

Advanced Science Training Packages (6 weeks)

During character creation, the character receives 8 Development Points to spend on advanced science training. During play, characters spend 15 Experience Points

Requirements: Officers or enlisted personnel in the science/medical branch, Intellect of 2.

Advanced Genetics Engineer: Life Science (Bioengineering, Genetics) 1(2)(2), Medical Science (General Medicine) 1(2), Shipboard Systems (Medical) 0(1)

Astrophysicist: Space Sciences (Astrophysics, Thermodynamics) 1(2)(2), Shipboard Systems (Sensors) 1(2), Physical Sciences (Physics) 0(1)

Exobiologist: Life Sciences (Exobiology, Biology) 1(2)(2), Medical Science (Exoanatomy) 1(2), Personal Equipment (Medical Tricorder) 0(1)

Exosociologist: Social Science (Anthropology, Sociology) 1(2)(2), World Knowledge (choose specialization) 1(2), Computer (Research) 0(1)

Planetary Scientist: Planetary Science (Planetology, one other specialization) 1(2)(2), Physical Science (Chemistry) 1(2), Planetside Survival (choose specialization) 0(1)

Science Lab Assistant: Shipboard Systems (Laboratory Systems) 1(2), Personal Equipment (Tricorder) 1(2), Computer (Research) 0(1), +1 to any Science Specialization from Overlay

Stellar Navigational Analyst: Space Science (Astrogation, Stellar Cartography) 1(2)(2), Shipboard Systems (Sensors, Flight Control) 1(2)(2)

Temporal Theorist: Physical Science (Temporal Physics, Physics) 1(2)(2), Shipboard Systems (Temporal Systems) 1(2), Space Science (Astrophysics) 0(1)

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Visit **Steve's Roleplaying Resources** at
<http://www.oil.ca/~goforit/stevehome.html>