

Supplement 1
1001 Characters

TRAVELLER

*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

Characters

In the course of *Traveller* adventures, players and referees alike find a need for additional characters, for use as patron encounters, as potential hirelings, to fill special needs, or simply as ordinary encounters. In such situations, the character-generation system in *Traveller* Book 1 will provide such individuals, but can take a bit of time in doing so. This supplement is intended to save time during adventures by providing a variety of pre-generated characters for use by the referee and the adventurers.

This booklet contains 1001 *Traveller* characters, pre-generated for convenience, and complete with service rank, age, cash balance, skills, and mustering out benefits. Each character is numbered consecutively within its service series to facilitate selection using die rolls.

A typical listing in this booklet proceeds as shown below:

Consecutive Number	Service Rank	UPP	Age	Terms	Credit Balance
7	Captain	7777A7	26	2	Cr10,000
	Rifle-1, Pistol-1, Brawling-1				
	Skills with levels				

The UPP is the *Universal Personality Profile* described in *Traveller* Book 1, page 8. It uses the letters A through F to represent numbers 10 through 15. Terms indicates the number of terms the character has served in his service. Age equals terms of service times 4 plus the basic 18 year starting age. Skills are drawn from the pool of available skills. The specific weapons skills assigned to each character are somewhat arbitrary; they may be used as stated, or they may be altered to more preferable weapons by the referee if he determines such is warranted.

Random Selection: The characters contained here are presented in six chapters corresponding to the six service arms (Navy, Marines, Army, Scouts, Merchants, and Others). Within each chapter, 136 characters are presented. A seventh chapter contains ordinary encounter individuals. Any method which creates random numbers within that range may be used to select characters randomly.

For example, the referee may want a merchant character, and so calls for a number between 10 and 100. When the players have indicated the number, he rolls one die and adds that result to the number. That new number then indicates the specific merchant character selected.

PLAYER CHARACTERS

The characters presented have been generated generally in conformance with the character generation tables. Characters from the five named services are suitable for use by players as player-characters if they desire. It is not recommended that characters from the Other service be used as player characters.

Navy

Naval characters are produced in accordance with the character generation tables in *Traveller* Book 1, pages 9 to 11. Aging (as well as characteristic alterations received as skills) has been included in the indicated characteristics. All material benefits received have been converted to cash and credited to the character's cash balance. It is assumed that the character possesses a weapon if he has a weapon skill.

Naval characters without commissioned rank receive the general title Starman (Sailor seems somehow inappropriate). Non-commissioned naval characters encountered as non-player characters on active duty have non-commissioned rank based on their skills or number of terms of service.

1	Starman Pilot-1	569AA9	Age 22	1 term	Cr10,000
2	Starman Jack of all trades-1, Vacc-1, Mechanical-1	6788A4	Age 34	4 terms	Cr8,000
3	Admiral Ship's Boat-1, Vacc-2, Computer-4, Pilot-2, Engineering-1	52AAF8	Age 46	7 terms	Cr36,500 Travellers'
4	Starman Vacc-3	957946	Age 30	3 terms	Cr15,000
5	Captain Admin-2, Medic-1, Pilot-1, Vacc-1, Pistol-2, Gunnery-3, Jack of all trades-1	984A88	Age 42	6 terms	Cr31,500
6	Starman Mechanical-1, Carbine-1, Forward Observer-1	972485	Age 30	3 terms	Cr11,000 Travellers'
7	Starman Engineering-2, Mechanical-1, Electronic-1	547926	Age 34	4 terms	Cr50,500
8	Starman Pilot-1, Forward Observer-1, Jack of all trades-1	488AB6	Age 30	3 terms	Cr0 Travellers'
9	Starman Ship's Boat-1	656878	Age 22	1 term	Cr10,000
10	Lieutenant Gunnery-1, Mechanical-1, Jack of all trades-1, Carbine-1	6C8A27	Age 26	2 terms	Cr60,500
11	Starman Navigation-1	7BA699	Age 22	1 term	Cr500
12	Lieutenant Computer-1, Admin-1, Mechanical-1, Vacc-1, Gambling-1, Gunnery-2	735AB3	Age 38	5 terms	Cr110,000
13	Ensign Forward Observer-2, Blade-1, Rifle-1	A86C59	Age 38	5 terms	Cr51,000
14	Starman Engineering-1, Admin-1, Pilot-1	593988	Age 30	3 terms	Cr55,000
15	Starman Gunnery-1, Mechanical-1	78B7A7	Age 26	2 terms	Cr50,000
16	Starman Ship's Boat-1	8A68CA	Age 22	1 term	Cr5,000

17	Starman Gunnery-1, Admin-1	5BA7D8	Age 26	2 terms	Cr10,000
18	Lieutenant Commander Gunnery-2, Electronic-1, Vacc-1, Carbine-1	C7CBB5	Age 30	3 terms	Cr5,500 Travellers'
19	Lieutenant Pilot-1, Gunnery-1, Forward Observer-1, Blade-1, Shotgun-1	645A93	Age 30	3 terms	Cr21,000
20	Starman Engineering-1	69AC77	Age 22	1 term	Cr10,000
21	Lieutenant Commander Computer-1, Vacc-1, Pilot-1, Navigation-1, Forward Observer-1, Carbine-1	B59897	Age 34	4 terms	Cr 80,500
22	Starman Admin-1, Vacc-2, Dagger-1	528485	Age 34	4 terms	Cr16,000 Travellers'
23	Ensign Pilot-2, Ship's Boat-2, Navigation-2, Medic-2, Gunnery-2, Vacc-2, SMG-2	8259BC	Age 50	8 terms	Cr 61,500
24	Lieutenant Pilot-1, Gunnery-1, Navigation-1, Shotgun-1	538B86	Age 34	4 terms	Cr55,500
25	Starman Navigation-2, Computer-3, Medic-1, Ship's Boat-1	344BC6	Age 50	8 terms	Cr117,000 Travellers'
26	Lieutenant Commander Gunnery-2, Computer-1, Forward Observer-2, Dagger-4	544982	Age 46	7 terms	Cr27,500 Travellers'
27	Commander Navigation-2, Computer-3, Vacc-3, Gunnery-1, SMG-2	4628DC	Age 50	8 terms	Cr32,500 Travellers'
28	Lieutenant Engineering-1, Navigation-1, Forward Observer-1, Rifle-1	773B8A	Age 42	6 terms	Cr75,500
29	Lieutenant Gunner-1, Computer-2, Ship's Boat-1, Vacc-2, Medic-1, Admin-1	664CF4	Age 50,8	terms	Cr72,000
30	Lieutenant Commander Gunner-1, Forward Observer-1, Ship's Boat-1, Dagger-2	4A749B	Age 26	2 terms	Cr16,500
31	Commander Navigation-3, Computer-4, Engineering-2, Ship's Boat-2	737CC6	Age 46	7 terms	Cr92,000
32	Starman Forward Observer-1, Carbine-1	753385	Age 26	2 terms	Cr10,000
33	Lieutenant Commander Computer-1, Navigation-1, Vacc-1, Carbine-1, Pistol-1	6A73E5	Age 38	5 terms	Cr92,000
34	Starman Vacc-1, Electronic-1	868548	Age 22	1 term	Cr1,000
35	Ensign Vacc-1, Admin-1, Navigation-1, Dagger-1	473999	Age 30	3 terms	Cr 80,000
36	Ensign Forward Observer-1, Engineering-2, Shotgun-1	447C76	Age 26	2 terms	Cr60,000
37	Lieutenant Gunnery-2, Engineering-2, Carbine-1	881A4B	Age 34	4 terms	Cr36,500
38	Starman Gunnery-2, Navigation-1, Pistol-1	9958A6	Age 30	3 terms	Cr50,000
39	Starman Vacc-2	997868	Age 22	1 term	Cr10,000
40	Starman Gunnery-1, Electronic-1, Engineering-1	A76444	Age 26	2 terms	Cr500 Travellers'

41	Lieutenant Commander Engineering-2, Ship's Boat-1, Forward Observer-2	C5B979	Age 26	2 terms	Cr26,000
42	Starman Vacc-1, Navigation-1, Engineering-1, Medic-1	789493	Age 34	4 terms	Cr 15,000
43	Starman Admin-1, Navigation-1, Dagger-1	35499A	Age 26	2 terms	Cr 51,000
44	Lieutenant Commander Vacc-3, Ship's Boat-1, Gunnery-1, Engineering-1, Cutlass-1	BA63DA	Age 30	3 terms	Cr22,000
45	Starman Gunnery-1, Mechanical-1	65B82B	Age 22	1 term	Cr1,000
46	Lieutenant Commander Engineering-3, Medic-2, Admin-1	A3AA9A	Age 30	3 terms	Cr 52,000
47	Lieutenant Vacc-2, Engineering-1, Electronic-2, Mechanical-2, Carbine-1	59A72C	Age 38	5 terms	Cr 71,500
48	Starman Gunnery-1, Engineering-1, Vacc-1, Computer-1, Dagger-1	573CC5	Age 50	8 terms	Cr75,000
49	Starman Ship's Boat-1, Vacc-1, Dagger-1	585A49	Age 30	3 terms	Cr2,000
50	Lieutenant Commander Gunnery-2, Engineering-1. Pilot-1, Admin-2, Jack of all trades-2, SMG-3	626EB4	Age 50	8 terms	Cr 75,000
51	Lieutenant Commander Gunnery-1, Computer-2, Engineering-1, Jack of all trades-2	118B9A	Age 34	4 terms	Cr25,000
52	Ensign Medic-3	B39496	Age 34	4 terms	Travellers' Cr30,000
53	Lieutenant Commander Ship's Boat-1, Gunnery-2, Navigation-2, Sword-1, SMG-2	A73BAB	Age 34	4 terms	Travellers' Cr62,000
54	Ensign Jack of all trades-2	8B5389	Age 22	1 term	Cr 15,000
55	Ensign Electronic-1, Shotgun-1, Dagger-1	755879	Age 30	3 terms	Cr31,000
56	Ensign Electronic-1, Engineering-1, Dagger-1	5487C8	Age 26	2 terms	Cr20,000
57	Starman Gunnery-3	97686A	Age 26	2 terms	Cr 1,000
58	Commander Pilot-2, Computer-2, Navigation-1, Vacc-2, SMG-2, Dagger-2	5619F7	Age 50	8 terms	Cr 85,500
59	Lieutenant Forward Observer-1, Vacc-1, Rifle-1	A74545	Age 22	1 term	Travellers' Cr 40,000
60	Ensign Pilot-1, Navigation-1, Engineering-1	A54595	Age 26	2 terms	Cr35,000
61	Commander Admin-3, Mechanical-1, Computer-1, Medic-2, Pilot-1, SMG-2	7893E9	Age 34	4 terms	Cr120,000
62	Starman Ship's Boat-1, Mechanical-1	767874	Age 22	1 term	Travellers' Cr0
63	Starman Jack of all trades-1, Rifle-1	6AB9B8	Age 26	2 terms	Cr1,500
64	Lieutenant Medic-1, Computer-1, Engineering-2, Admin-1, Gunnery-2, Blade-1	937DFC	Age 50	8 terms	Cr90,500

65	Lieutenant Commander Ship's Boat-1, Engineering-1, Gunnery-2, Mechanical-2, Blade-1	976675	Age 38	5 terms	Cr36,000
66	Starman Dagger-2, Gunnery-1, Vacc-1	4B696B	Age 30	3 terms	Cr75,000
67	Starman Medic-1, Admin-1	C44587	Age 22	1 term	Cr10,000
68	Starman Gunnery-1, Forward Observer-1	25ABA7	Age 22	1 term	Cr500
69	Commander Vacc-3, Gunnery-3, Ship's Boat-1, Dagger-1, SMG-2	389577	Age 38	5 terms	Cr32,500 Travellers'
70	Starman Gunnery-1, Medic-3	865896	Age 30	3 terms	Cr16,000
71	Starman Navigation-1, Gunnery-1, Engineering-1, Electronic-1, Ship's Boat-1	959996	Age 38	5 terms	Cr111,000
72	Starman Vacc-1	447298	Age 22	1 term	Cr500
73	Starman Gunnery-1	797768	Age 22	1 term	Cr1,000
74	Ensign Gunnery-1, Medic-1	89C7B7	Age 22	1 term	Cr20,500
75	Lieutenant Mechanical-1, Navigation-1, Medic-1, Engineering-1, Admin-1, Dagger-1	8666C9	Age 30	3 terms	Cr26,000
76	Admiral Gunnery-1, Computer-2, Engineering-1, Jack of all trades-2, Revolver-1	8698AF	Age 38	5 terms	Cr14,000
77	Starman Ship's Boat-1, Navigation-1	8278A8	Age 22	1 term	Cr0
78	Ensign Jack of all trades-1, Navigation-1, Mechanical-1	7868A8	Age 26	2 terms	Cr1,500
79	Lieutenant Admin-1, Vacc-1, Mechanical-1, Forward Observer-1	948499	Age 22	1 term	Cr500 Travellers'
80	Lieutenant Navigation-2, Engineering-1, Medic-2, Ship's Boat-1, Computer-1	785688	Age 34	4 terms	Cr12,500
81	Starman Vacc-1, Pilot-1	5734C7	Age 30	3 terms	Cr6,000
82	Starman Jack of all trades-2, Vacc-1	56A857	Age 26	2 terms	Cr 1,500
83	Starman Rifle-1	67B394	Age 22	1 term	Cr10,000
84	Starman Ship's Boat-1, Gunnery-1, Admin-1	9428D9	Age 26	2 terms	Cr5,000
85	Admiral Computer-4, Vacc-2, Gunnery-3, Navigation-3, SMG-1	6248F9	Age 50	8 terms	Cr85,500 Travellers'
86	Starman Medic-1, Computer-2	9976B9	Age 30	3 terms	Cr20,500
87	Lieutenant Commander Pilot-1, Ship's Boat-1, Engineering-1, Vacc-1, Pistol-1, Carbine-1	A463A3	Age 26	2 terms	Cr30,000
88	Ensign Mechanical-1, Pistol-2	777869	Age 22	1 term	Cr30,000

89	Starman	365AC5	Age 26	2 terms	Cr1,500
	Gunnery-1, Navigation-1, Computer-1				
90	Starman	961797	Age 50	8 terms	Cr13,000
	Jack of all trades-1, Dagger-4, Admin-1, Ship's Boat-1				Travellers'
91	Starman	AA57A5	Age 22	1 term	Cr10,000
	Vacc-1, Gunnery-1				
92	Lieutenant	8A9985	Age 30	3 terms	Cr25,000
	Forward Observer-2, Rifle-1, Jack of all trades-1				
93	Starman	579A9B	Age 22	1 term	Cr10,000
	Admin-1				
94	Ensign	76897A	Age 30	3 terms	Cr31,000
	Electronic-1, Vacc-1, Mechanical-1				
95	Starman	6665B8	Age 22	1 term	Cr0
	Vacc-1, Pilot-1				
96	Starman	486755	Age 38	5 terms	Cr40,000
	Jack of all trades-2, Mechanical-1, Gunnery-1				Travellers'
97	Lieutenant	6245B8	Age 22	1 term	Cr10,000
	Dagger-1, Ship's Boat-1, Jack of all trades-1				
98	Starman	C76788	Age 22	1 term	Cr20,000
	Forward Observer-2				
99	Starman	982B59	Age 30	3 terms	Cr21,000
	Engineering-1, Forward Observer-1, Electronic-1 Carbine-1				Travellers'
100	Starman	9495E7	Age 38	5 terms	Cr3,000
	Vacc-1, Ship's Boat-1, Computer-1, Engineering-1, Mechanical-2				
101	Starman	68AA75	Age 26	2 terms	Cr11,000
	Vacc-1, Forward Observer-1, Rifle-1				
102	Starman	7684A5	Age 22	1 term	Cr50,000
	Gunnery-2				
103	Starman	878865	Age 30	3 terms	Cr26,000
	Dagger-1, Engineering-1, Forward Observer-1, Vacc-1				
104	Admiral	654AEB	Age 46	7 terms	Cr85,000
	Pilot-2, Navigation-2, Engineering-2, Vacc-3, Medic-1, Carbine-3				Travellers'
105	Lieutenant Commander	77A799	Age 26	2 terms	Cr70,000
	Vacc-1, Computer-1, Navigation-1, Pilot-1, Engineering-1, Pistol-1				
106	Lieutenant Commander	726A97	Age 38	5 terms	Cr85,500
	Medic-2, Admin-1, Navigation-1, Pilot-1, Shotgun-1				Travellers'
107	Commander	748AB8	Age 46	7 terms	Cr25,500
	Computer-3, Electronic-2, Vacc-2, Gunnery-2, Ship's Boat-3				Travellers'
108	Starman	778DC4	Age 26	2 terms	Cr0
	Medic-1, Computer-1, Vacc-1				
109	Ensign	5258BC	Age 30	3 terms	Cr2,500
	Engineering-2, Gunnery-1, Pilot-1, Jack of all trades-1				
110	Starman	76A987	Age 22	1 term	Cr10,000
	Mechanical-1				
111	Starman	1A89A3	Age 38	5 terms	Cr70,000
	Computer-1, Vacc-1, Pilot-1, Forward Observer-1, SMG-1				Travellers'
112	Starman	998794	Age 22	1 term	Cr10,000
	Blade-1, Pilot-1				

113	Lieutenant Navigation-2, Pilot-2, Admin-2, Computer-2, Dagger-1	5286C5	Age 46	7 terms	Cr21,000 Travellers'
114	Starman Forward Observer-1, Carbine-1	359574	Age 22	1 term	Cr500
115	Lieutenant Gunnery-3, Ship's Boat-1	544B68	Age 22	1 term	Cr2,000
116	Ensign Vacc-2, Gunnery-1, Engineering-1	8A7B9A	Age 26	2 terms	Cr10,000 Travellers'
117	Admiral Vacc-1, Pilot-2, Navigation-2, Engineering-2, Medic-1, Rifle-2, Admin-3	8578D9	Age 50	8 term	Cr101,000
118	Lieutenant Vacc-2, Gunnery-1, Ship's Boat-1, Engineering-1	634997	Age 26	2 terms	Cr11,000
119	Ensign Electronic-1, Cutlass-1, Computer-1, Forward Observer-1	B79797	Age 30	3 terms	Cr11,000
120	Lieutenant Vacc-1, Forward Observer-1, Pilot-2	96B7A2	Age 22	1 term	Cr25,000
121	Starman Rifle-1, Gunnery-1	955945	Age 22	1 term	Cr0
122	Starman Vacc-1, Gunnery-3	A37C74	Age 30	3 terms	Cr60,000
123	Starman Engineering-1, Ship's Boat-1	68A568	Age 22	1 term	Cr10,000
124	Starman Jack of all trade-1, Gunnery-1	43AD96	Age 22	1 term	Cr0
125	Starman Mechanical-1, Cutlass-1	668887	Age 22	1 term	Cr5,000
126	Lieutenant Vacc-4, Rifle-1, Ship's Boat-1, Gunnery-1	66B748	Age 34	4 terms	Cr71,500
127	Starman Pilot-1, Engineering-1, Forward Observer-1, Electronic-1	745695	Age 30	3 terms	Cr70,500
128	Lieutenant Medic-1, Vacc-1, Gunnery-1, Engineering-1, Dagger-3	346B87	Age 42	6 terms	Cr111,000 Travellers'
129	Starman Mechanical-1, Electronic-1	44B958	Age 22	1 term	Cr5,000
130	Lieutenant Vacc-2, Gunnery-2, Forward Observer-1	2496B5	Age 30	3 terms	Cr11,500
131	Starman Vacc-2, Mechanical-1, Jack of all trades-1	483B78	Age 42	6 terms	Cr35,500
132	Ensign Navigation-1, Medic-1, Pilot-1	63B495	Age 22	1 term	Cr10,000
133	Starman Vacc-1, Dagger-1, Pistol-1	177B57	Age 34	4 terms	Cr12,000
134	Starman Medic-1, Computer-1, Admin-1	7737A9	Age 26	2 terms	Cr100,000
135	Starman Engineering-1, Jack of all trades-1	959A84	Age 22	1 term	Cr10,000
136	Starman Medic-1, Vacc-1	376A94	Age 22	1 term	Cr10,000

Marines

Marine characters are produced in accordance with the character generation tables in *Traveller* Book 1, pages 9 to 11. Aging (as well as characteristic alterations received as skills) has been included in the indicated characteristics. All material benefits received have been converted to cash; the first year's retirement pay (if applicable) has been credited to the character's cash balance. It is assumed that the character possesses one weapon (a cutlass, if nothing else) in which he has weapon expertise.

Marines without commissions are called by a general title Marine. When these characters are used as non-player characters still on active duty, non-commissioned rank should be based on either skills or seniority.

1	Marine	4654B6	Age 22	1 term	Cr0
	ATV-1, Cutlass-1				Travellers'
2	Lieutenant	956959	Age 22	1 term	Cr5,000
	Vacc-1, Cutlass-1, Revolver-1				
3	Lieutenant	773784	Age 22	1 term	Cr5,000
	Mechanical-1, Computer-1, Cutlass-1, Revolver-1				
4	Marine	7CA756	Age 22	1 term	Cr2,000
	Mechanical-1, Cutlass-1				
5	Captain	8CABC7	Age 22	1 term	Cr5,000
	Gambling-1, Cutlass-2, Revolver-1, Dagger-1				
6	Lieutenant Colonel	96B793	Age 38	5 terms	Cr23,400
	Blade-3, Cutlass-4, Gambling-1, ATV-1, Electronic-1, Revolver-1				Travellers'
7	Marine	BA8846	Age 26	2 terms	Cr15,000
	Vacc-1, Cutlass-1				
8	Captain	879C86	Age 22	1 term	Cr 15,000
	Admin-2, Leader-1, Cutlass-1, Revolver-1				
9	Marine	A8C648	Age 26	2 terms	Cr 5,000
	ATV-1, Tactics-1, Cutlass-1				Travellers'
10	Marine	97BB88	Age 22	1 term	Cr0
	Cutlass-2				
11	Captain	81AB94	Age 38	5 terms	Cr36,000
	Gambling-1, ATV-1, Computer-1, Medic-2, Revolver-1, Cutlass-1				
12	Lieutenant	44BAC7	Age 22	1 term	Cr2,700
	Gambling-1, Cutlass-2, Revolver-1				
13	Marine	A2567A	Age 30	3 terms	Cr50,000
	Brawling-1, Vacc-1, Cutlass-2				Travellers'
14	Marine	858753	Age 22	1 term	Cr5,000
	Tactics-1, Cutlass-1				
15	Lieutenant	67AC26	Age 22	1 term	Cr10,000
	Vacc-2, Cutlass-1, Revolver-1				
16	Marine	788576	Age 22	1 term	Cr0
	ATV-1, Cutlass-1				

17	Lieutenant Tactics-2, Cutlass-1, Revolver-1	663A65	Age 22	1 term	Cr0
18	Lieutenant Mechanical-1, Tactics-1, Vacc-1, Cutlass-1, Revolver-2	9B6862	Age 30	3 terms	Cr 30,000 Travellers'
19	Marine-1 Cutlass-1, AutoRifle-1	89B778	Age 22	1 term	Cr 1,000
20	Lieutenant Electronics-2, Computer-2, Cutlass-1, Revolver-2, Brawling-1	A59AC6	Age 38	5 terms	Cr8,400 Travellers'
21	Marine Cutlass-1	87376C	Age 22	1 term	Cr10,000
22	Lieutenant Tactics-2, Cutlass-2, Revolver-1	585457	Age 26	2 terms	Cr5,700 Travellers'
23	Captain Tactics-2, Gambling-1, Cutlass-1, Revolver-2	674858	Age 26	2 terms	Cr20,000
24	Marine Cutlass-2	AAC434	Age 26	2 terms	Cr 10,000
25	Marine Cutlass-1	898458	Age 22	1 term	Cr5,000
26	Marine Tactics-1, Cutlass-1	6A5827	Age 22	1 term	Cr20,000
27	Marine Mechanical-1, Cutlass-1	C86B5A	Age 22	1 term	Cr700
28	Lieutenant Electronic-3, Vacc-1, Gambling-1, Cutlass-1, Revolver-1	746358	Age 34	4 terms	Cr 40,700 Travellers'
29	Lieutenant ATV-1, Computer-1, Cutlass-1, Revolver-1	457AB5	Age 22	1 term	Cr10,000
30	Marine Cutlass-2	995773	Age 22	1 term	Cr0 Travellers'
31	Marine Medic-1, Vacc-1, Cutlass-1	7476B8	Age 26	2 terms	Cr 1,400
32	Lieutenant Admin-1, Medic-1, Foil-1, Cutlass-1, Revolver-1	67B6AA	Age 26	2 terms	Cr 25,000
33	Captain Admin-1, Gambling-2, Cutlass-2, Revolver-1	A8778A	Age 30	3 terms	Cr 22,000 Travellers'
34	Brigadier Admin-2, Leader-2, Medic-2, ATV-1, Cutlass-3, Revolver-2	3A6B87	Age 50	8 terms	Cr85,700 Travellers'
35	Marine Tactics-4, Cutlass-1	766946	Age-38	5 terms	Cr17,400
36	Captain Medic-1, Admin-1, Mechanical-2, Cutlass-1, Revolver-1	A7A9B9	Age 30	3 terms	Cr 17,000 Travellers'
37	Lieutenant Tactics-2, Mechanical-1, Dagger-1, Cutlass-1, Revolver-1	856863	Age 30	3 terms	Cr37,000
38	Marine Tactics-1, Rifle-1, Cutlass-1	A78A57	Age 26	2 terms	Cr20,700
39	Marine Computer-1, Cutlass-1	BB8886	Age 26	2 terms	Cr 30,000
40	Lieutenant Electronic-1, Brawling-1, Cutlass-1, Revolver-1	A75667	Age 26	2 terms	Cr30,700

41	Marine Vacc-1, Cutlass-2	B7AB55	Age 26	2 terms	Cr30,000
42	Marine Tactics-1, Cutlass-1	97A747	Age 22	1 term	Cr10,000
43	Lieutenant Colonel Cutlass-3, Mechanical-2, Leader-2, Tactics-1, Revolver-3	9976B9	Age 38	5 terms	Cr80,000
44	Marine Cutlass-1	7885A5	Age 22	1 term	Travellers' Cr 2,000
45	Marine Cutlass-1, Rifle-1	999A53	Age 22	1 term	Cr 1,000
46	Marine Gambling-1, Cutlass-1	885789	Age 22	1 term	Cr0
47	Marine ATV-1, Cutlass-1	AABC8B	Age 22	1 term	Cr1,000
48	Lieutenant Colonel Tactics-3, ATV-2, Brawling-2, Cutlass-2, Revolver-1, SMG-1	767949	Age 42	6 terms	Cr36,400
49	Marine Cutlass-1, Rifle-1	B88649	Age 22	1 term	Travellers' Cr5,000
50	Lieutenant Colonel Cutlass-2, Gambling-2, Vacc-5, ATV-1, Brawling-1, Revolver-2	353FC8	Age 50	8 terms	Cr53,000
51	Lieutenant ATV-1, Tactics-1, Electronic-1, Cutlass-1, Revolver-1	3688A8	Age 26	2 terms	Travellers' Cr41,000
52	Lieutenant Vacc-2, Blade-2, Cutlass-1, Revolver-1	9B89BA	Age 30	3 terms	Cr40,000
53	Marine Cutlass-1, Carbine-1	A77AB9	Age 26	2 terms	Cr7,000
54	Marine ATV-1, Vacc-1, Cutlass-1	CB88B8	Age 26	2 terms	Cr20,000
55	Lieutenant Cutlass-3, Mechanical-1, Tactics-1, Revolver-1, SMG-1	38BAA9	Age 34	4 terms	Travellers' Cr51,000
56	Captain Tactics-2, Vacc-1, Cutlass-2, Revolver-1	8266B9	Age 26	2 terms	Cr 5,700
57	Marine Medic-1, Cutlass-1	C8C78A	Age 22	1 term	Cr 700
58	Marine Cutlass-2, ATV-1	6338B5	Age 26	2 terms	Cr0
59	Marine Cutlass-1, Shotgun-1	577672	Age 22	1 term	Cr0
60	Captain ATV-1, Cutlass-3, Revolver-1, Tactics-1	AC8E7C	Age 26	2 terms	Cr20,700
61	Captain Leader-1, Medic-1, Brawling-1, Cutlass-2, Revolver-2	647883	Age 34	4 terms	Cr44,000
62	Captain Computer-2, Admin-1, Cutlass-1, Revolver-1	A8A998	Age 22	1 term	Travellers' Cr32,000
63	Lieutenant Colonel Tactics-4, Admin-2, ATV-2, Gambling-1, Cutlass-2, Revolver-2	532BBA	Age 50	8 terms	Cr45,700
64	Lieutenant Tactics-1, ATV-1, Cutlass-1, Revolver-1, Vacc-1	A69877	Age 38	5 terms	Cr62,500

65	Marine Vacc-1, Cutlass-1	945755	Age 22	1 term	Cr5,000
66	Lieutenant ATV-3, Cutlass-1, Revolver-1	7786AC	Age 26	2 terms	Cr10,000
67	Marine Medic-1, Cutlass-1	8687B9	Age 22	1 term	Cr10,000
68	Marine Leader-1, Cutlass-1	A58397	Age 22	1 term	Cr0
69	Marine ATV-1, Tactics-1, Cutlass-1	949888	Age 26	2 terms	Cr2,000
70	Marine Tactics-1, Gambling-1, Cutlass-1	A94978	Age 26	2 terms	Cr2,000
71	Marine Cutlass-2	875287	Age 22	1 term	Cr5,000
72	Lieutenant Electronic-2, Vacc-1, Cutlass-1, Revolver-1	998667	Age 26	2 terms	Cr45,000
73	Marine Vacc-1, Admin-1, Cutlass-1	D75585	Age 30	3 terms	Cr40,000 Travellers'
74	Marine Tactics-1, Cutlass-1	6A6677	Age 26	2 terms	Cr10,000
75	Lieutenant Gambling-2, Vacc-2, ATV-1, Cutlass-1, Revolver-1	3A997B	Age 30	3 terms	Cr70,700
76	Marine Mechanical-1, Cutlass-1	79A8A3	Age 22	1 term	Cr10,000
77	Marine ATV-1, Cutlass-1	647A48	Age 22	1 term	Cr1,000
78	Captain Tactics-2, Vacc-1, Cutlass-2, Revolver-2	C48566	Age 30	3 terms	Cr20,700 Travellers'
79	Marine Mechanical-1, Cutlass-1	886A98	Age 22	1 term	Cr5,000
80	Marine Medic-1, Cutlass-1	B9AA85	Age 22	1 term	Cr5,000
81	Force Commander Tactics-3, Leader-3, Computer-3, Cutlass-2, Revolver -1	177587	Age 50	8 terms	Cr43,400 Travellers'
82	Lieutenant Vacc-1, Cutlass-2, Blade-1, Revolver-1	96899B	Age 26	2 terms	Cr700
83	Force Commander ATV-2, Cutlass-3, Gambling-1, Mech-1, Revolver-1	65B648	Age 30	3 terms	Cr5,700 Travellers'
84	Marine Tactics-1, Rifle-1, Cutlass-1	493A78	Age 26	2 terms	Cr0 Travellers'
85	Marine Vacc-1, Broadsword-1, Cutlass-1	C6B586	Age 26	2 terms	Cr30,000
86	Marine Tactics-1, Cutlass-2	C6894B	Age 26	2 terms	Cr12,000
87	Lieutenant Gambling-1, Tactics-3, Cutlass-1, Revolver-1, Rifle-1	729A43	Age 38	5 terms	Cr23,000 Travellers'
88	Marine Mechanical-1, Leader-1, Cutlass-1	75A588	Age 26	2 terms	Cr21,000

89	Captain	9A87A8	Age 34	4 terms	Cr32,700
	ATV-2, Electronic-2, Brawling-2, Cutlass-1, Revolver-1				
90	Lieutenant	A72699	Age 26	2 terms	Cr31,700
	Tactics-1, Gambling-1, ATV-1, Cutlass-1, Revolver-1				
91	Marine	45A856	Age 22	1 term	Cr10,000
	Cutlass-2				
92	Lieutenant	476C65	Age 22	1 term	Cr25,000
	Cutlass-1, Revolver-2				
93	Marine	C46768	Age 22	1 term	Cr5,000
	Cutlass-1, Rifle-1				
94	Marine	788699	Age 26	2 terms	Cr20,000
	Admin-1, Cutlass-2				
95	Marine	69A994	Age 22	1 term	Cr0
	Leader-1, Cutlass-1				
96	Captain	99AA45	Age 26	2 terms	Cr35,000
	Gambling-1, Tactics-1, Cutlass-1, Revolver-1, Rifle-2				
97	Lieutenant	747B56	Age 22	1 term	Cr31,000
	ATV-1, Brawling-1, Cutlass-1, Revolver-1				
98	Marine	727A95	Age 26	2 terms	Cr0
	Cutlass-2, Rifle-1				Travellers'
99	Force Commander	A2B9AA	Age 34	4 terms	Cr22,000
	ATV-2, Leader-1, Tactics-1, Cutlass-1, SMG-3, Revolver-1				
100	Lieutenant	B4A867	Age 34	4 terms	Cr15,700
	Tactics-2, Brawling-1, Cutlass-1, Rifle-1, Revolver-1				Travellers'
101	Lieutenant	AAB638	Age 30	3 terms	Cr20,000
	Electronic-1, Cutlass-1, Revolver-1, Vacc-1				
102	Marine	53B5A4	Age 22	1 term	Cr2,000
	Admin-1, Cutlass-1				
103	Captain	687EA6	Age 38	5 terms	Cr34,000
	Tactics-2, Cutlass-4, Computer-1, Revolver-1, SMG-1				Travellers'
104	Lieutenant	785877	Age 22	1 term	Cr1,400
	Cutlass-2, Gambling-1, Revolver-1				
105	Marine	39AA77	Age 26	2 terms	Cr10,000
	Vacc-1, Cutlass-2				
106	Marine	986976	Age 26	2 terms	Cr1,000
	Cutlass-1, Rifle-1, Brawling-1				
107	Captain	A5AA84	Age 26	2 terms	Cr10,000
	Computer-1, Vacc-1, Cutlass-1, Revolver-1, Rifle-1				
108	Lieutenant	77C88A	Age 30	3 terms	Cr2,000
	Leader-1, Computer-2, Cutlass-2, Revolver-1				Travellers'
109	Marine	B66A77	Age 34	4 terms	Cr30,000
	Tactics-2, Brawling-1, Cutlass-1, Rifle-1				Travellers'
110	Marine	6CA753	Age 22	1 term	Cr5,000
	Cutlass-1, Shotgun-1				
111	Marine	C56983	Age 22	1 term	Cr 1,000
	Cutlass-2				
112	Marine	375855	Age 22	1 term	Cr0
	Electronic-1, Cutlass-1				Travellers'

113	Captain	977687	Age 34	4 terms	Cr81,000
	Electronic-1, Brawling-1, Medic-1, Computer-1, Cutlass-2, Revolver-2				
114	Lieutenant	AC8C43	Age 22	1 term	Cr0
	Mechanical-1, Electronic-1, Cutlass-1, Revolver-1				
115	Lieutenant	47A667	Age 34	4 terms	Cr52,000
	Electronic-1, Mechanical-1, ATV-1, Cutlass-2, Revolver-2				
116	Marine	A67232	Age 26	2 terms	Cr5,700
	Cutlass-1, Rifle-1, Vacc-1				
117	Captain	337699	Age 46	7 terms	Cr37,700
	Leader-2, ATV-2, Tactics-1, Cutlass-2, Revolver-1, Rifle-1				Travellers'
118	Lieutenant	A78487	Age 26	2 terms	Cr7,000
	Leader-2, Cutlass-1, Revolver-1				Travellers'
119	Marine	AA553C	Age 26	2 terms	Cr5,700
	Vacc-1, Cutlass-1				
120	Colonel	597C98	Age 42	6 terms	Cr55,000
	ATV-1, Leader-3, Cutlass-3, SMG-1, Tactics-3, Revolver-2				Travellers'
121	Marine	996386	Age 26	2 terms	Cr10,000
	Cutlass-2, Computer-1				
122	Marine	72484A	Age 50	8 terms	Cr91,700
	ATV-4, Mechanical-1, Tactics-1, Cutlass-3				Travellers'
123	Captain	855825	Age 26	2 terms	Cr27,000
	Cutlass-2, Revolver-1, SMG-1, Rifle-1, Vacc-1				
124	Marine	6788A5	Age 22	1 term	Cr5,000
	Cutlass-1, Rifle-1				
125	Marine	769A98	Age 38	5 terms	Cr32,000
	ATV-1, Leader-1, Cutlass-1, Rifle-2				Travellers'
126	Marine	866666	Age 30	3 terms	Cr35,000
	Electronic-1, Brawling-1, Cutlass-1, Shotgun-1				Travellers'
127	Marine	A975B7	Age 22	1 term	Cr1,000
	Medic-1, Cutlass-1				
128	Force Commander	428A86	Age 42,	6 terms	Cr19,400
	Leader-2, ATV-1, Medic-2, Vacc-1, Brawling-1, Cutlass-1, Revolver-1				
129	Lieutenant Colonel	A49AAB	Age 38	5 terms	Cr66,700
	Leader-2, Tactics-2, Admin-3, ATV-1, Cutlass-1, Revolver-1, Rifle-1				
130	Marine	2422BB	Age 22	1 term	Cr0
	ATV-1, Cutlass-1				
131	Marine	738943	Age 22	1 term	Cr700
	Mechanical-1, Cutlass-1				
132	Marine	969993	Age 22,	1 term	Cr20,000
	Carbine-1, Cutlass-1				
133	Captain	366CA3	Age 30	3 terms	Cr3,000
	ATV-1, Mechanical-1, Rifle-1, Revolver-1, Cutlass-3				Travellers'
134	Lieutenant	159436	Age 42	6 terms	Cr 39,000
	Gambling-1, ATV-1, Vacc-1, Tactics-1, Cutlass-1, Revolver-3				Travellers'
135	Marine	C5A57A	Age 22	1 term	Cr5,000
	Vacc-1, Cutlass-1				
136	Lieutenant	A56B87	Age 22,	1 term	Cr5,000
	ATV-1, Revolver-1, Cutlass-2				

Army

Army characters are produced in accordance with the character generation tables in *Traveller* Book 1, pages 9 to 11. Aging (as well as characteristic alterations received as skills) have been included in the indicated characteristics. Material benefits received (passages, weapons) have been converted to cash and credited to the characters cash balance. It is assumed that the character also possesses a weapon if he has a weapon skill.

Army characters without commissioned rank receive a general title Trooper. Non-commissioned army characters encountered as non-player characters on active duty have non-commissioned rank based on their skill or total terms of service.

1	Lieutenant	A4B454	Age 30	3 terms	Cr5,000
	Tactics-2, Blade-1, Air/Raft-1, Rifle-1, SMG-1				
2	Major	478658	Age 34	4 terms	Cr25,900
	Brawling-3, Medic-1, Tactics-3, Forward Observer-1, Rifle-1, SMG-1				
3	Captain	B37C66	Age 22	1 term	Cr0
	Air/Raft-1, ATV-1, Gambling-1, Rifle-1, SMG-1				
4	Lieutenant Colonel	A98AA7	Age 34	4 terms	Cr10,000
	Blade-4, ATV-1, Gambling-1, Rifle-1, SMG-1				
5	Colonel	4538C5	Age 38	5 terms	Cr60,000
	Leader-1, Dagger-2, Air/Raft-2, Tactics-1, ATV-3, Rifle-1, SMG-1				
6	Captain	59DC6A	Age 22	1 term	Cr11,000
	Dagger-1, Gambling-2, Rifle-1, SMG-1				
7	Major	976377	Age 26	2 terms	Cr22,000
	Air/Raft-1, ATV-1, Blade-1, Rifle-1, SMG-3				
8	Colonel	6387D9	Age 38	5 terms	Cr54,000
	Tactics-1, Admin-2, Sword-2, Leader-3, Brawling-2, Rifle-1, SMG-1				
9	Major	766BE4	Age 30	3 terms	Cr5,900
	Leader-1, Computer-2, ATV-1, Tactics-2, Rifle-1, SMG-1				
10	Lieutenant	379696	Age 22	1 term	Cr10,900
	ATV-1, Dagger-1, Rifle-1, SMG-1				
11	Colonel	CBB7AA	Age 34	4 terms	Cr34,000
	ATV-1, Air/Raft-1, Medic-1, Computer-1, Sword-1, Rifle-3, SMG-1				
12	Major	8637B7	Age 30	3 terms	Cr41,000
	Medic-3, Admin-1, Dagger-1, ATV-2, Rifle-1, SMG-1				
13	Lieutenant Colonel	994B98	Age 34	4 terms	Cr55,000
	Forward Observer-1, Air/Raft-2, Mechanical-2, Medic-1, Rifle-1, SMG-2				
14	Trooper	598CB6	Age 46	7 terms	Cr29,700
	Gambling-2, Medic-1, ATV-2, Dagger-1, Rifle-1				
15	Trooper	8479B8	Age 26	2 terms	Cr20,000
	Gambling-1, Leader-1, Dagger-1, Rifle-1				
16	Lieutenant	469253	Age 26	2 terms	Cr22,000
	Forward Observer-1, ATV-1, Tactics-2, Rifle-1, SMG-1				

17	Captain	A78D56	Age 26	2 terms	Cr11,000
	Blade-3, Mechanical-1, Rifle-1, SMG-1				
18	Captain	6B8A82	Age 22	1 term	Cr20,000
	Gambling-2, Admin-1, Tactics-1, Rifle-1, SMG-1				
19	Captain	AABB58	Age 22	1 term	Cr11,000
	Tactics-1, Mechanical-1, Blade-2, Rifle-1, SMG-1				
20	General	62988B	Age 46	7 terms	Cr90,900
	Gambling-2, ATV-1, Admin-2, Computer-2, Tactics-2, Rifle-1, SMG-4				
21	Trooper	688593	Age 22	1 term	Cr10,000
	Tactics-1, Sword-1, Rifle-1				
22	Trooper	7A8765	Age 30	3 terms	Cr40,000
	Brawling-2, Mechanical-1, Tactics-1, Rifle-1				
23	Captain	B73743	Age 26	2 terms	Cr12,600
	Brawling-2, ATV-2, Rifle-1, SMG-2				
24	Trooper	97677C	Age 22	1 term	Cr0
	Brawling-1, Blade-1, Rifle-1				
25	Lieutenant	727977	Age 22	1 term	Cr30,000
	Brawling-1, ATV-2, Rifle-1, SMG-1				
26	Captain	749975	Age 22	1 term	Cr2,000
	Tactics-2, Rifle-2, SMG-1				
27	Major	9589A9	Age 26	2 terms	Cr10,000
	Air/Raft-1, Tactics-2, Blade-2, ATV-1, Rifle-1, SMG-1				
28	Trooper	7759B7	Age 22	1 term	Cr2,000
	Brawling-1, Medic-1, Rifle-1				
29	Captain	7A87B5	Age 22	1 term	Cr12,000
	Tactics-4, Rifle-1, SMG-1				
30	Major	976EA8	Age 30	3 terms	Cr15,900
	Tactics-3, Mechanical-1, Admin-1, Medic-1, Blade-1, Rifle-1, SMG-1				
31	Lieutenant	5364E3	Age 22	1 term	Cr10,000
	Leader-1, Tactics-1, Air/Raft-1, Rifle-1, SMG-1				
32	Trooper	B57997	Age 34	4 terms	Cr30,000
	Brawling-1, Computer-1, Cutlass-1, Tactics-1, Rifle-1				
33	Captain	486978	Age 22	1 term	Cr12,000
	Air/Raft-2, ATV-1, Gambling-1, Rifle-1, SMG-1				
34	Captain	564A89	Age 22	1 term	Cr20,000
	Medic-1, Leader-1, Admin-1, Rifle-1, SMG-1				
35	Major	85378C	Age 30	3 terms	Cr35,000
	Dagger-2, Air/Raft-1, Forward Observer-2, Admin-1, Rifle-1, SMG-1				
36	Trooper	8443A4	Age 26	2 terms	Cr10,900
	Dagger-1, Tactics-1, Rifle-1				
37	Captain	37A876	Age 22	1 term	Cr15,000
	ATV-1, Dagger-2, Rifle-2, SMG-1				
38	Lieutenant	A37568	Age 22	1 term	Cr30,000
	Electronic-1, Gambling-1, Rifle-1, Pistol-1, SMG-1				
39	Captain	82675A	Age 22	1 term	Cr0
	ATV-1, Gambling-1, Tactics-2, Rifle-1, SMG-1				
40	Major	B7B8C7	Age 30	3 terms	Cr0
	Medic-4, Electronic-1, Rifle-1, SMG-1				

41	Captain	4B9589	Age 22	1 term	Cr20,000
	Dagger-2, Admin-1, Computer-1, Rifle-1, SMG-1				
42	Lieutenant	7A387A	Age 42	6 terms	Cr52,000
	Mechanical-1, Gambling-2, ATV-3, Tactics-3, Brawling-3, Rifle-1, SMG-1				
43	Trooper	498758	Age 30	3 terms	Cr22,000
	Dagger-1, Air/Raft-1, ATV-1, Rifle-2				
44	Captain	557685	Age 22	1 term	Cr0
	Electronic-1, Mechanical-1, Computer-2, Leader-1, Rifle-1, SMG-1				
45	Captain	686A83	Age 22	1 term	Cr12,900
	Computer-1, Forward Observer-2, Sword-1, Rifle-1, SMG-1				
46	Trooper	457557	Age 22	1 term	Cr10,000
	ATV-2, Rifle-1				
47	Trooper	86A778	Age 22	1 term	Cr0
	ATV-1, Dagger-1, Rifle-1				
48	Captain	5959B8	Age 38	5 terms	Cr45,000
	Admin-1, ATV-1, Medic-1, Brawling-1, Tactics-1, Rifle-2, SMG-2				
49	Captain	8A6878	Age 22	1 term	Cr22,000
	Mechanical-1, Dagger-3, Rifle-1, SMG-1				
50	Lieutenant Colonel	749AA4	Age 30	3 terms	Cr0
	Forward Observer-1, ATV-1, Gambling-1, Medic-2, Rifle-2, SMG-2				
51	Trooper	552CA4	Age 30	3 terms	Cr 16,000
	Gambling-1, Admin-1, Forward Observer-1, Tactics-1, Rifle-1				
52	Captain	5496A6	Age 22	1 term	Cr15,000
	Dagger-1, Tactics-1, ATV-2, Rifle-1, SMG-1				
53	Captain	5496A6	Age 22	1 term	Cr20,000
	Dagger-2, Mechanical-1, Electronic-1, Rifle-1, SMG-1				
54	Major	75767A	Age 30	3 terms	Cr34,000
	ATV-2, Forward Observer-2, Gambling-1, Air/Raft-2, Rifle-1, SMG-1				
55	Trooper	76AA6A	Age 26	2 terms	Cr900
	Brawling-1, Mechanical-1, Air/Raft-1, Rifle-1				
56	Trooper	5866A4	Age 22	1 term	Cr20,000
	Air/Raft-1, Tactics-1, Rifle-1				
57	Major	B85695	Age26	2 terms	Cr0
	Leader-2, Mechanical-3, Cutlass-1, Rifle-1, SMG-1				
58	General	567896	Age 50	8 terms	Cr67,000
	Computer-3, Tactics-4, Leader-3, Air/Raft-1, Dagger-4, Rifle-1, SMG-1				
59	Lieutenant	47C378	Age 26	2 terms	Cr30,000
	Tactics-1, ATV-1, Rifle-1, SMG-1				
60	Trooper	6296A7	Age 22	1 term	Cr10,000
	Brawling-1, Air/Raft-1, Rifle-1				
61	Trooper	944B95	Age 38	5 terms	Cr5,000
	ATV-1, Gambling-1, Forward Observer-1, Tactics-1, Rifle-1				
62	Major	638898	Age 30	3 terms	Cr50,000
	Mechanical-2, Leader-2, Brawling-1, Air/Raft-1, Rifle-1, SMG-1				
63	Trooper	754948	Age 22	1 term	Cr5,000
	Gambling-1, Tactics-1, Rifle-1				
64	Captain	6A7885	Age 22	1 term	Cr5,000
	Forward Observer-1, Electronic-1, Tactics-1, ATV-1, Rifle-1, SMG-1				

65	Trooper Sword-1, Rifle-1	63A759	Age 22	1 term	Cr10,000
66	Trooper Forward Observer-2, Rifle-1, Pistol-1	548838	Age 26	2 terms	Cr20,000
67	Lieutenant Dagger-2, Electronic-1, Rifle-1, SMG-1	487857	Age 22	1 term	Cr900
68	Captain Tactics-1, Electronic-1, Air/Raft-1, Rifle-1, SMG-2	99836C	Age 22	1 term	Cr0
69	Lieutenant ATV-1, Forward Observer-1, Dagger-1, Rifle-1, SMG-1	823399	Age 22	1 term	Cr10,900
70	Trooper Forward Observer-1, Electronic-1, Rifle-1	644767	Age 22	1 term	Cr2,000
71	Trooper Electronic-1, Gambling-1, Mechanical-1, Rifle-1	799A75	Age 26	2 terms	Cr 11,000
72	Lieutenant Colonel Gambling-1, Admin-1, Tactics-3, Brawling-2, Dagger-1, Rifle-1, SMG-1	248699	Age 38	5 terms	Cr34,000
73	Trooper Air/Raft-1, Forward Observer-1, Dagger-1, Rifle-1	57478A	Age 26	2 terms	Cr25,000
74	Major Forward Observer-1, Air/Raft-1, Brawling-1, Tactics-2, Rifle-2, SMG-1	765763	Age 30	3 terms	Cr60,000
75	Captain Tactics-2, Cutlass-1, Electronic-1, Rifle-1, SMG-1	B7884A	Age 22	1 term	Cr15,000
76	Captain ATV-1, Electronic-1, Gambling-1, Tactics-1, Air/Raft-1, Rifle-1, SMG-1	A54853	Age 26	2 terms	Cr12,000
77	Lieutenant ATV-1, Forward Observer-1, Gambling-1, Rifle-1, SMG-1	B659A7	Age 22	1 term	Cr0
78	Trooper Computer-1, Mechanical-1, Leader-1, Rifle-1	6474C4	Age 26	2 terms	Cr10,000
79	Lieutenant Mechanical-1, Tactics-2, Computer-1, Rifle-1, SMG-1	575495	Age 26	2 terms	Cr22,000
80	Lieutenant ATV-1, Electronic-1, Rifle-1, SMG-1	746844	Age 22	1 term	Cr1,000
81	Captain Air/Raft-2, Blade-1, Leader-1, Rifle-1, SMG-1	9476A8	Age 22	1 term	Cr1,000
82	Lieutenant Brawling-1, Tactics-1, Broadsword-1, Rifle-1, SMG-1	C57879	Age 22	1 term	Cr10,000
83	Trooper Tactics-1, ATV-1, Electronic-1, Rifle-1	9578AB	Age 38	5 terms	Cr31,000
84	Captain Forward Observer-1, Admin-2, Electronic-1, Rifle-1, SMG-1	77C5A7	Age 22	1 term	Cr22,000
85	Trooper Sword-1, Rifle-1	658B69	Age 22	1 term	Cr20,000
86	Captain Brawling-2, Tactics-2, Blade-1, Pistol-1, Rifle-2, SMG-1	9A6545	Age 34	4 terms	Cr56,000
87	Captain Mechanical-2, Blade-1, Rifle-1, SMG-1	A58654	Age 22	1 term	Cr20,000
88	Trooper Tactics-1, ATV-1, Rifle-1, Broadsword-2	CA589B	Age 34	4 terms	Cr40,000

89	Trooper	7685C9	Age 34	4 terms	Cr40,000
	Gambling-1, Electronic-1, Brawling-1, Forward Observer-1, Rifle-1				
90	Lieutenant Colonel	4A8A97	Age 30	3 terms	Cr40,000
	Leader-2, Forward Observer-2, Tactics-2, Admin-2, Rifle-1, SMG-1				
91	Trooper	AA7679	Age 30	3 terms	Cr11,900
	Electronic-2, Blade-1, Rifle-2				
92	Lieutenant	627578	Age 22	1 term	Cr10,000
	Sword-1, Pistol-2, Rifle-1, SMG-1				
93	Major	543473	Age 26	2 terms	Cr13,800
	Tactics-3, Dagger-2, ATV-1, Rifle-1, SMG-1				
94	Major	39B59B	Age 26	2 terms	Cr20,000
	Tactics-2, ATV-3, Leader-1, Rifle-1, SMG-1				
95	Captain	93A4A3	Age 26	2 terms	Cr50,000
	Blade-2, ATV-2, Electronic-1, Rifle-1, SMG-1				
96	Major	C84278	Age 26	2 terms	Cr17,900
	Forward Observer-2, Electronic-2, ATV-1, Rifle-1, SMG-1				
97	Captain	75A998	Age 22	1 term	Cr2,900
	Gambling-1, Computer-1, Electronic-1, Rifle-1, SMG-1				
98	General	69C99A	Age 42	6 terms	Cr24,000
	Sword-2, Medic-3, Air/Raft-2, Brawling-3, Rifle-1, SMG-1				
99	Captain	583AA4	Age 30	3 terms	Cr20,000
	Gambling-1, Dagger-1, Leader-1, Tactics-1, Rifle-2, SMG-1				
100	Captain	789A88	Age 30	3 terms	Cr16,000
	Electronic-3, Tactics-1, ATV-1, Rifle-1, SMG-1				
101	Trooper	683699	Age 26	2 terms	Cr2,000
	Leader-1, Air/Raft-1, Brawling-1, Rifle-1				
102	Trooper	5446C6	Age 26	2 terms	Cr20,000
	ATV-1, Gambling-1, Rifle-1				
103	Captain	AAB659	Age 30	3 terms	Cr0
	Blade-3, Tactics-1, ATV-1, Rifle-1, SMG-1				
104	Major	A27589	Age 30	3 terms	Cr17,000
	Air/Raft-1, Blade-1, ATV-2, Computer-1, Tactics-1, Rifle-1, SMG-1				
105	Trooper	A687A6	Age 22	1 term	Cr900
	Brawling-1, Tactics-1, Rifle-1				
106	Captain	A8A3EB	Age 22	1 term	Cr0
	Computer-1, Gambling-1, Blade-2, Rifle-1, SMG-1				
107	Major	BA7D88	Age 26	2 terms	Cr10,900
	Forward Observer-1, Medic-2, Computer-1, Cutlass-2, Rifle-1, SMG-1				
108	Lieutenant	C8B983	Age 22	1 term	Cr 10,000
	Leader-1, Tactics-1, Mechanical-1, Rifle-1, SMG-1				
109	Major	97A747	Age 26	2 terms	Cr21,000
	Air/Raft-2, Blade-2, Forward Observer-1, Rifle-1, SMG-1				
110	Trooper	A588E6	Age 34	4 terms	Cr20,000
	Blade-5, Rifle-1				
111	Trooper	795BA6	Age 26	2 terms	Cr22,000
	Medic-1, Gambling-1, Mechanical-1, Rifle-1				
112	Captain	B7B866	Age 22	1 term	Cr10,000
	Mechanical-1, Air/Raft-2, Cutlass-1, Rifle-1, SMG-1				

113	Lieutenant	695486	Age 22	1 term	Cr20,000
	Forward Observer-1, Electronic-1, Dagger-2, Rifle-1, SMG-1				
114	Lieutenant	497A99	Age 22	1 term	Cr2,900
	Dagger-1, Admin-1, Rifle-1, SMG-1				
115	Colonel	84877A	Age 34	4 terms	Cr52,000
	Air/Raft-2, Dagger-3, ATV-2, Tactics-1, Mechanical-1, Rifle-1, SMG-1				
116	Captain	588787	Age 22	1 term	Cr20,000
	Tactics-1, Brawling-2, Admin-1, Rifle-1, SMG-1				
117	Lieutenant Colonel	5953AA	Age 38	5 terms	Cr0
	Gambling-1, Leader-1, Computer-2, Medic-2, Dagger-1, Rifle-1, SMG-1				
118	Trooper	5A2383	Age 22	1 term	Cr10,000
	Dagger-1, ATV-1, Rifle-1				
119	Captain	87485C	Age 26	2 terms	Cr21,000
	ATV-1, Mechanical-3, Rifle-1, SMG-2				
120	Captain	5747AA	Age 22	1 term	Cr0
	Computer-1, Dagger-2, Brawling-1, Rifle-1, SMG-1				
121	Lieutenant	846526	Age 22	1 term	Cr10,900
	Tactics-1, Dagger-2, Rifle-1, SMG-1				
122	Lieutenant	568C69	Age 42	6 terms	Cr8,900
	Dagger-2, Air/Raft-2, Brawling-3, Tactics-5, ATV-1, Rifle-1, SMG-1				
123	Lieutenant Colonel	667687	Age 38	5 terms	Cr10,000
	Tactics-2, Sword-2, Computer-2, Air/Raft-2, Leader-2, Rifle-1, SMG-1				
124	Trooper	9ADAAB	Age 34	4 terms	Cr31,000
	Electronic-1, Blade-1, Admin-1, Rifle-1				
125	Captain	879265	Age 30	3 terms	Cr21,900
	ATV-2, Tactics-1, Dagger-1, Rifle-1, SMG-1				
126	Lieutenant Colonel	865B9B	Age 34	4 terms	Cr33,000
	Leader-2, Tactics-2, Dagger-3, Brawling-1, Admin-1, Rifle-1, SMG-1				
127	Captain	869873	Age 22	1 term	Cr 10,000
	Dagger-1, Tactics-1, ATV-1, Rifle-1, SMG-1				
128	Captain	588687	Age 22	1 term	Cr0
	Admin-1, Mechanical-1, Forward Observer-1, Tactics-1, Rifle-1, SMG-1				
129	Lieutenant	AB9B96	Age 22	1 term	Cr10,000
	Admin-1, Medic-1, Electronic-1, Rifle-1, SMG-1				
130	Captain	7A88C7	Age 26	2 terms	Cr15,000
	Medic-5, Rifle-1, SMG-1				
131	Major	739777	Age 26	2 terms	Cr12,900
	Brawling-1, Forward Observer-1, ATV-2, Tactics-2, Rifle-1, SMG-1				
132	Trooper	679994	Age 30	3 terms	Cr10,900
	Tactics-2, Pistol-1, Rifle-1				
133	Lieutenant	C96357	Age 22	1 term	Cr30,000
	Tactics-1, Broadsword-1, Rifle-1, SMG-1, Pistol-1				
134	Lieutenant	B87B92	Age 22	1 term	Cr11,000
	Tactics-1, ATV-1, Mechanical-1, Rifle-1, SMG-1				
135	Trooper	943868	Age 34	4 terms	Cr30,000
	Tactics-1, Blade-1, Air/Raft-1, Rifle-1				
136	Colonel	488787	Age 42	6 terms	Cr50,000
	Tactics-2, Leader-4, Brawling-1, Dagger-1, Rifle-1, SMG-1				

Scouts

Scout characters are produced in accordance with the character generation tables in *Traveller* Book 1, pages 9 to 11. Aging (as well as characteristic alterations received as skills) has been included in the indicated characteristics. Material benefits have been converted to cash and credited to the character's cash balance. If the character currently possesses a scout ship, it is so noted. It is assumed that he has one weapon corresponding to his weapon skill if he has any weapon skill.

Scouts do not have rank; each receives the simple title: Scout. As an exception to the rules in Book 1, each Scout receives two skills per term served, rather than only one.

1	Scout	668675	Age 38	5 terms	Cr121,400
	Pilot-1, Rifle-2, Navigation-2, Medic-1, Air/Raft-2, Gunnery-1				Ship
2	Scout	9A7754	Age 26	2 terms	O50,000
	Pistol-1, Electronic-2, Navigation-1, Pilot-1				Ship
3	Scout	83A8A7	Age 34	4 terms	Cr120,000
	Navigation-3, Gunnery-2, Air/Raft-1, Revolver-1, Pilot-2				Ship
4	Scout	AC8836	Age 42	6 terms	Cr92,800
	Gunnery-4, Air/Raft-2, Electronic-2, Medic-1, Navigation-1, Pilot-1				Ship
5	Scout	AC5767	Age 34	4 terms	Cr51,400
	Navigation-3, Pistol-2, Medic-2, Air/Raft-1, Pilot-1				
6	Scout	349897	Age 26	2 terms	Cr1,900
	Navigation-1, Pilot-1, Engineering-1, Computer-1, Electronic-1				
7	Scout	3CAA86	Age 34	4 terms	Cr61,900
	Jack of all trades-1, Pilot-1, Gunnery-1, Electronic-2, Air/Raft-2, Medic-2				
8	Scout	274B77	Age 34	4 terms	Cr101,400
	Pistol-1, Navigation-2, Mechanical-1, Electronic-1, Air/Raft-1, Pilot-1				
9	Scout	536754	Age 26	2 terms	Cr60,000
	Jack of all trades-1, Pilot-1, Mechanical-1, Electronic-1, Medic-1				
10	Scout	72BA7A	Age 34	4 terms	Cr51,000
	Mechanical-1, Medic-1, Gunnery-2, Vacc-2, Pilot-1, Pistol-1				
11	Scout	A57993	Age 42	6 terms	Cr110,000
	Vacc-2, Pilot-1, Medic-2, Mechanical-3, Air/Raft-1, Pistol-1				Ship
12	Scout	9655D6	Age 34	4 terms	Cr70,000
	Vacc-2, Medic-2, Pilot-1, Navigation-2, Mechanical-1, Electronic-1				
13	Scout	7A968B	Age 26	2 terms	Cr20,000
	Jack of all trades-2, Engineering-1, Pilot-1, Ship				
14	Scout	23AAA6	Age 34	4 terms	Cr91,400
	Mechanical-2, Jack of all trades-1, Pilot-1, Gunnery-1, Vacc-1, Air/Raft-1				
15	Scout	65D694	Age 34	4 terms	Cr42,400
	Pilot-1, Mechanical-1, Electronic-1, Medic-3, Gunnery-1				
16	Scout	7567AB	Age 34	4 terms	Cr60,000
	Computer-2, Navigation-2, Pilot-1, Air/Raft-1				Ship

17	Scout	5486D4	Age 42	6 terms	Cr132,000
	Vacc-2, Pilot-1, Medic-2, Mechanical-2, Engineering-1, Air/Raft-1, Pistol-1				
18	Scout	A43D86	Age 50	8 terms	Cr101,000
	Mechanical-2, Navigation-2, Electronic-1, Pilot-2, Air/Raft-1, Gunnery-2				
19	Scout	777564	Age 46	7 terms	Cr53,700
	Vacc-1, Jack of all trades-3, Pilot-1, Medic-1, Air/Raft-1, Pistol-1				
20	Scout	5A9C77	Age 38	5 terms	080,900
	Air/Raft-2, Rifle-1, Gunnery-2, Navigation-2, Medic-1, Pilot-1				
21	Scout	774834	Age 42	6 terms	Cr72,800
	Mechanical-2, Electronic-2, Vacc-2, Pilot-1, Gunnery-5, Rifle-1				
22	Scout	678557	Age 38	5 terms	Cr21,400
	Gunnery-2, Vacc-1, Navigation-1, Mechanical-1, Rifle-1, Pilot-1				
23	Scout	9A8687	Age 34	4 terms	Cr 1,900
	Medic-1, Pilot-1, Mechanical-3, Vacc-2, Computer-1				
24	Scout	6B4CB8	Age 38	5 terms	Cr91,000
	Air/Raft-2, Computer-2, Engineering-1, Pilot-1, Medic-2, Vacc-1				
25	Scout	A8B7A8	Age 30	3 terms	Cr20,000
	Navigation-1, Electronic-1, Pilot-1, Gunnery-1, Jack of all trades-1				
26	Scout	4357DC	Age 26	2 terms	Cr20,000
	Mechanical-2, Vacc-1, Pistol-1, Pilot-1				
27	Scout	5547F5	Age 42	6 terms	Cr101,400
	Electronic-3, Vacc-2, Medic-2, Jack of all trades-1, Pilot-2, SMG-1				
28	Scout	77183A	Age 46	7 terms	Cr53,900
	Navigation-3, Electronic-3, Pilot-1, Mechanical-1, Gunnery-2				
29	Scout	2768B5	Age 46	7 terms	Cr 92,300
	Pilot-5, Air/Raft-2, Vacc-4, Pistol-1				
30	Scout	68B955	Age 34	4 terms	Cr120,900
	Navigation-2, Gunnery-1, Mechanical-2, Pilot-1				
31	Scout	6455C8	Age 26	2 terms	Cr60,000
	Air/Raft-1, Navigation-1, Pilot-1, Jack of all trades-1				
32	Scout	684978	Age 38	5 terms	Cr71,000
	Jack of all trades-3, Gunnery-1, Air/Raft-1, Mechanical-4, Pilot-1				
33	Scout	AC6EA6	Age 30	3 terms	Cr20,000
	Mechanical-2, Navigation-1, Pilot-1, Air/Raft-1				
34	Scout	84665B	Age 26	2 terms	Cr51,000
	Mechanical-2, Jack of all trades-1, Medic-1, Pilot-1				
35	Scout	99AA93	Age 34	4 terms	Cr110,900
	Pistol-2, Vacc-2, Mechanical-2, Pilot-2				
36	Scout	856837	Age 26	2 terms	Cr80,000
	Jack of all trades-1, Navigation-1, Pilot-1, Air/Raft-1				
37	Scout	3659B8	Age 50	8 terms	Cr73,300
	Pilot-1, Vacc-1, Medic-3, Gunnery-3, Engineering-1, Rifle-1				
38	Scout	6A93E4	Age 30	3 terms	Cr0
	Pilot-1, Navigation-1, Medic-1, Rifle-2, Ship				
39	Scout	78934A	Age 42	6 terms	Cr91,900
	Vacc-3, Electronic-3, Medic-1, Air/Raft-1, Pilot-1				
40	Scout	498857	Age 38	5 terms	Cr90,000
	Gunnery-3, Navigation-1, Pilot-1, Air/Raft-2				

41	Scout	798745	Age 38	5 terms	Cr700
	Mechanical-3, Medic-1, Air/Raft-2, Gunnery-3, Jack of all trades-1, Pilot-1				
42	Scout	52777A	Age 42	6 terms	Cr50,000
	Electronic-3, Vacc-2, Air/Raft-3, Mechanical-2, Gunnery-2, Pilot-1 Ship				
43	Scout	486BB5	Age 26	2 terms	Cr50,000
	Air/Raft-2, Medic-1, Pilot-1, Pistol-1				
44	Scout	873557	Age 34	4 terms	Cr0
	Mechanical-2, Electronic-3, Vacc-1, Jack of all trades-1, Pilot-1				
45	Scout	838A53	Age 38	5 terms	Cr21,000
	Navigation-1, Vacc-1, Mechanical-3, Electronic-3, Air/Raft-1, Pilot-1				
46	Scout	537A66	Age 38	5 terms	Cr70,000
	Medic-2, Air/Raft-4, Navigation-2, Jack of all trades-1, Pilot-1, Carbine-1				
47	Scout	456938	Age 38	5 terms	Cr130,000
	Mechanical-4, Air/Raft-2, Vacc-1, Medic-2, Navigation-1, Pilot-1 Ship				
48	Scout	3B897B	Age 38	5 terms	Cr0
	Mechanical-3, Vacc-2, Medic-1, Navigation-1, AutoRifle-1, Pilot-1 Ship				
49	Scout	97768A	Age 34	4 terms	Cr0
	Jack of all trades-3, Electronic-3, Pilot-1				
50	Scout	548955	Age 42	6 terms	Cr61,000
	Air/Raft-2, Jack of all trades-1, Vacc-2, Mechanical-5, Gunnery-2, Pilot-1				
51	Scout	4866A7	Age 42	6 terms	Cr0
	Jack of all trades-2, Engineering-3, Pilot-2, Vacc-2, Computer-2, Rifle-1				
52	Scout	735877	Age 34	4 terms	Cr50,000
	Medic-1, Air/Raft-2, Electronic-3, Pilot-1, Shotgun-1				
53	Scout	966BB9	Age 34	4 terms	Cr700
	Electronic-1, Pilot-3, Navigation-2, Air/Raft-2				
54	Scout	AA3855	Age 46	7 terms	Cr700
	Electronic-1, Air/Raft-3, Gunnery-3, Vacc-3, Pilot-1, SMG-1				
55	Scout	48759A	Age 38	5 terms	Cr110,700
	Air/Raft-2, Electronic-1, Medic-2, Pilot-3, Gunnery-1, Navigation-1				
56	Scout	999C66	Age 30	3 terms	Cr21,000
	Gunnery-2, Vacc-1, Jack of all trades-1, Mechanical-1, Pilot-1				
57	Scout	571777	Age 42	6 terms	Cr0
	Air/Raft-2, Vacc-3, Navigation-3, Medic-3, Pilot-1, Rifle-1 Ship				
58	Scout	9A8779	Age 34	4 terms	Cr100,000
	Air/Raft-1, Electronic-3, Mechanical-2, Medic-1, Navigation-1, Pilot-1 Ship				
59	Scout	A69DB7	Age 38	5 terms	Cr20,000
	Mechanical-2, Pilot-2, Medic-2, Navigation-3, Gunnery-1, Shotgun-1				
60	Scout	78B887	Age 34	4 terms	Cr120,000
	Jack of all trades-2, Electronic-3, Computer-1, Pilot-1, Rifle-1				
61	Scout	4775A6	Age 42	6 terms	Cr70,000
	Electronic-1, Mechanical-3, Pilot-2, Vacc-3, Engineering-1, Carbine-1				
62	Scout	155957	Age 50	8 terms	Cr0
	Mechanical-4, Electronic-4, Navigation-1, Pilot-1, Medic-4, Shotgun-2				
63	Scout	258BBA	Age 38	5 terms	Cr0
	Air/Raft-5, Electronic-3, Pilot-2 Ship				
64	Scout	79A6D9	Age 38	5 terms	Cr0
	Medic-1, Engineering-2, Air/Raft-3, Mechanical-1, Pilot-1, SMG-2				

65	Scout	9856B8	Age 26	2 terms	Cr50,000
	Jack of all trades-1, Vacc-1, Mechanical-1, Pilot-1				
66	Scout	976683	Age 30	3 terms	Cr0
	Navigation-1, Electronic-1, Medic-1, Pilot-2, SMG-1				
67	Scout	5676D2	Age 30	3 terms	Cr0
	Navigation-2, Electronic-2, Computer-2, Pilot-1				
68	Scout	568584	Age 30	3 terms	Cr80,000
	Engineering-1, Air/Raft-2, Gunnery-2, Computer-1, Pilot-1				
69	Scout	968777	Age 42	6 terms	Cr 1,000
	Electronic-2, Air/Raft-2, Medic-2, Gunnery-4, Pilot-1, Rifle-1				
70	Scout	748886	Age 30	3 terms	Cr30,000
	Jack of all trades-4, Vacc-1, Air/Raft-1, Pilot-1				
71	Scout	6B9869	Age 34	4 terms	Cr0
	Navigation-1, Air/Raft-3, Electronic-2, Pilot-1				
72	Scout	55943B	Age 38	5 terms	Cr700
	Jack of all trades-2, Navigation-2, Medic-2, Gunnery-2, Vacc-1, Pilot-1				
73	Scout	573AA7	Age 26	2 terms	Cr0
	Vacc-1, Jack of all trades-1, Mechanical-1, Navigation-1, Pilot-1				
74	Scout	759698	Age 42	6 terms	Cr0
	Gunnery-2, Medic-2, Air/Raft-2, Electronic-2, Pilot-1, Shotgun-2				
75	Scout	C5989B	Age 38	5 terms	Cr1,000
	Mechanical-3, Air/Raft-1, Computer-3, Pilot-2, Navigation-1				
76	Scout	598879	Age 30	3 terms	Cr0
	Mechanical-4, Electronic-1, Air/Raft-1, Pilot-1				
77	Scout	6B4287	Age 26	2 terms	Cr0
	Mechanical-1, Engineering-1, Air/Raft-1, Pilot-1				
78	Scout	783AA7	Age 30	3 terms	Cr50,000
	Air/Raft-2, Medic-1, Navigation-1, Pilot-1, Rifle-1				
79	Scout	2746A8	Age 42	6 terms	Cr0
	Jack of all trades-2, Air/Raft-2, Electronic-2, Vacc-2, Medic-2, Pilot-1				
80	Scout	477655	Age 38	5 terms	Cr100,000
	Mechanical-4, Air/Raft-2, Gunnery-2, Pilot-1, SMG-2				
81	Scout	C49894	Age 30	3 terms	Cr0
	Air/Raft-2, Electronic-2, Medic-1, Pilot-1				
82	Scout	398B63	Age 26	2 terms	Cr20,000
	Electronic-1, Vacc-1, Jack of all trades-1, Gunnery-1, Pilot-1				
83	Scout	788435	Age 38	5 terms	Cr0
	Rifle-3, Pistol-1, Vacc-3, Pilot-1				
84	Scout	844C97	Age 38	5 terms	Cr60,000
	Vacc-1, Gunnery-2, Mechanical-2, Navigation-1, Pilot-3				
85	Scout	37CE56	Age 26	2 terms	Cr50,000
	Air/Raft-1, Jack of all trades-2, Electronic-1, Pilot-1				
86	Scout	9D5697	Age 34	4 terms	Cr70,000
	Engineering-1, Medic-1, Pilot-1, Rifle-2, Revolver-2				
87	Scout	945534	Age 34	4 terms	Cr700
	Gunnery-1, Mechanical-3, Jack of all trades-2, Pilot-1, Shotgun-2				
88	Scout	A475F5	Age 30	3 terms	Cr110,000
	Pilot-2, Gunnery-1, Mechanical-1, Navigation-1				

89	Scout	568C8B	Age 46	7 terms	Cr21,000
	Air/Raft-3, Medic-2, Vacc-3, Computer-1, Gunnery-2, SMG-1, Pilot-1				
90	Scout	666889	Age 42	6 terms	Cr20,000
	Air/Raft-2, Gunnery-4, Mechanical-2, Electronic-1, Pilot-1, Shotgun-1				
91	Scout	7BB878	Age 30	3 terms	Cr100,000
	Electronic-1, Jack of all trades-2, Mechanical-1, Gunnery-1, Pilot-1, SMG-1				
92	Scout	265B64	Age 46	7 terms	Cr40,700
	Gunnery-4, Air/Raft-1, Navigation-1, Electronic-6, Medic-1, Pilot-1				
93	Scout	569A72	Age 26	2 terms	Cr1,000
	Mechanical-1, Pilot-1, Rifle-1				
94	Scout	569A72	Age 26	2 terms	Cr0
	Navigation-1, Medic-1, Mechanical-1, Electronic-1, Pilot-1				
95	Scout	A63872	Age 42	6 terms	Cr41,000
	Jack of all trades-3, Navigation-3, Electronic-4, Gunnery-1, Pilot-1				
96	Scout	679895	Age 38	5 terms	Cr 1,000
	Navigation-3, Vacc-1, Medic-1, Computer-3, Mechanical-1, Pilot-1				
97	Scout	96595C	Age 34	4 terms	Cr0
	Mechanical-1, Electronic-2, Pilot-1, Shotgun-3				
98	Scout	5A7688	Age 34	4 terms	Cr0
	Mechanical-3, Medic-1, Vacc-1, Rifle-1, Pilot-1				
99	Scout	729C7A	Age 38	5 terms	Cr100,000
	Medic-4, Electronic-1, Mechanical-1, Shotgun-1, Pilot-1				
100	Scout	87979A	Age 34	4 terms	Cr0
	Medic-1, Vacc-2, Navigation-2, Computer-2, Electronic-2, Pilot-1				
101	Scout	CB8B88	Age 26	2 terms	Cr70,000
	Computer-1, Air/Raft-1, Navigation-1, Pilot-1				
102	Scout	659CA7	Age 30	3 terms	Cr0
	Navigation-1, Pilot-1, Medic-1, Engineering-1, Gunnery-1, Vacc-1				
103	Scout	268A67	Age 46	7 terms	Cr130,000
	Pilot-1, Medic-1, Gunnery-2, Navigation-2, Pistol-2, Air/Raft-2				
104	Scout	869A99	Age 30	3 terms	Cr700
	Jack of all trades-2, Air/Raft-2, Engineering-1, Pilot-1				
105	Scout	278989	Age 34	4 terms	Cr0
	Navigation-1, Medic-1, Rifle-2, Gunnery-1, Pilot-1, Mechanical-3				
106	Scout	4B8B5A	Age 34	4 terms	Cr70,000
	Air/Raft-1, Vacc-1, Pilot-1, Electronic-1, Jack of all trades-1				
107	Scout	379847	Age38	5 terms	Cr1,000
	Mechanical-1, Jack of all trades-4, Navigation-1, Medic-1, Vacc-1, Pilot-1				
108	Scout	667789	Age 26	2 terms	Cr700
	Medic-1, Mechanical-1, Gunnery-1, Pilot-1, SMG-1				
109	Scout	8A2938	Age 38	5 terms	Cr70,700
	Electronic-1, Mechanical-2, Vacc-2, Pilot-1, Jack of all trades-2				
110	Scout	559B55	Age 38	5 terms	Cr30,000
	Electronic-1, Medic-1, Gunnery-4, Navigation-1, Pilot-1				
111	Scout	999974	Age 34	4 terms	Cr20,000
	Mechanical-3, Gunnery-2, Jack of all trades-1, Pilot-1, SMG-1				
112	Scout	74B765	Age 42	6 terms	Cr40,700
	Mechanical-3, Electronic-3, Medic-4, Pilot-1, Shotgun-1				

113	Scout	7B3BCB	Age 30	3 terms	Cr0
	Jack of all trades-1, Engineering-1, Pilot-1, AutoRifle-2				Ship
114	Scout	98A986	Age 30	3 terms	Cr0
	Mechanical-1, Air/Raft-2, Navigation-1, Gunnery-1, Pilot-1				
115	Scout	454866	Age 30	3 terms	040,700
	Air/Raft-1, Navigation-1, Gunnery-2, Pilot-1, Shotgun-2				
116	Scout	4AA9A8	Age 38	5 terms	Cr0
	Computer-1, Navigation-1, Mechanical-2, Pilot-2, Medic-1, Rifle-1				
117	Scout	CC39B5	Age 22	1 term	Cr700
	Electronic-1, Computer-1, Pilot-1				
118	Scout	7969D5	Age 30	3 terms	Cr0
	Electronic-1, Vacc-1, Navigation-1, Pilot-1				Ship
119	Scout	9B7298	Age 30	3 terms	Cr0
	Medic-1, Vacc-1, Electronic-2, Pilot-1, Pistol-2				Ship
120	Scout	356778	Age 34	4 terms	Cr90,000
	Electronic-1, Air/Raft-2, Navigation-1, Vacc-1, Gunnery-1, Pilot-1				Ship
121	Scout	6A8834	Age 30	3 terms	Cr90,000
	Pilot-1, Shotgun-5				
122	Scout	3638DA	Age 38	5 terms	Cr50,000
	Medic-2, Engineering-4, Computer-1, Pilot-1, SMG-2				Ship
123	Scout	453939	Age 42	6 terms	Cr50,700
	Air/Raft-4, Navigation-2, Gunnery-1, Pilot-1, Shotgun-1				
124	Scout	344AA5	Age 26	2 terms	Cr100,000
	Mechanical-1, Jack of all trades-1, Pilot-1, Shotgun-1				
125	Scout	8658A4	Age 34	4 terms	Cr90,000
	Pilot-3, Engineering-1, Navigation-2, Mechanical-1, SMG-1				Ship
126	Scout	9259B3	Age 42	6 terms	Cr50,700
	Vacc-3, Air/Raft-2, Pilot-3, Medic-1, Engineering-1, Pistol-1				
127	Scout	88A898	Age 34	4 terms	Cr70,700
	Vacc-3, Air/Raft-2, Engineering-1, Pilot-3				
128	Scout	B9952A	Age 30	3 terms	Cr0
	Air/Raft-1, Navigation-1, Electronic-1, Jack of all trades-1, Pilot-1				Ship
129	Scout	568773	Age 26	2 terms	Cr20,000
	Air/Raft-1, Navigation-1, Jack of all trades-2, Pilot-1				Ship
130	Scout	5A439B	Age 26	2 terms	Cr80,000
	Gunnery-1, Computer-1, Navigation-1, Pilot-1				
131	Scout	65B5A7	Age 34	4 terms	Cr110,000
	Jack of all trades-2, Electronic-2, Gunnery-1, Mechanical-1, Pilot-1				
132	Scout	676466	Age 26	2 terms	Cr60,000
	Electronic-4, Mechanical-1, Navigation-1, Pilot-1				
133	Scout	A68765	Age 26	2 terms	Cr0
	Jack of all trades-2, Electronic-1, Air/Raft-1, Pilot-1				Ship
134	Scout	C63866	Age 26	2 terms	Cr50,000
	Mechanical-1, Jack of all trades-1, Electronic-1, Pilot-1				
135	Scout	96388B	Age 34	4 terms	Cr100,700
	Pilot-3, Electronic-1, Medic-1, Mechanical-1, Jack of all trades-1				
136	Scout	4968B7	Age 30	3 terms	Cr700
	Electronic-1, Mechanical-1, Air/Raft-1, Pilot-1				Ship

Merchants

Merchant characters are produced in accordance with the character generation tables in *Traveller* Book 1, pages 9 to 11. Aging (as well as characteristic alterations received as skills) have been included in the indicated characteristics. Material benefits have been included in the character's cash balance. If the character possesses any weapon skills, it is assumed that the character also possesses one weapon corresponding to the highest skill. If the character is a captain with his own ship, the fact is indicated, along with the number of payments remaining to be made on the ship.

Merchant characters without rank receive no title. Any character unable to achieve rank in the Merchant service does not broadcast the fact.

1	Third Officer Steward-1, Gunnery-1, Navigation-1	569AB9	Age 22	1 term	Cr11,400
2	Third Officer Mechanical-1, Streetwise-1, Steward-1	843835	Age 26	2 terms	Cr21,000
3	Third Officer Navigation-1, Steward-1, Engineering-1	98758A	Age 22	1 term	Cr41,000
4	Captain Medic-5, Steward-2, Bribery-1, Pilot-1, Rifle-1, Electronic-5	392989	Age 50	8 terms	024,700
5	First Officer Gunnery-2, Medic-2, Shotgun-1, Navigation-1, Pilot-1, Jack of all trades-1	787A97	Age 34	4 terms	Cr22,400
6	Third Officer Jack of all trades-1, Medic-1, Steward-1	B59848	Age 22	1 term	Cr1,000
7	Captain Navigation-1, Streetwise-1, Steward-1, Medic-1, Bribe-2, Pilot-1	616668	Age 50	8 terms	Cr67,800 Ship(480)
8	Captain Admin-1, Bribe-1, SMG-1, Navigation-2, Engineering-3, Medic-1, Pilot-2	293AB8	Age 50	8 terms	Cr39,800
9	Third Officer Electronic-1, Gunnery-1	C5C775	Age 26	2 terms	Cr2,000
10	Third Officer Jack of all trades-2, Electronic-1, Medic-2	665C77	Age 30	3 terms	Cr3,400
11	Captain Gunnery-3, Bribe-2, Shotgun-1, Medic-2, Admin-3, Pilot-1	726892	Age 50	8 terms	Cr18,900 Ship(360)
12	Captain Pilot-3, Bribe-2, Steward-2, Admin-1, Rifle-2, Navigation-1	4B29AA	Age 46	7 terms	Cr66,500 Ship(360)
13	Captain Pilot-1, Bribe-2, Medic-2, Mechanical-1, Navigation-1, Gunnery-2	7699A6	Age 38	5 terms	Cr50,000
14	Second Officer Steward-1, Gunnery-1, Electronic-1, Medic-1	A68D79	Age 26	2 terms	Cr3,000
15	First Officer Steward-2, Medic-2, Bribe-3, Streetwise-3, Blade-1, Pilot-1	654B37	Age 46	7 terms	Cr84,900
16	Second Officer Rifle-1, Blade-1, Bribe-1, Gunnery-1	978644	Age 26	2 terms	Cr8,400

17	Captain	542B97	Age 46	7 terms	Cr30,000
	Mechanical-1, Engineering-1, Pilot-1, Medic-1, Admin-4, SMG-1				Ship(480)
18	Third Officer	772877	Age 30	3 terms	Cr62,400
	Steward-3, Bribe-1, Electronic-1				
19	Captain	B456B9	Age 38	5 terms	Cr61,500
	Medic-3, Blade-1, Mechanical-3, Bribe-1, Navigation-1, Pilot-1				
20	Third Officer	776548	Age 26	2 terms	Cr11,500
	Mechanical-1, Medic-2				
21	First Officer	634AA7	Age 30	3 terms	Cr41,000
	Medic-3, Electronic-1, Streetwise-1, Blade-1, Pilot-1				
22	Second Officer	9147D5	Age 34	4 terms	Cr101,900
	Electronic-1, Medic-1, Jack of all trades-1, Navigation-1				
23	Captain	B68965	Age 46	7 terms	Cr50,400
	Mechanical-1, Navigation-2, Medic-3, Steward-3, Pilot-1, Rifle-1				
24		756987	Age 22	1 term	Cr1,000
	Streetwise-1				
25	Second Officer	3787BA	Age 26	2 terms	Cr31,000
	Navigation-1, Bribe-1, Streetwise-1, Electronic-1				
26	Second Officer	876789	Age 34	4 terms	Cr24,000
	Navigation-1, SMG-1, Electronic-3, Blade-1, Admin-1				
27	Captain	511DA3	Age 50	8 terms	Cr19,000
	Electronic-2, Pilot-2, Steward-1, Navigation-3, Gunnery-4				Ship(480)
28	Captain	694976	Age 46	7 terms	Cr8,000
	Blade-3, Steward-1, Medic-1, Streetwise-1, Electronic-2, Pilot-1, Pistol-1				
29	Captain	152883	Age 42	6 terms	Cr8,000
	Medic-4, Admin-1, Streetwise-3, Bribe-1, Steward-1				Ship(360)
30	Captain	5668DA	Age 38	5 terms	Cr102,000
	Navigation-3, Medic-2, Gunnery-2, Bribe-1, Pilot-1, Rifle-3				
31	Fourth Officer	477767	Age 26	2 terms	Cr2,000
	Bribe-2, Mechanical-1				
32	Captain	666DA6	Age 46	7 terms	Cr26,000
	Medic-4, Steward-1, Admin-2, Bribe-1, Pilot-1, Blade-1				
33	Captain	6629D5	Age 38	5 terms	Cr66,000
	Streetwise-1, Bribe-1, Pilot-1, Medic-1, Gunnery-1, Admin-1				Ship(480)
34	Captain	9B89A7	Age 34	4 terms	Cr30,000
	Admin-3, Bribe-1, Engineering-1, Pilot-1, Mechanical-1, SMG-2				
35	Captain	363B72	Age 50	8 terms	Cr8,000
	Bribe-4, Vacc-1, Navigation-1, Pilot-1, Gunnery-1, Shotgun-1				Ship(240)
36	Captain	436B76	Age 46	7 terms	Cr25,000
	Bribe-1, Vacc-1, Navigation-2, Medic-2, Blade-1, Pilot-1				Ship(480)
37	First Officer	B28688	Age 46	7 terms	Cr30,000
	Steward-1, Electronic-3, Engineering-1, Medic-1, Navigation-1, Pilot-1				
38	Fourth Officer	979898	Age 26	2 terms	Cr1,000
	Mechanical-1, Jack of all trades-1, Medic-1				
39	Second Officer	2589B9	Age 30	3 terms	Cr60,000
	Jack of all trades-1, Bribe-1, Rifle-1, Engineering-1				
40	Third Officer	3B8935	Age 22	1 term	Cr1,000
	Steward-1, Mechanical-1, Rifle-1				

41	Fourth Officer Electronic-1, Blade-1	A995B6	Age 22	1 term	Cr45,000
42	Fourth Officer Gunnery-1, Medic-1	6486A4	Age 22	1 term	Cr2,000
43	Third Officer Mechanical-1, Bribe-1, Medic-1	873964	Age 22	1 term	Cr21,000
44	Captain Streetwise-1, Admin-2, Engineering-3, Pilot-4, Medic-1, SMG-2	655DB6	Age 46	7 terms	Cr40,000 Ship(360)
45	Captain Electronic-2, Medic-4, Bribe-4, Pilot-1, Navigation-1, Shotgun-2	217675	Age 50	8 terms	Cr60,000
46	First Officer Gunnery-1, Steward-3, Streetwise-1, Pilot-1, Medic-1, Navigation-1, SMG-1	872BC8	Age 46	7 terms	Cr55,000
47	First Officer Pilot-2, Gunnery-1, Navigation-1, Steward-1, SMG-2	2D349A	Age 34	4 terms	Cr50,000
48	Third Officer Jack of all trades-1, Streetwise-1	C7878A	Age 26	2 terms	Cr11,000
49	Third Officer Electronic-1, Bribe-1, Medic-1	796374	Age 22	1 term	Cr1,000
50	Fourth Officer Electronic-3, SMG-1	3B959A	Age 34	4 terms	Cr40,000
51	Captain Medic-3, Jack of all trades-2, Pilot-2, Bribe-1, Gunnery-3, SMG-1	4547E8	Age 46	7 terms	Cr80,000 Ship(480)
52	Second Officer Navigation-1, Medic-1, Blade-1, Electronic-1	BC7595	Age 26	2 terms	Cr21,000
53	Second Officer Electronic-1, Mechanical-1, Medic-1, Jack of all trades-2	649465	Age 34	4 terms	Cr25,000
54	First Officer Mechanical-3, Streetwise-2, Pilot-1, Electronic-3, SMG-1	279968	Age 42	6 terms	Cr45,000
55	Captain Electronic-2, Streetwise-1, Mechanical-1, Pilot-4, Admin-1, SMG-3	7767D7	Age 46	7 terms	Cr26,000
56	Captain Pilot-3, Gunnery-1, Medic-2, Navigation-1, Mechanical-2, Rifle-1	A97AB7	Age 38	5 terms	Cr42,000 Ship(480)
57	First Officer Bribe-2, Navigation-1, Gunnery-2, Pilot-1, Electronic-1	78777B	Age 30	3 terms	Cr40,000
58	Second Officer Jack of all trades-2, Mechanical-1, Electronic-2	7B5AA3	Age 30	3 terms	Cr45,000
59	Second Officer Steward-2, Medic-3, Blade-2, Electronic-1	673A73	Age 50	8 terms	Cr65,900
60	Second Officer Medic-2, Engineering-2, Mechanical-1	864A93	Age 26	2 terms	Cr120,400
61	Captain Gunnery-1, Streetwise-2, Pilot-1, SMG-4	A56769	Age 38	5 terms	Cr30,000 Ship(120)
62	Fourth Officer Jack of all trades-1, Electronic-1, Navigation-2, Medic-1	465A78	Age 34	4 terms	Cr23,000
63	First Officer Gunnery-3, Navigation-1, Medic-1, Steward-1, Pilot-1, SMG-1	878996	Age 34	4 terms	Cr62,400
64	Captain Pilot-2, Medic-1, Steward-2, Bribe-1, Admin-1, Gunnery-4, Rifle-1	28E97	Age 50	8 terms	Cr104,300

65	Captain	689F58	Age 46	7 terms	Cr43,000
	Medic-4, Streetwise-1, Mechanical-1, Blade-1, Pilot-1, Rifle-1				Ship(240)
66	Fourth Officer	9486C4	Age 22	1 term	Cr2,400
	Blade-1, Medic-1				
67	Third Officer	5989B9	Age 22	1 term	Cr21,000
	Streetwise-1, Jack of all trades-1, Medic-1				
68	Second Officer	796983	Age 30	3 terms	Cr43,300
	Gunnery-1, Navigation-1, Blade-1, SMG-1				
69	First Officer	B68798	Age 34	4 terms	Cr23,000
	Medic-2, Admin-2, Steward-2, Gunnery-1, Pilot-1				
70	Second Officer	173947	Age 42	6 terms	Cr89,500
	Jack of all trades-1, Mechanical-1, Blade-2, SMG-2, Bribe-1, Streetwise-1				
71	Second Officer	A59687	Age 30	3 terms	Cr13,000
	Mechanical-1, Gunnery-1, Electronic-1, Navigation-2, Medic-1				
72		C78773	Age 22	1 term	Cr0
	Cutlass-2				
73	Second Officer	868796	Age 26	2 terms	Cr31,500
	Jack of all trades-1, Streetwise-1, Carbine-2, Navigation-1				
74	Second Officer	A43967	Age 38	5 terms	Cr43,400
	Medic-3, Steward-1, Streetwise-1, Navigation-1, Shotgun-1				
75	Captain	84477C	Age 46	7 terms	Cr24,400
	Medic-3, Electronic-3, Navigation-1, Steward-1, Pilot-1				Ship(240)
76	Second Officer	499758	Age 26	2 terms	Cr22,400
	Streetwise-1, Steward-1, SMG-1				
77	Third Officer	A786B5	Age 30	3 terms	Cr13,000
	Medic-2, Electronic-1, Jack of all trades-1, Mechanical-2				
78	Second Officer	A5A7CA	Age 30	3 terms	Cr12,000
	Steward-2, Medic-1, Navigation-1				
79	Captain	53CAB8	Age 42	6 terms	Cr92,000
	Bribe-3, Engineering-3, Navigation-1, Gunnery-1, Pilot-1, Steward-1				
80	Second Officer	8698B6	Age 26	2 terms	Cr22,000
	Steward-1, Medic-1, Blade-1, Electronic-1, Pilot-1				
81	Captain	A46682	Age 42	6 terms	Cr9,500
	Electronic-3, Pilot-2, Navigation-3, Bribe-1, Blade-1				Ship(480)
82	Captain	45A9D5	Age 50	8 terms	Cr29,300
	Engineering-2, Medic-4, Steward-3, Streetwise-1, Pilot-1, Rifle-1				Ship(360)
83	Third Officer	886A86	Age 22	1 term	Cr6,000
	Streetwise-1, Admin-1, Medic-1				
84	Third Officer	7A8849	Age 26	2 terms	Cr65,000
	Electronic-1, Steward-1, Bribe-1, Medic-1				
85	Captain	7858C3	Age 46	7 terms	Cr50,000
	Steward-3, Medic-5, Bribe-2, Gunnery-1, Pilot-1, SMG-1				Ship(360)
86	Captain	871A83	Age 50	8 terms	Cr87,100
	Steward-5, Navigation-3, Medic-4, Pilot-1, Pistol-1				Ship(480)
87	Second Officer	358B42	Age 30	3 terms	Cr22,000
	Steward-1, Mechanical-1, Blade-1, Bribe-1, Navigation-1				
88	Third Officer	848C89	Age 46	7 terms	Cr18,000
	Gunnery-2, Medic-2, Bribe-2, Rifle-1, Steward-1				

89	Captain	324AD5	Age 50	8 terms	062,900
	Electronic-3, Admin-2, Navigation-3, Steward-2, Medic-2, Pilot-3				Ship(360)
90	Third Officer	938856	Age 22	1 term	Cr2,400
	Gunnery-1, Electronic-1, Mechanical-1				
91	First Officer	BA6BC7	Age 30	3 terms	Cr12,500
	Steward-1, Bribe-1, Navigation-1, Pilot-1, Engineering-1, Rifle-1				
92		BA5896	Age 22	1 term	Cr1,000
	Streetwise-1				
93	Second Officer	9666AB	Age 38	5 terms	Cr13,000
	Engineering-1, Jack of all trades-1, Gunnery-1, Navigation-1, Steward-1				
94	Captain	433C95	Age 50	8 terms	Cr61,900
	Jack of all trades-5, Engineering-2, Medic-3, Navigation-1, Pilot-1				Ship(360)
95	Second Officer	77A798	Age 34	4 terms	Cr33,400
	Electronic-1, Blade-1, Jack of all trades-1, Medic-1, Admin-3				
96	Third Officer	772A5B	Age 26	2 terms	Cr2,000
	Gunnery-2, Rifle-1				
97	Captain	658C57	Age 50	8 terms	Cr62,400
	Medic-3, SMG-3, Navigation-1, Electronic-3, Bribe-1, Pilot-1				Ship(480)
98	Third Officer	B75C4B	Age 22	1 term	Cr11,000
	Mechanical-1, Steward-1, SMG-1				
99	Captain	253D87	Age 46	7 terms	Cr4,400
	Electronic-5, Medic-3, Blade-1, Navigation-1, Pilot-1				Ship(480)
100	Third Officer	668455	Age 26	2 terms	Cr25,000
	Shotgun-1, Blade-1, Mechanical-1				
101	Second Officer	647879	Age 30	3 terms	Cr62,000
	Streetwise-3, Gunnery-1, Medic-1				
102	Second Officer	429A9B	Age 34	4 terms	Cr60,000
	Electronic-1, Admin-1, Navigation-1, Blade-1, Medic-2				
103	Captain	4C58D5	Age 50	8 terms	Cr46,800
	Electronic-4, Streetwise-1, Navigation-3, Steward-2, Pilot-1, SMG-1				
104	Fourth Officer	BA7588	Age 22	1 term	Cr2,000
	SMG-1				
105	Captain	842A88	Age 38	5 terms	Cr67,400
	Medic-4, Engineering-1, Admin-1, Streetwise-1, Blade-1				Ship(480)
106	Third Officer	ACA499	Age 30	3 terms	Cr61,400
	Medic-3, Navigation-1, Admin-1				
107	Captain	146EA6	Age 50	8 terms	Cr32,400
	SMG-1, Medic-4, Blade-2, Electronic-3, Streetwise-1, Pilot-1				Ship(480)
108	Third Officer	9737C7	Age 38	5 terms	Cr42,500
	Navigation-4, Electronic-1, Shotgun-1				
109	Fourth Officer	985854	Age 22	1 term	Cr1,000
	Streetwise-1				
110	Third Officer	7AA5CB	Age 26	2 terms	Cr41,500
	Blade-1, Electronic-1, Mechanical-1, Navigation-1				
111	Third Officer	6A6CB6	Age 26	2 terms	Cr2,000
	Electronic-1, Jack of all trades-1, Medic-1				
112	Captain	646E65	Age 46	7 terms	Cr62,400
	Gunnery-1, Rifle-3, Bribe-2, Steward-1, Pilot-1, Medic-1, Mechanical-2				

113	First Officer	4CB997	Age 30	3 terms	081,500
114	Medic-2, SMG-1, Pilot-2, Electronic-1, Jack of all trades-1	A96684	Age 22	1 term	cr41,400
115	Third Officer	6766CB	Age 22	1 term	Cr0
116	Steward-1, Rifle-1, Navigation-1	698D76	Age 38	5 terms	Cr61,400
117	Pilot-1	868A52	Age 26	2 terms	Ship(480)
118	Captain	754F87	Age 46	7 terms	Cr6,000
119	Steward-2, Medic-2, Bribe-3, Pilot-1, Blade-1	76ACF8	Age 50	8 terms	Cr74,000
120	Third Officer	925C52	Age 46	7 terms	Cr63,900
121	Mechanical-1, Blade-1, Steward-1	99A76A	Age 22	1 term	Ship(360)
122	Captain	744785	Age 30	3 terms	Cr44,000
123	Streetwise-1, Electronic-2, Navigation-3, Steward-3, Medic-1, Pilot-1	916DD9	Age 46	7 terms	Ship(360)
124	Captain	99A76A	Age 22	1 term	Cr62,400
125	Medic-4, Steward-4, Admin-2, Pilot-2, Blade-1	916DD9	Age 46	7 terms	Cr71,900
126	Second Officer	99A76A	Age 22	1 term	Ship(120)
127	Steward-3, Bribe-1, Electronic-1	A92789	Age 22	1 term	Cr 1,000
128	Captain	A2AA9C	Age 30	3 terms	Cr 1,000
129	Navigation-4, Pilot-5, Steward-1, Medic-1, Gunnery-1	5839B5	Age 46	7 terms	Cr71,000
130	Fourth Officer	7892B4	Age 26	2 terms	Cr46,200
131	Electronic-1	85677A	Age 22	1 term	Ship(480)
132	Third Officer	6B8472	Age 22	1 term	Cr42,400
133	Medic-1, Gunnery-2	454BD7	Age 46	7 terms	Cr6,000
134	Captain	559A95	Age 50	8 terms	Cr500
135	Streetwise-1, Navigation-4, Pilot-5, Electronic-1, SMG-1	9428B6	Age 46	7 terms	Cr32,900
136	Third Officer	734C84	Age 26	2 terms	Ship(240)
137	Steward-1, Electronic-1, Admin-1, Bribe-1	697987	Age 30	3 terms	Cr13,300
138	Fourth Officer	B78355	Age 34	4 terms	Cr43,400
139	Electronic-1, Shotgun-1	433977	Age 46	7 terms	Cr40,000
140	Third Officer	697987	Age 30	3 terms	Cr51,500
141	Medic-1, Pistol-2	B78355	Age 34	4 terms	Cr48,000
142	First Officer	433977	Age 46	7 terms	Cr91,500
143	Streetwise-3, Navigation-1, Blade-1, Medic-2, Bribe-2, Pilot-1				Ship(120)

Others

Other characters represent a broad range of individuals from the criminal through the ordinary to the extraordinary. Rather than use the procedures from *Traveller* Book 1, a modified procedure has been instituted which makes all available skills possible for a character. In addition, characters are allowed a random number of terms of service before being listed here. These characters may be assumed to be armed, regardless of their possession (or lack) of weaponry expertise.

As these individuals are encountered, the referee should pencil in the occupation the character has assumed, such as asteroid miner, computer forgery expert, petty thief, etc.

These characters are not recommended for use as player-characters.

1		342744	Age 58	10 terms	Cr96,850
	Gunnery-2, Air/Raft-3, Computer-1, Pilot-1, Engineering-1, Steward-1				
2		8767B4	Age 26	2 terms	Cr50,000
	Gambling-1, Brawling-1, ATV-1				
3		676584	Age 38	5 terms	Cr18,700
	Steward-1, Blade-1, ATV-2, Vacc-1, Gun-1				
4		6294B8	Age 30	3 terms	030,000
	Medic-3, Gambling-1				
5		4267D4	Age 54	9 terms	Cr113,850
	Mechanical-1, Electronic-1, Brawling-2, Body Pistol-3				
6		637647	Age 42	6 terms	Cr27,000
	Ship's Boat-2, Forger-1, Pilot-1, Streetwise-1, Tactics-1				
7		3838BA	Age 54	9 terms	Cr127,850
	Steward-2, ATV-1, Air/Raft-1, Pilot-1, Ship's Boat-1, Gambling-1				
8		454368	Age 50	8 terms	Cr78,000
	Navigation-1, Forger-1, Computer-1, Leader-1, Bribe-1				
9		57A976	Age 26	2 terms	Cr51,580
	Pilot-1, Forger-2, Admin-1				
10		3B7686	Age 26	2 terms	Cr11,000
	Brawling-1, Forger-1				
11		397456	Age 22	1 term	Cr10,000
	Gunnery-2				
12		65898A	Age 38	5 terms	Cr31,000
	Forward Observer-2, Navigation-1, Air/Raft-1, Streetwise-1				
13		144B9A	Age 46	7 terms	Cr23,700
	Engineering-2, Air/Raft-1, Vacc-1, Brawling-1, Gambling-2, Bribe-1				
14		5679C7	Age 26	2 terms	Cr0
	Blade-1, Gambling-1, Admin-1				
15		76A55C	Age 22	1 term	Cr10,000
	Forger-1				
16		7AA8A9	Age 22	1 term	Cr5,000
	Gambling-1, Shotgun-1				

17	676AA5	Age 58	10 terms	Cr43,850
	Ship's Boat-3, Gunnery-2, Forward Observer-2, Bribe-1, Admin-1			
18	553BA7	Age 54	9 terms	Cr85,000
	Air/Raft-1, Vacc-2, Gambling-1, Electronic-1, Forward Observer-1			
19	844865	Age 46	7 terms	Cr96,850
	Brawling-2, Medic-2, Admin-1, Navigation-1, Pilot-2			
20	2A65B5	Age 42	6 terms	Cr36,000
	Bribe-1, Forger-1, Steward-1, Admin-1, Tactics-1, Gunnery-4			
21	5A8485	Age 30	3 terms	Cr21,000
	Pilot-1, Medic-1, Ship's Boat-1			
22	165687	Age 46	7 terms	Cr86,000
	Navigation-2, Computer-1, Gunnery-1, Tactics-1, Gambling-1			
23	49788A	Age 34	4 terms	Cr 13,800
	Leader-1, Engineering-1, Bribe-1, Tactics-1, ATV-1			
24	415A76	Age 50	8 terms	Cr36,000
	Electronic-8			
25	147C95	Age 50	8 terms	Cr41,850
	Shotgun-1, Streetwise-1, Vacc-1, Bribe-2, Navigation-1, Mechanical-2			
26	5473C7	Age 34	4 terms	Cr20,000
	Steward-2, Tactics-1, Engineering-1			
27	958924	Age 26	2 terms	Cr2,850
	Pilot-1, Engineering-2			
28	6A6747	Age 38	5 terms	Cr75,000
	Electronic-1, Gunnery-1, Forward Observer-1			
29	996656	Age 22	1 term	Cr1,000
	Computer-1, Steward-1			
30	54178B	Age 50	8 terms	Cr231,000
	Bribe-1, Mechanical-1, Navigation-1, Vacc-1, Streetwise-1, Computer-1			
31	456697	Age 34	4 terms	Cr12,000
	Brawling-1, ATV-1, Gunnery-1			
32	254766	Age 54	9 terms	Cr76,000
	Vacc-1. Gunnery-1, Mechanical-1, Pilot-3			
33	C96537	Age 42	6 terms	Cr76,850
	Brawling-1, Rifle-1, Cutlass-1, Vacc-1, Air/Raft-1			
34	617788	Age 38	5 terms	Cr22,000
	Steward-1, Brawling-1, Ship's Boat-1, ATV-1, Vacc-1			
35	177589	Age 38	5 terms	Cr12,850
	Dagger-1, Leader-1, Engineering-1, Gambling-1, Forward Observer-2			
36	576695	Age 30	3 terms	Cr51,850
	Bribe-1, Forger-1, Vacc-1			
37	66697A	Age 42	6 terms	Cr41,000
	Medic-1, Vacc-2, Admin-1, Ship's Boat-1, Air/Raft-1			
38	343C64	Age 54	9 terms	Cr86,000
	Navigation-1, Medic-1, ATV-1, Electronic-1, Gambling-1, Dagger-1			
39	7667B9	Age 34	4 terms	Cr20,000
	Pilot-1, Gunnery-1, Air/Raft-1			
40	946633	Age 42	6 terms	Cr40,000
	Bribe-1, Forward Observer-1, Electronic-1, Tactics-1, Blade-2			

41	235888	Age 58	10 terms	Cr94,000
	Forward Observer-1, Navigation-1, Admin-2, ATV-1, Ship's Boat-1, SMG-1			
42	487798	Age 42	6 terms	Cr21,000
	Steward-1, Jack of all trades-1, Tactics-1, ATV-1, Rifle-1			
43	6C8B56	Age 34	4 terms	Cr22,000
	Steward-2, Computer-1, Navigation-1, Mechanical-1			
44	4A6A78	Age 50	8 terms	Cr82,850
	Leader-2, Dagger-1, Bribe-1, Tactics-1, Shotgun-1			
45	777863	Age 42	6 terms	Cr100,000
	Jack of all trades-1, Blade-1, Vacc-1, Streetwise-1, Leader-1, Computer-1			
46	9546AA	Age 50	8 terms	Cr43,850
	Bribe-1, Ship's Boat, Medic-1, Vacc-1, Steward-1			
47	226C69	Age 42	6 terms	Cr40,000
	Dagger-4, Steward-1, Air/Raft-1			
48	688988	Age 22	1 term	Cr0
	Engineering-2			
49	746789	Age 34	4 terms	Cr6,850
	Vacc-2, Jack of all trades-1, Gunnery-1, Mechanical-1			
50	88B994	Age 30	3 terms	Cr20,000
	Blade-1, Bribe-2, Rifle-1			
51	975946	Age 22	1 term	Cr5,000
	Admin-1, Jack of all trades-1			
52	1A3674	Age 50	8 terms	Cr56,000
	Gambling-1, Leader-1, Vacc-1, Navigation-1, Air/Raft-1, Forger-1, SMG-3			
53	A8B878	Age 26	2 terms	Cr50,000
	Gunnery-1, Bribe-1			
54	3A6889	Age 58	10 terms	Cr22,500
	Leader-4, Rifle-1, Tactics-1			
55	9A978A	Age 30	3 terms	Cr2,000
	Blade-1, Rifle-1, Navigation-1, Vacc-1			
56	722643	Age 26	2 terms	Cr 10,000
	Blade-1, Admin-1			
57	594368	Age 46	7 terms	Cr52,850
	Medic-2, Bribe-2, Vacc-1, Navigation-1, Forward Observer-1, Gambling-1			
58	5437B7	Age 46	7 terms	Cr100,000
	Computer-4, Forger-3			
59	931688	Age 58	10 terms	Cr133,850
	Medic-1, Rifle-1, Air/Raft-1, Bribe-1, Mechanical-1, Forger-1			
60	348A49	Age 22	1 term	Cr65,000
	Admin-2			
61	44477B	Age 30	3 terms	Cr12,000
	Ship's Boat-1, Vacc-1, Jack of all trades-1			
62	BBB8B8	Age 34	4 terms	Cr30,000
	Rifle-2, SMG-1, Pistol-1			
63	132AA6	Age 26	2 terms	Cr 10,000
	Admin-1, Computer-1, Electronic-1			
64	668899	Age 42	6 terms	Cr12,000
	Gambling-4, Dagger-1, Computer-1			

65		123994	Age 50	8 terms	Cr147,000
	Gambling-1, Computer-1, Leader-1, Forward Observer-1, Brawling-1				
66		746969	Age 46	7 terms	Cr64,000
	Engineer-1, Forward Observer-1, Leader-1, Navigation-1, Blade-1				
67		539795	Age 38	5 terms	Cr67,500
	Air/Raft-1, Blade-1, Bribe-1, Leader-1				
68		696699	Age 34	4 terms	Cr61,000
	Jack of all trades-1, Vacc-2, Tactics-1, Gambling-1				
69		473B73	Age 46	7 terms	Cr38,700
	Brawling-1, Admin-1, Gambling-1, Air/Raft-1, Rifle-1, Engineering-1				
70		A36764	Age 42	6 terms	Cr 11,000
	Rifle-1, Vacc-1, Blade-1				
71		537992	Age 26	2 terms	Cr80,000
	Forger-2, Electronic-1				
72		636677	Age 38	5 terms	Cr31,000
	Leader-2, Tactics-1, Bribe-1, Brawling-1				
73		65A9C5	Age 42	6 terms	Cr51,850
	Computer-4				
74		738697	Age 46	7 terms	Cr26,000
	Forward Observer-1, Ship's Boat-1, Electronic-1, Medic-2, Steward-1				
75		478243	Age 30	3 terms	Cr11,000
	Medic-4				
76		647C47	Age 26	2 terms	Cr21,000
	Rifle-1, Admin-1, ATV-1				
77		374655	Age 22	1 term	Cr10,000
	Body Pistol-1				
78		B98668	Age 34	4 terms	Cr110,000
	Air/Raft-1, Forward Observer-1, Engineering-1, Electronic-1				
79		7A6884	Age 38	5 terms	Cr21,000
	Pilot-1, Medic-1, Bribe-1, Leader-1, Steward-1				
80		877A9A	Age 46	7 terms	Cr13,000
	Bribe-1, Jack of all trades-1, Leader-1, Rifle-1				
81		89B839	Age 26	2 terms	Cr51,000
	Tactics-1, Vacc-1, Bribe-1				
82		7538AB	Age 42	6 terms	Cr14,000
	Dagger-1, Navigation-1, Admin-1, Computer-1, Gambling-1				
83		63182A	Age 46	7 terms	Cr43,000
	Gunnery-1, Jack of all trades-1, Leader-1, Streetwise-1, Blade-1, SMG-1				
84		846697	Age 26	2 terms	Cr11,000
	Leader-2				
85		485A79	Age 54	9 terms	Cr90,000
	Rifle-1, Ship's Boat-1, Vacc-2, Steward-2				
86		5A5795	Age 26	2 terms	Cr 10,000
	Brawling-1, Forger-1, Ship's Boat-1				
87		7489A7	Age 38	5 terms	Cr3,000
	Vacc-2, Streetwise-1, Pilot-1				
88		122775	Age 46	7 terms	Cr38,850
	Pilot-1, Boat-1, Medic-1, Engineering-1, Streetwise-1, Bribe-1, Forger-1				

89	694BD8	Age 38	7 terms	Cr60,000
	Vacc-1, ATV-1, Mechanical-1, Electronic-1, Medic-1, Gambling-1			
90	473A95	Age 46	7 terms	Cr83,000
	Admin-1, Computer-1, Navigation-1, Ship's Boat-1, Streetwise-1, SMG-1			
91	376676	Age 42	6 terms	Cr81,000
	Ship's Boat-1, Mechanical-1, Medic-1, Vacc-1, Engineering-1, Steward-1			
92	65A4A5	Age 38	5 terms	Cr62,000
	Bribe-1, Medic-1, Leader-1, Gambling-1, Blade-1			
93	354987	Age 50	8 terms	Cr85,000
	Tactics-2, Gambling-1, Navigation-1, Forger-1, Jack of all trades-3			
94	A9367A	Age 26	2 terms	Cr60,000
	Electronic-1, Computer-1, Admin-1			
95	667985	Age 34	4 terms	Cr30,000
	Computer-1, Brawling-1, Air/Raft-1			
96	74677B	Age 54	9 terms	Cr101,000
	Navigation-1, Gambling-3, Forward Observer-1, Medic-1, Brawling-2			
97	6A5D65	Age 54	9 terms	Cr42,850
	Pilot-2, Admin-2, Vacc-2, Streetwise-1, Air/Raft-1, Blade-1			
98	637659	Age 30	3 terms	Cr60,000
	Tactics-1, Streetwise-1, Shotgun-1, Computer-1			
99	2957D5	Age 50	8 terms	Cr68,500
	Steward-2, Computer-1, Forger-2, Streetwise-2			
100	785C7A	Age 30	3 terms	Cr16,850
	Brawling-1, Computer-1, Forward Observer-1			
101	387D79	Age 38	5 terms	Cr70,000
	Mechanical-1, Leader-1, Steward-1, Gambling-1, air/Raft-1, Vacc-1			
102	848997	Age 34	4 terms	Cr71,000
	ATV-1, Air/Raft-1, Ship's Boat-1, Vacc-1, Shotgun-1			
103	89A6B8	Age 22	1 term	Cr0
	Medic-2			
104	993976	Age 42	6 terms	Cr42,000
	Admin-1, Gambling-1, Rifle-1, Pistol-1			
105	A7AA47	Age 26	2 terms	Cr6,000
	Ship's Boat-1, Mechanical-1, Air/Raft-1			
106	6CA9A6	Age 30	3 terms	Cr61,000
	Leader-3, Rifle-1			
107	555769	Age 38	5 terms	Cr 12,000
	Computer-3, Forger-1, Admin-1, Pilot-1			
108	78539C	Age 38	5 terms	Cr0
	ATV-3, Air/Raft-2			
109	C6475C	Age 22	1 term	Cr10,000
	Steward-1, Navigation-1			
110	268599	Age 46	6 terms	Cr71,000
	Bribe-1, Blade-2, Navigation-1, Admin-2, Air/Raft-1			
111	699466	Age 42	6 terms	Cr2,000
	Streetwise-1, Rifle-1, Computer-1			
112	431877	Age 42	6 terms	Cr85,000
	Bribe-1, Medic-4, Dagger-1			

113		787B69	Age 38	5 terms	Cr22,850
	ATV-2, Bribe-1, Steward-1, Ship's Boat-1				
114		133987	Age 38	5 terms	Cr26,000
	Navigation-1, Jack of all trades-2, Forger-1, Air/Raft-1				
115		764876	Age 34	4 terms	Cr 11,000
	Gunnery-2, Steward-1, Mechanical-2				
116		A8759A	Age 26	2 terms	Cr60,000
	Engineering-1, Vacc-1, Blade-1				
117		841897	Age 46	7 terms	Cr72,000
	Medic-5, Gambling-1, Air/Raft-1				
118		192877	Age 50	8 terms	Cr141,000
	Streetwise-2, Computer-1, Pilot-1, Electronic-1, Navigation-1				
119		383C98	Age 50	10 terms	Cr86,000
	Brawling-1, Gambling-2, Forger-1, Bribe-1, Blade-1, Gunnery-1				
120		943657	Age 30	3 terms	Cr65,000
	Jack of all trades-1, Air/Raft-1, Rifle-1				
121		6A62A2	Age 50	8 terms	Cr32,000
	Admin-1, Navigation-2, Electronic-1, ATV-1, Vacc-1, Streetwise-2				
122		856783	Age 22	1 term	Cr0
	Mechanical-1, Brawling-1				
123		BA6774	Age 30	3 terms	Cr1,000
	Engineering-1, Forward Observer-1				
124		555665	Age 26	2 terms	Cr0
	Admin-1, Pilot-2				
125		258472	Age 42	6 terms	Cr74,700
	Blade-1, Air/Raft-1, Gambling-1, Streetwise-1, Gunnery-1, Medic-1				
126		A46457	Age 26	2 terms	Cr 1,000
	Jack of all trades-1, Computer-1				
127		4B58B6	Age 30	3 terms	Cr21,000
	Ship's Boat-1, Gunnery-1, Steward-1				
128		A4A437	Age 22	1 term	Cr0
	Brawling-1, Air/raft-1				
129		566948	Age 22	1 term	Cr1,850
	Forger-1, Rifle-1				
130		498485	Age 26	2 terms	Cr 1,850
	Air/Raft-1, Gambling-1				
131		35935B	Age 34	4 terms	Cr 16,000
	Pilot-1, Streetwise-1, Gambling-1				
132		653896	Age 46	7 terms	Cr51,850
	Gambling-1, Ship's Boat-1, Medic-1, Air/Raft-1, Vacc-1, Navigation-2				
133		421696	Age 42	6 terms	Cr76,000
	Tactics-1, Mechanical-1, Engineering-1, Steward-1, Vacc-1, Shotgun-1				
134		5664A7	Age 38	5 terms	Cr22,000
	Leader-2, Vacc-1, Jack of all trades-1, Gunnery-1				
135		78A543	Age 22	1 term	Cr1,000
	Forward Observer-2				
136		5879B6	Age 50	8 terms	Cr91,000
	Steward-1, Computer-3, Leader-1, Gunnery-2, Mechanical-1				

Chance Encounters

This group of non-player characters is composed of individuals ripe for chance encounters in the broadest sense. When a travelling group does encounter other people (for example, as indicated in Book 3, pages 20 and 21, and using the table on page 22), the exact individuals may be taken from the next four pages of non-player characters.

Similarly, in a battle situation, characters from the trooper list may be used to indicate exactly who is encountered in a military situation.

And, if a police harassment situation is called for, characters from the police list may be used.

Reactions are of extreme importance; the reaction table (page 23, Book 3) should be used wherever possible to determine the actual attitudes of the non-player characters in encounter situations.

The following are non-commissioned army troopers typical of those to be encountered on the battlefield, or as patrols. Each has an expertise of 1 in the weapon shown. In a group of more than one of these characters, the individual with the most terms of service and the greatest intelligence is the leader.

1	Trooper	576767	Age 22	1 term	Rifle
2	Trooper	569696	Age 22	1 term	Rifle
3	Trooper	573793	Age 22	1 term	Rifle
4	Trooper	858A36	Age 22	1 term	Carbine
5	Trooper	338775	Age 34	4 terms	Carbine
6	Trooper	C9A98A	Age 26	2 terms	SMG
7	Trooper	526665	Age 34	4 terms	Carbine
8	Trooper	8BA678	Age 22	1 term	AutoRifle
9	Trooper	435C8C	Age 26	2 terms	Carbine
10	Trooper	784588	Age 34	4 terms	SMG
11	Trooper	5539D6	Age 34	4 terms	Carbine
12	Trooper	955579	Age 22	1 term	Carbine
13	Trooper	A6CBC7	Age 22	1 term	Rifle
14	Trooper	874366	Age 26	2 terms	Rifle
15	Trooper	B74484	Age 26	2 terms	Rifle
16	Trooper	554686	Age 34	4 terms	Carbine
17	Trooper	362BD9	Age 34	4 terms	Pistol
18	Trooper	9797D8	Age 22	1 term	Rifle
19	Trooper	686377	Age 30	3 terms	Pistol
20	Trooper	674756	Age 22	1 term	Rifle
21	Trooper	CB849B	Age 22	1 term	AutoRifle
22	Trooper	5645C8	Age 34	4 terms	Pistol
23	Trooper	99836A	Age 22	1 term	SMG
24	Trooper	6768D9	Age 34	4 terms	Pistol
25	Trooper	77A5C4	Age 22	1 term	Pistol
26	Trooper	847B47	Age 26	2 terms	Carbine
27	Trooper	3AA965	Age 22	1 term	Rifle
28	Trooper	555898	Age 30	3 terms	Carbine
29	Trooper	76A769	Age 26	2 terms	Rifle
30	Trooper	6ACA77	Age 34	4 terms	Pistol
31	Trooper	87B7C6	Age 34	4 terms	Pistol
32	Trooper	A69A67	Age 22	1 term	Rifle
33	Trooper	73367A	Age 22	1 term	Carbine
34	Trooper	A85A55	Age 26	2 terms	Rifle
35	Trooper	796976	Age 30	3 terms	Pistol
36	Trooper	5B8749	Age 22	1 term	AutoRifle
37	Trooper	54AC89	Age 26	2 terms	Carbine
38	Trooper	768783	Age 22	1 term	Rifle
39	Trooper	8679A5	Age 26	2 terms	Rifle
40	Trooper	678878	Age 30	3 terms	Pistol
41	Trooper	8A5774	Age 26	2 terms	Rifle
42	Trooper	776427	Age 30	3 terms	Pistol
43	Trooper	444699	Age 22	1 term	Carbine
44	Trooper	47BB69	Age 34	4 terms	Pistol

The following are ordinary policemen typical of those encountered in the course of daily events. Remember that the law level of a world is the saving throw to avoid police harrassment. If such harrassment occurs, the policemen below could be involved. Each has an expertise level of 1 on the weapon noted.

1	Policeman	4777C6	Age 34	4 terms	Revolver
2	Policeman	B647A4	Age 30	3 terms	Blade
3	Policeman	698A64	Age 26	2 terms	Carbine
4	Policeman	BA63A	Age 22	1 term	Carbine
5	Policeman	747A69	Age 22	1 term	Shotgun
6	Policeman	94889C	Age 26	2 terms	Shotgun
7	Policeman	75B3A7	Age 22	1 term	Dagger
8	Policeman	768A79	Age 30	3 terms	Dagger
9	Policeman	846839	Age 22	1 term	Shotgun
10	Policeman	7976C7	Age 26	2 terms	Carbine
11	Policeman	88875A	Age 22	1 term	Dagger
12	Policeman	A98B49	Age 34	4 terms	Carbine
13	Policeman	9C9882	Age 30	3 terms	Pistol
14	Policeman	16B567	Age 34	4 terms	Club
15	Policeman	967A63	Age 34	4 terms	Blade
16	Policeman	CC8348	Age 22	1 term	Pistol
17	Policeman	9A78A6	Age 22	1 term	Carbine
18	Policeman	738586	Age 22	1 term	Shotgun
19	Policeman	447B75	Age 34	4 terms	Shotgun
20	Policeman	774A77	Age 22	1 term	Revolver
21	Policeman	3A7544	Age 26	2 terms	Carbine
22	Policeman	AB62B2	Age 22	1 term	Pistol
23	Policeman	5C6746	Age 22	1 term	Pistol
24	Policeman	5B3967	Age 22	1 term	Pistol
25	Policeman	679268	Age 30	3 terms	Revolver
26	Policeman	687B38	Age 26	2 terms	Club
27	Policeman	B4C886	Age 26	2 terms	Shotgun
28	Policeman	46C866	Age 22	1 term	Club
29	Policeman	588774	Age 22	1 term	Pistol
30	Policeman	8B86A4	Age 34	4 terms	Revolver
31	Policeman	675766	Age 34	4 terms	Carbine
32	Policeman	9A4D74	Age 34	4 terms	Carbine
33	Policeman	643996	Age 34	4 terms	Shotgun
34	Policeman	676985	Age 26	2 terms	Revolver
35	Policeman	875C85	Age 22	1 term	Revolver
36	Policeman	C4449A	Age 26	2 terms	Shotgun
37	Policeman	848A37	Age 26	2 terms	Shotgun
38	Policeman	59CB96	Age 26	2 terms	Carbine
39	Policeman	987A7A	Age 26	2 terms	Blade
40	Policeman	87953A	Age 22	1 term	Revolver
41	Policeman	868C25	Age 22	1 term	Dagger
42	Policeman	876777	Age 34	4 terms	Revolver
43	Policeman	639A4A	Age 22	1 term	Shotgun
44	Policeman	5983AA	Age 26	2 terms	Carbine

The following are typical thugs as can be encountered on worlds of law level 6 or less. They are armed with a wide variety of easily concealed weapons. In general a group of such thugs will attack a band smaller in size than they are.

1	Thug	95C498	Age 26	2 terms	Pistol
2	Thug	87636B	Age 26	2 terms	Revolver
3	Thug	677356	Age 26	2 terms	Revolver
4	Thug	899667	Age 22	1 term	Pistol
5	Thug	B3A769	Age 22	1 term	Shotgun
6	Thug	986A89	Age 26	2 terms	Revolver
7	Thug	64B656	Age 26	2 terms	Carbine
8	Thug	7A6485	Age 22	1 term	Body Pistol
9	Thug	57C7B7	Age 34	4 terms	Revolver
10	Thug	B65669	Age 30	3 terms	Club
11	Thug	775959	Age 22	1 term	Pistol
12	Thug	794A77	Age 34	4 terms	Club
13	Thug	B66477	Age 34	4 terms	Revolver
14	Thug	78698B	Age 34	4 terms	Revolver
15	Thug	A9332B	Age 22	1 term	Pistol
16	Thug	3C4655	Age 22	1 term	Silent Pistol
17	Thug	9A85A8	Age 30	3 terms	Body Pistol
18	Thug	6B5576	Age 22	1 term	Silent Pistol
19	Thug	B69B98	Age 34	4 terms	Club
20	Thug	65B435	Age 22	1 term	Pistol
21	Thug	7887A6	Age 22	1 term	Pistol
22	Thug	39B795	Age 26	2 terms	Pistol
23	Thug	789573	Age 22	1 term	Revolver
24	Thug	A7A969	Age 26	2 terms	Revolver
25	Thug	9939A3	Age 22	1 term	Pistol
26	Thug	AA788A	Age 22	1 term	Pistol
27	Thug	C47A77	Age 34	4 terms	Carbine
28	Thug	8785B3	Age 30	3 terms	Revolver
29	Thug	4B7788	Age 26	2 terms	Silent Pistol
30	Thug	976986	Age 34	4 terms	Revolver
31	Thug	AB8696	Age 26	2 terms	Silent Pistol
32	Thug	7585B3	Age 30	3 terms	Pistol
33	Thug	893376	Age 22	1 term	Pistol
34	Thug	875767	Age 26	2 terms	Revolver
35	Thug	B87848	Age 26	2 terms	Revolver
36	Thug	765C97	Age 22	1 term	Club
37	Thug	677887	Age 22	1 term	Revolver
38	Thug	69786A	Age 26	2 terms	Pistol
39	Thug	3638A7	Age 26	2 terms	Club
40	Thug	845697	Age 22	1 term	Carbine
41	Thug	698B4C	Age 22	1 term	Pistol
42	Thug	985798	Age 34	4 terms	Revolver
43	Thug	487772	Age 30	3 terms	Revolver
44	Thug	879988	Age 26	2 terms	Revolver

The following are typical thugs as can be encountered on worlds of law level 7 or greater. They are armed with blades because better weapons are generally unavailable to them. In general, a band of thugs will equal or exceed the size of the band that it attacks (a matter of common sense).

1	Thug	A68657	Age 34	4 terms	Sword
2	Thug	4887B7	Age 34	4 terms	Dagger
3	Thug	359479	Age 22	1 term	Club
4	Thug	6A6C23	Age 22	1 term	Blade
5	Thug	564975	Age 22	1 term	Blade
6	Thug	3CA2C8	Age 30	3 term	Club
7	Thug	997368	Age 22	1 term	Blade
8	Thug	BA8B97	Age 22	1 term	Cutlass
9	Thug	B7A7A8	Age 26	2 terms	Cutlass
10	Thug	C7976B	Age 26	2 terms	Broadsword
11	Thug	7733BB	Age 22	1 term	Cutlass
12	Thug	68A795	Age 22	1 term	Blade
13	Thug	967977	Age 26	2 terms	Blade
14	Thug	278977	Age 26	2 terms	Club
15	Thug	4698CB	Age 22	1 term	Dagger
16	Thug	837887	Age 30	3 terms	Club
17	Thug	29C5DA	Age 22	1 term	Club
18	Thug	4A7998	Age 22	1 term	Dagger
19	Thug	AC97B7	Age 22	1 term	Sword
20	Thug	7757A9	Age 26	2 terms	Cutlass
21	Thug	369BA4	Age 22	1 term	Club
22	Thug	8C2567	Age 22	1 term	Cutlass
23	Thug	746566	Age 26	2 terms	Cutlass
24	Thug	A87B59	Age 22	1 term	Sword
25	Thug	964978	Age 26	2 terms	Blade
26	Thug	8B4837	Age 22	1 term	Club
27	Thug	74666B	Age 22	1 term	Cutlass
28	Thug	8A4657	Age 22	1 term	Club
29	Thug	A58685	Age 30	3 terms	Sword
30	Thug	296759	Age 30	3 terms	Club
31	Thug	567834	Age 34	4 terms	Blade
32	Thug	7AC338	Age 22	1 term	Cutlass
33	Thug	858587	Age 22	1 term	Club
34	Thug	B75977	Age 30	3 terms	Cutlass
35	Thug	79229B	Age 26	2 terms	Cutlass
36	Thug	8AB893	Age 22	1 term	Club
37	Thug	58C369	Age 34	4 terms	Blade
38	Thug	68B753	Age 22	1 term	Blade
39	Thug	BB6798	Age 22	1 term	Cutlass
40	Thug	577697	Age 22	1 term	Blade
41	Thug	AA887C	Age 34	4 terms	Sword
42	Thug	394A69	Age 22	1 term	Club
43	Thug	768765	Age 34	4 terms	Cutlass
44	Thug	45A9A5	Age 34	4 terms	Dagger

The following nine characters are drawn from the pages of science fiction. While they are expressed in terms of Traveller characteristics, they do not represent any specific generation system, and certainly do not meet any normal requirements given in Traveller. After all, they are heroes.

1 Heroic Adventurer CCC78F Immortal Cr - Unconcerned
Broadsword-6, Blade-6, Dagger-6, Leader-5, Gunnery-2, Air/Raft-4,
Tactics-3

An expert with tech level 4 guns and a brilliant swordsman, this arrogant and confident hero has climbed to the heights of power on his adopted world (450870). His Terran physique has given him extra abilities on this low gravity world.

He is capable of limited telepathy, and of an uncontrolled interplanetary tele-
portation.

2	Hero of the Galaxy	FFFFFF	Age 30	Cr - Unlimited
	Everything in the book (except bribery and forgery)-5			

This character wears battle dress, is an expert with all guns and blades, and has a personal spaceship that looks like a scout but acts like a battle cruiser. He also has a disguise kit.

He is a member of a galactic organization involved in the struggle between good and evil, and is personally flawless, always doing right.

He has a psionic device that uses him as a focus, conferring telepathy (strength F, fully trained) and recharging instantly. He is also capable of telehypnosis.

3 Rapscaillion Gambler BAAAA7 Age 34 Cr - sometimes
Gambling-8, Auto Pistol-5, Leader-2, Tactics-2, Pilot-1, Blade-3,
Mechanical-1, Electronic-1, Briber-2, Admin-2, Streetwise-3,
Jack of all trades-3

This gambler is at least partially enhanced (and he knows it) by an unconscious and unreliable telekinetic ability (level 2, strength 8). In the course of his adventures, he has picked up a quick draw arm holster that automatically puts the pistol in his hand when he flexes his fingers, and a medikit that diagnoses injuries and illnesses and then automatically injects the proper drugs.

4 Homeless Wanderer BFC98 Age 34 Cr - 0 to 100,000
Blade-6, Most other edged weapons-4. Most guns-4, Streetwise-3,
Steward-2, Pilot-1, Tactics-3, Leader-3

This individual habitually carries a blade or dagger and wears mesh. Raised on a tramp trader, he now wanders the galaxy alone, searching for the home he left as a youth.

In the course of his travels, he has acquired the formula to the affinity twin, a chemical that, when ingested by two beings (animals, persons, etc) allows one to occupy and control the other. The occupation ends with the death of one of the individuals.

Incidentally, he is pursued by nefarious forces that want this formula.

5 Test Pilot Extraordinaire 9ACBA9 Age 38 Cr - 0 to millions
Pilot-5, Navigation-3, Streetwise-2

The former chief pilot of the Nakamura Lines, he became forced to perform dangerous odd jobs when his pension failed to come through (after he had spent most of it). Though paid well, he also spends his money like water. He has been to the core of the galaxy.

6 Remittance Man 7A89DF Age 26 Cr - lots
Foil-2, Body Pistol-1, Gambling-2, Bribery-3, Streetwise-1, Admin-1,
Jack of all trades-1

The son of a duke, he travels incognito (although he can produce evidence of his status if necessary), in company of a six-foot, furry frog. He has, intermittently, access to large sums of cash (a remittance man is someone paid by his father to stay away). Useful friends include a prominent mafioso and the fourth son of the Emperor.

He is very resourceful and knowledgeable on a wide variety of subjects; at ease in nearly any social situation.

The frog is travelling on a forged visa (forgery level 5).

7 Naval Intelligence Officer 9A7BBA Cr - 100,000+
Pilot-1, Navigation-1, Brawling-2, Weapons-2, Admin-2, Bribery-2

Dashing and vain, this officer is expert in flattery, physical pain, seduction, and long range strategy. Seeing the far-flung Terran Empire decaying, he has personally committed himself to delaying the Long Night however much he can.

Late in his career, he achieved high rank and moved in the social circles of the Imperial Court.

8 Avenger A98BB8 Cr - unlimited
Pilot-2, Navigation-2, Most guns-3, Admin-2, Bribery-2,
Forgery-2

This person is engaged in a vendetta against the five Demon Princes who killed his parents when he was a child. He is a poison master and an accomplished fighter.

In the course of his adventures, he learned the secret of counterfeiting the supposedly unforgeable galactic currency, and has unlimited funds available provided he can get to a xerox machine.

9 The Tiger 786956 Cr - rags to riches
Engineering-2, Brawling-2

Initially an ordinary deck hand, he salvages a fortune from a derelict starship.

Biological modifications to allow a temporary metabolic speed-up (by about a factor of 10) and to allow him to see in the dark have been made. His face has been tattooed in a bizarre pattern; since removed, the pattern now shows only at times of severe emotional stress.

Psionic abilities allow him to teleport consciously about 1000 miles (most people in his world can do this), and unconsciously an unlimited distance. He is also capable of time travel (unconsciously).

Contains 1001 pre-generated Traveller characters ready for use as non-player characters, quick characters for a spur-of-the-moment game, or to supplement the work of the referee. Plus a bonus of nine characters drawn from science-fiction.

And look for Supplement 2, Animal Encounter, for 111 complete animal encounter tables for Traveller.