendent	—	—
Rank 5	—	Principal	Commander	—	—
Rank 6	—	—	Commissioner	—	—

**MUSTERING OUT BENEFITS TABLES**

<b>Table 1</b>	1	Auto	—	Auto	—	Auto
<b>Material</b>	2	+1 Intel	+2 Intel	+1 Intel	Auto	—
<b>Benefits</b>	3	+2 Educ	+1 Educ	+2 Educ	Blade	Watch
	4	Instrmnts	Blade	Gun	Gun	—
	5	Auto	Vehicle	Gun	Ticket	Gun
	6	Ticket	Ticket	Auto	+1 Social	Ticket
	7	—	Ship	+1 Social	—	Yacht

Weapon benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank 5 or 6 may add +1 to their rolls on this table. Characters of the Other service with SOC of 11+ may add +1 to their rolls on this table.

<b>Table 2</b>	1	20,000	1,000	1,000	—	—
<b>Cash</b>	2	20,000	2,000	2,000	—	1,000
<b>Benefits</b>	3	20,000	5,000	5,000	10,000	2,000
	4	30,000	10,000	5,000	10,000	5,000
	5	40,000	20,000	10,000	50,000	20,000
	6	60,000	30,000	20,000	100,000	100,000
	7	100,000	40,000	50,000	100,000	200,000

**ACQUIRED SKILLS TABLE**

<b>Personal Development Table</b>					
	<i>Doctor</i>	<i>Scientist</i>	<i>Police</i>	<i>Rogue</i>	<i>Other</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Endur
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Intel
4	+1 Intel	+1 Intel	Brawling	+1 Intel	+1 Educ
5	+1 Educ	+1 Educ	Gun Combat	Brawling	Carousing
6	+1 Social	Vehicle	Vehicle	-1 Social	+1 Social
<b>Service Skills Table</b>					
1	+1 Dext	Science	Brawling	Blade Combat	Vehicle
2	Electronic	Diving	Gun Combat	Gun Combat	Streetwise
3	First Aid	Mechanical	Research	Brawling	Bribery
4	Medicine	Research	Streetwise	Gambling	Admin
5	Vehicle	Jack-o-T	Vehicle	Gun Combat	Instruction
6	Research	Survival	Recon	Streetwise	+1 Educ
<b>Occupational Specialty (allowed only if character has intelligence of 8+)</b>					
1	Streetwise	Vehicle	Commo	Demolitions	Liaison
2	Leader	Commo	Bribery	Recon	Leader
3	+1 Social	Computer	Forgery	Tactics	Computer
4	Computer	Diving	Streetwise	Computer	Research
5	Science	First Aid	First Aid	Forgery	Trader
6	Jack-o-T	Jack-o-T	Demolitions	+1 Social	Jack-o-T
<b>Advanced Education Table</b>					
1	First Aid	Science	Research	Streetwise	Gambling
2	Medicine	Science	Computer	Forgery	Mechanical
3	Research	Electronic	Tactics	Bribery	Electronic
4	Computer	Computer	Admin	Carousing	Computer
5	Admin	+1 Intel	Interrogation	Interrogation	Admin
6	Liaison	+1 Educ	Leader	Language	Diving
<b>Advanced Education Table (allowed only if character has education of 8+)</b>					
1	Medicine	Science	+1 Intel	Trader	First Aid
2	Medicine	Language	Computer	Liaison	Leader
3	Admin	Admin	Liaison	Electronic	Survival
4	Language	Leader	Interrogation	Computer	Language
5	+1 Intel	+1 Intel	Leader	Leader	Forgery
6	+1 Educ	Admin	Language	Jack-o-T	Jack-o-T

Characters consult this set of tables during each term of service. A character must have an education characteristic of 8 or greater before consulting the fourth table.

Blade combat, gun combat, diving, science, air craft, water craft, and vehicle are cascade skills and call for additional specification immediately.

**AUTOMATIC SKILLS**

Doctor . . . . .	Admin-1
Scientist . . . . .	Science-1
Police Inspector . . . . .	Research-1
Police Commander . . . . .	Admin-1
Rogue . . . . .	Streetwise-1
Other . . . . .	Carousing-1

