**TRAVELLER 2020: Post Career Education Overview**

The following is a revision of the skill Training rules (core rulebook page 52).

POST CAREER EDUCATION

Once a Traveller leaves his career and begins to wander the stars, he will have every opportunity for adventure and excitement. All these possibilities may leave the Traveller thinking he is not adequately prepared for this life and the idea of continuing his education may come to mind. Education in the far future is accessible to everyone and ranges from finding teachers in remote star systems who grant secret knowledge, to a plethora of distance learning courses that Travellers can diligently follow to increase their skills and abilities. This is all handled by training, which gives a Traveller the opportunity to increase existing skills and learn new ones.

TRAINING

In order to train for a new skill, or improve an existing one, a Traveller must commit to a Study Period. A Study Period is equal to 8 weeks (or 2 months) of study and practice. These weeks within a Study Period need not be consecutive, but each week must be fully dedicated to study with at least eight hours per day spent learning and practicing.

If this cannot be achieved, if the Traveller is interrupted on the third day of a week and must perform a task for a patron, for example, then any training performed that week is wasted. Make a note for every week of training that is completed – an area for this has been set aside on the Traveller character sheet.

Once 8 weeks of training and learning have been accumulated, over any length of total time, a Study Period has been completed. At this point, the Traveller must succeed at Learning Check (8+), using EDU as the modifier. Success indicates the Traveller has learned something and if they were attempting to learn a brand new skill at level 0, they can now add that to the character sheet. Failure indicates the Traveller has learned nothing new or useful but may try again after another successful Study Period.

To improve skills to the next higher level, the Traveller must accumulate a number of successful Study Periods equal to 2 times the level of skill they are trying to reach. Example 1, if a Traveller had Gunnery (missiles) 0 and was trying to learn Gunnery (missiles) 1, this would require TWO successful Study Periods (or 4 months). Example 2, if a Traveller had Electronics (computers) 1 and was trying to learn Electronics (computers) 2, this would require FOUR successful Study Periods (or 8 months). Many Travellers take the opportunity of week-long jump travel to study, learning new skills during what might otherwise be a dull journey. It is important to note that failing a Study Period does not necessarily mean the Traveller has not understood the study materials, just that they failed to get anything useful out of them. If a Training roll is failed, each subsequent Training roll for that same skill (after the required Study Period again) is made at a cumulative DM+1 due to growing familiarity with the study materials and exercises.

A Traveller failing their EDU check while studying Science (physics) during jump travel, for example, might find the Captain of the ship is constantly ordering them to clean the cargo deck, they might be distracted by a hobby or new vid show, or they might just be spending their time sitting in their bunk snacking or reading or doing other non-productive things.

LIMITATIONS

Remember, your Traveller may have a maximum number of skill levels equal to three times his combined INT and EDU score. If they already have this many skills any additional skills may only be learned to level 0.

Exceptions:

• The Jack-of-all-Trades skill may never be learned or improved.

• The Athletics skill may be learned or improved but does not use EDU. Instead, use the appropriate physical characteristics (STR, DEX or END) for the roll. For the roll use the appropriate physical characteristic for the type of Athletics skill that the character wants to improve.