

SCHOLAR

(Quote from a scholar)

The educated elite of Zhdant, specizing in research and the quest for knowledge.

Qualification: Int 6+

Assignments:

Choose from the following.

Scientist: You were a researcher for a corporation or university.

Researcher: You were an explorer or field researcher studying Zhdant's biosphere or archaeology.

Physician: You were a doctor, surgeon, or medical researcher in life sciences.



MUSTERING-OUT BENEFITS

Roll	Cash	Other
1	5000 +1 Int	
2	10000 +1 Edu	
3	20000 Equipment	
4	30000 Team	
5	40000 Team	
6	60000 Equipment	
7	100000 +1 Soc	

CAREER PROGRESS

	Survival	Advancement
Researcher	End 6+	Int 6+
Scientist	Edu 4+	Int 8+
Physician	Edu 4+*	Edu 8+

End of Days: Prior to the Dzaqtlas, scholars were the educated elite of Zhdant, studying the planet's biosphere, genetics and history. When the plague struck, they were the first to get hit - hard. *Physicians get -1 to Survival per term after the first, since they were on the front lines of the plague. Healing negates this.*

Wasteland: Some few who survived the Dzaqtlas went on to become wandering History Men preserving pre-collapse knowledge, Collectors gathering and maintaining old technology, or itinerant Plague Doctors wandering the world healing the sick and stopping the plague.

Rising Empires: The new powers rising have use of those willing to gather technology and knowledge, and even more use for anyone who can stop the Dzaqtlas from spreading. Such people are well paid for their labors, often rising to the ranks of nobility.

TABLE OF RANKS

Rank	Scientist	Benefit	Researcher	Benefit	Physician	Benefit
0						
1		Social Sci		Physical Sci		Medic
2						
3		Investigate		Investigate		Life Science
4						
5		Computers		Computers		Social Sci
6						

LIFE EVENTS

2d6	Event
2	Disaster! Roll on the mishap table, but continue in this career.
3	Questionable Research: You are called upon to perform research that goes against your conscience. Accept, and gain an extra benefit roll and +1 to any two Science skills, but also 1D3 Enemies.
4	Secret Project: You are assigned to work on a special project for a secret organization. Gain +1 to Medic, any Science, Computers or Investigate.
5	Praise and Honors: You win a prestigious award for your work, earning the praise and envy of your colleagues. Gain +1 to any Benefit roll.
6	Advanced Training: Roll Edu 8+ to gain +1 to any skill of your choice.
7	Life Event: roll on the Zhodani Life Events table.
8	Academic Dishonesty: You have the opportunity to cheat in order to advance your career. If you refuse, you gain nothing. If you accept roll Deception or Admin 8+. If you succeed, gain +2 to any Benefit roll and +1 to any skill, but also gain an Enemy. If you fail, you gain an Enemy and lose one Benefit roll.
9	Breakthrough: You discover or invent a major breakthrough in your field. Gain +2 to your next Advancement roll.
10	Red Tape: You are entangled in bureaucratic or legal nonsense that distracts you from your work. Gain +1 to Admin, Advocate, Persuade or Diplomat.
11	Mentor: You work for an eccentric but brilliant mentor who becomes an Ally. Either gain +1 to any science skill, or +4 to your next promotion.
12	Academic Brilliance: Your excellent work earns you an immediate promotion.

MISHAPS

d6	Mishap
1	Seriously Injured: An experiment or expedition goes horribly wrong. Roll twice on the Injury table and take the lower result.
2	Disaster: A lab accident leaves several injured and you are blamed. Leave this career and roll on the Injury table.
3	Political Interference: The government interferes with your research. If you continue openly, gain +1 to any Science skill and gain an Enemy. If you work in secret, gain +1 to any Science skill but -2 to Soc. You may remain in this career.
4	Stranded: An expedition or dig goes wrong, leaving you stranded in the wilderness. Gain +1 to Survival or Athletics. By the time you find your way home, you've been replaced.
5	Sabotage: Your work is sabotaged by someone, you don't know who. You may salvage what you can and give up, leaving the career but keeping a Benefit roll, or start again from scratch, losing all Benefits but staying in this career.
6	Tarnished: A rival tarnishes your reputation or steals your work. Gain a Rival.

Note: Characters with high Psi (9+) may have a chance to become involved in the emergent field of Psionics (a subset of Science) and develop their talents. Roll Psi 8+; if successful gain Science (psionics) 0 and roll to learn **one** Talent as an **Adept**. Physicians first test for Healing, Empathic Healing or Awareness. Other talents may be acquired as **Wild Talents** at the referee's discretion (or based on plot importance). Psionics is a new field and may not be learned above level 2.

In the post-Dzaqtas timelines, any character with the Healing talent automatically becomes a Plague Doctor (Physician), either wandering the wasteland as an itinerant healer or, in later times, as a court physician protecting the community from carriers.

SKILLS AND TRAINING (End of Days)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Comms	Art
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Persuade
5	+1 End	Investigate	Engineer (electronic)
6	Computers	Any Science	Any Science
SPECIALIST TRAINING (End of Days)			
Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Sensors	Admin	Medic
2	Diplomat	Engineer (electronic)	Comms
3	Persuade	Any Science	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Any Science	Any Science	Any Science

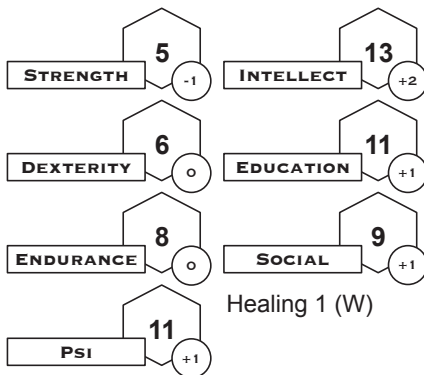
SKILLS AND TRAINING (Wasteland)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Diplomat	Art
2	+1 Edu	Medic	Advocate
3	+1 Soc	Investigate	Persuade
4	+1 Dex	Recon	Diplomat
5	+1 End	Survival	Survival
6	Investigate	Any Science	Any Science
SPECIALIST TRAINING (Wasteland)			
Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Diplomat	Any Science	Medic
2	Persuade	Scrounge	Investigate
3	Scrounge	Survival	Persuade
4	Survival	Recon	Diplomat
5	Investigate	Investigate	Any Science
6	Any Science	Any Science	Medic (or Talent)

SKILLS AND TRAINING (Rising Empires)			
Roll	Personal Development	Service Skills	Advanced Ed (Edu 8+)
1	+1 Int	Admin	Art
2	+1 Edu	Persuade	Advocate
3	+1 Soc	Diplomat	Persuade
4	+1 Dex	Medic	Diplomat
5	+1 End	Investigate	Admin
6	Admin	Any Science	Any Science
SPECIALIST TRAINING (Rising Empires)			
Roll	Specialist: Researcher	Specialist: Scientist	Specialist: Physician
1	Diplomat	Any Science	Medic
2	Persuade	Admin	Investigate
3	Admin	Recon	Persuade
4	Survival	Investigate	Diplomat
5	Investigate	Persuade	Any Science
6	Any Science	Any Science	Medic (or Talent)

Name: Zdezhepkez Iefria lafe

Age: **Origin:**

Era: Wasteland



Career: Scholar/Physician **Terms:** 2

Skills

Survival 1
Diplomat 2
Medic 2
Investigate 0
Recon 1
Survival 0
Life Sciences (biology) 1
Animals 0
Art (sculpture) 0

Background: Survivalist enclave

Life Events

Age	Event
10	Tragedy! Family dies from the plague, he survives.
14	Dedicated to studies. +1 Edu.
19	Praise & Honors from community.
23	Major Breakthrough. Promoted as a result.

Cr. 10000

Rank: 2

Benefits: +1 Int, Medical Equipment

"Guess I just been lucky my entire life. When the Big One hit my family's stronghold, just about everyone died. Everyone 'cept me, that is. While it was ripping the town apart, I was helping people stay alive.

"After that I just felt like I had a calling, y' know? The town's History Man taught me about that lost science called 'medicine' and I just took it from there. Went around curing folks of their ills, fixing their hurts, making things better.

"Now I'm gonna take it out to the world. I hear there's plenty out there need someone like me."