

# Warrior Apprentice

*This path covers both Stage 2 and Stage 3, with characters beginning at age 10 and advancing to age 17. Cannot have Combat Paralysis or any of the following above the lowest possible level: Disabled, Lost Limb, Poor Hearing, Poor Vision*

An ancient tradition carried on by some mercenary units and noble families is to have their own rigorous training program, starting at a young age. Typically administered to small groups by a Master at Arms or Master Trainer of some sort, this training has a personal touch lacked by the Academies. Unfortunately, without any official credentials, the only thing the apprentice has to show for his troubles is the knowledge gained from his training.

Time: 4 years

Attribute Minimums: INT 3,WIL 3,SOC 3

Attribute Thresholds: BOD +1,DEX +1,RFL +1,CHA -1

Traits: Stigma/"Amateur"

Skills: Academic/Military History +2, Swimming +2, Interest/Any +2

Fields: Basic Training

Next Path: Advanced Apprenticeship (mandatory, part of this pass)

## Warrior Apprentice Events

- 2) Serious accident [Poor Hearing, may take no additional military paths, choose one: Combat Paralysis, Glass Jaw, Lost Limb (2)]
- 3) Can't hack it [-1 to all basic training skills, WIL -1, may take no additional military paths]
- 4) Training exercise interrupted by a raid [+1 to Basic Training skills, Combat Paralysis or Addiction (2)]
- 5) Training accident [Lost Limb]
- 6) Some people learn well this way, but not you [Slow Learner]
- 7) Family sent you to apprentice because they couldn't afford school [Poverty]
- 8) Harsh trainer took an interest in you [Introvert, +1 to any two Basic Training skills]
- 9) Book worm [Academic/Any +2, Rifles -1, Martial Arts/Military -1]
- 10) Fellow apprentice helps you out [Contact (1)]
- 11) A hobby keeps you relaxed [Interest/Any +2]
- 12) Rival apprentice pushes you to excel [Enemy (1), +2 to any three Basic Training skills]
- 13) Strong mind, strong body [Choose two: Running +2, Climbing +2, Swimming +2, Acrobatics +2]
- 14) You show great talent [Natural Aptitude/Any Basic Training skill]
- 15) Cross Training [May choose a second Field for Advanced Apprenticeship, gain +1 instead of the normal +3 to skills in that field and add 1 year to the time the Path Stage takes]
- 16) Trained as an officer's attache [Field: Officer Training, add 1 year to the time the Path Stage takes, Contact (1)]
- 17) Opportunity knocks [May take Military Academy as next path instead of Advance Apprenticeship]
- 18) Actual combat hones your abilities [Brave, +2 to any three Military Field skills]
- 19) Wealthy patron is proud of your performance [Contact (2), choose Vehicle (2) and Owns Vehicle or Wealth (4) and Well Equipped (2)]
- 20) [Choose one event or roll twice and apply both results]

## **Mandatory Subpath: Advanced Apprenticeship**

*Basic Training graduates only*

Time: 3 years

Skills: Leadership +1, add +1 to three Basic Training Skills and +1 to any other skill

Fields:

Aerospace Pilot (minimum DEX 4, RFL 4)

Aircraft Pilot (minimum DEX 4, RFL 3)

Cavalry

Dropship Pilot (minimum DEX 4)

Infantry

Marine (minimum WIL 4, may not have TDS Trait)

Mechwarrior (minimum DEX 3, RFL 4)

Scout

Ship's Crew

Events: Do not roll events for Advanced Apprenticeship .

Next Path: Comstar Service (4), Covert Ops (4, Scout only), Paramilitary Service (4), Tour of

Duty: Federated Suns (4), Tour of Duty: Inner Sphere (4), Tour of Duty: Lyran Alliance (4),

Tour of Duty: Nueva Castile (4), Tour of Duty: Piracy (4), Tour of Duty: Xin Sheng (4),

Word of Blake Service (4)