

# TRAVELLER

## Character Generation Flowchart

**Characteristics**  
Roll 2D for each Characteristic (except for PSI) **PG. 8**

**Background Skills**  
Background Skills are gained at level 0.  
Admin, Animals, Art, Athletics, Carouse, Drive, Electronics, Flyer, Language, Mechanic, Medic, Profession, Science, Seafarer, Streetwise, Survival or Vacc Suit.

**Education**  
Choosing further education is optional, but grants bonuses to getting into appropriate careers.

**Background Skills**  
Choose (EDU + 3) background Skills and gain level 0 in each. **PG. 9**

**Entry**  
You do not need to roll for entry if you are staying in the same career. If changing assignment then roll for entry, but failure only results in you staying in your old assignment. After changing assignment, reset rank to 0.

**Choose Education**  
Roll for entry. **PG. 14**

**Education**  
Gain Skills, roll for an Event.

**Roll for Graduation**

**Start a new term**  
+4 Age

**Choose Career**  
Roll for entry. **PG. 16**

**Become a drifter or enter the draft.** **PG. 18**

**First Term in this Career?**

**Gain Basic Training** **PG. 16**

**Basic Training**  
For your career, Basic Training gives you each of your Careers Service skills at level 0. If it is not your first career, then Basic Training only allows you to select one Service Skill to take at level 0.

**The Draft**

1D	Career (Assignment)
1	Navy (any).
2	Army (any).
3	Marine (any).
4	Merchant (Merchant marine).
5	Scout (any).
6	Agent (Law enforcement).

**Choose a Skill Table and generate a Skill.** **PG. 16**

**Skill Limits**  
During character generation, no Skill can exceed level 4 (any further improvements are lost), and your character may never exceed to total of (3 x (INT + EDU)) Skill levels.

**Is Character age 34+?** **PG. 47**

**Roll Survival** **PG. 16**

**Roll for a Mishap**  
Leave the career unless otherwise noted.

**Roll an Event**  
Connect with another Traveller? **PG. 16**

**Connections**  
You may benefit from up to two free Skill levels by linking your rolled Events with another player characters past. These Skill levels grant a +1 bonus to a Skill of your choice with the exception for Jack-of-all-Trades. They cannot be used to raise a Skill above level 3.

**Possible Commission?**  
Roll for a Commission. **PG. 16**

**Become a Rank 1 Officer**  
If Pass, roll for Bonus Skill

**Gaining a Commission**  
Some careers allow you to try for a commission. You may always attempt to become commissioned during your first Term in a Career. Thereafter you may only attempt to gain a commission if you have a SOC of 9+. There is a cumulative DM -1 penalty when trying for a commission for each Term after the first. Any DMs which apply to an Advancement roll, may also be applied to a roll for a Commission.

**Roll for Advancement**  
If Pass, roll for Bonus Skill  
Whether you pass or not, do you roll a 12? **PG. 17**

**Benefits of Rank**

Highest Rank Reached	Bonus Benefit Rolls
1-2	1
3-4	2
5-6	3, and DM+1 to all Benefit rolls in this career

**Are you leaving your Career?**

**Generate Benefits** **PG. 44**

**Benefits** (House Rule: May be done at end of Character Generation)  
When generating benefits, you will typically gain one roll per term. Additionally you will gain one additional roll for reaching ranks 1, 3 and 5 (if you where commissioned, add your noncom and commissioned ranks together). If you are ejected from a career following a mishap you will generally lose one roll. If you reach ranks 5 or higher you gain DM +1 to all Benefit rolls for that career. You may never roll for Cash Benefits more than three times during character generation. A Traveller with the Gambler skill gains DM+1 to all rolls on Cash columns.

**Finished?**  
Have you finished character creation?

**Resolve Pension and Debts.** **PG. 46**

**Buy Equipment.**  
If you have any money left, spend up to Cr 2,000 **PG. 44**

**Choose a Skill Package.** **PG. 48**

**You're good to go!**

**PENSIONS**  
A Traveller that leaves a career (other than Scout, Rogue, Prisoner or Drifter) after at least 5 terms is considered to have retired and receives a pension. This pension is paid at the beginning of each year, effective upon leaving the service, and may be collected at any class A or B starport.

Terms	Pay
5	Cr10000
6	Cr12000
7	Cr14000
8	Cr16000
9+	+Cr2000 per term beyond 8

# TRAVELLER

Life Event Table	
2D	Event
2	<b>Sickness or Injury:</b> You are injured or become sick. Roll on the Injury Table.
3	<b>Birth or Death:</b> Someone close to you dies, like a friend or family member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, relative, godparent, etc.).
4	<b>Ending of Relationship:</b> A romantic relationship involving you ends. Badly. Gain a Rival or Enemy.
5	<b>Improved Relationship:</b> A romantic relationship involving you deepens, possibly leading to marriage or some other emotional commitment. Gain an Ally.
6	<b>New Relationship:</b> You become involved in a romantic relationship. Gain an Ally.
7	<b>New Contact:</b> You gain a new Contact.
8	<b>Betrayal:</b> You are betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	<b>Travel:</b> You move to another world. You gain DM+2 to your next Qualification roll.
10	<b>Good Fortune:</b> Something good happens to you; you come into money unexpectedly, have a lifelong dream come true, get a book published or have some other stroke of good fortune. Gain DM+2 to any one Benefit roll.
11	<b>Crime:</b> You commit or are the victim (or are accused) of a crime. Lose one Benefit roll or take the Prisoner career in your next term.
12	<p><b>Unusual Event:</b> Something weird happens. Roll 1D.</p> <p>1 - Psionics: You encounter a Psionic institute. You may immediately test your Psionic Strength and, if you qualify, take the Psion career in your next term. See page 196 for more details.</p> <p>2 - Aliens: You spend time among an alien race. Gain Science 1 and a Contact among an alien race.</p> <p>3 - Alien Artefact: You have a strange and unusual device from an alien culture that is not normally available to humans.</p> <p>4 - Amnesia: Something happened to you, but you do not know what it was.</p> <p>5 - Contact with Government: You briefly came into contact with the highest echelons of the Imperium - an Archduke or the Emperor, perhaps, or Imperial intelligence.</p> <p>6 - Ancient Technology: You have something older than the Imperium, or even something older than humanity</p>

Ageing Table	
2D	Effects of Ageing
-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristics by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

**Ageing Crisis:** If any characteristic is reduced to 0, then the Traveller suffers an ageing crisis. The Traveller dies unless they pay 1D x Cr10000 for medical care, which will bring any characteristics back up to 1. The Traveller automatically fails any Qualification rolls from now on

**Medical Care:** If you have been injured, then medical care may be able to undo the effects of damage. Some worlds have the technology to clone or rebuild damaged organs; others specialise in transplants or cybernetic replacements. Regardless of the technique used, medical care is expensive.

Injury Table	
1D	Injury
1	Nearly killed - reduce one physical characteristic by 1D, reduce two other physical characteristics by 2
2	Severely injured - reduce one physical characteristic by 1D
3	Missing Eye or Limb - reduce STR or DEX by 2
4	Scarred - you are scarred and injured. Reduce any physical characteristic by 2
5	Injured. Reduce any physical characteristic by 1
6	Lightly Injured. No permanent effect

Medical Bills Payment			
Restoration costs Cr5000/point			
Career	2D + Rank		
	4+	8+	12+
Army/Navy/Marine	75%	100%	100%
Agent/Noble/Scholar/Entertainer/Merchant/Citizen	50%	75%	100%
Scout/Rogue/Drifter	0%	50%	75%