

*Special Supplement 1*  
*Merchant Prince*

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**TRAVELLER**<sup>®</sup>  
*Science-Fiction Adventure*  
*in the Far Future*

Game Designers' Workshop



The Imperium is held together by the bonds of trade — the exchange of goods, services, ideas, and culture. From lone free traders to sector-spanning commercial empires, it is the merchant service that keeps the interstellar community united and flourishing. **Traveller** Book 1 provides a character generation system suitable for general adventurer characters. For more experienced traders and merchants, the following expanded procedure is provided.

**References:** The following **Traveller** Books are used as references: Book 1, *Characters and Combat*, and Book 5, *High Guard*.

## BACKGROUND

Merchant companies of every size and description can be found throughout inhabited space. The operations of all merchant lines can be grouped into three

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categories. There are the organizations which operate over a sector or more of space — generally either megacorporations or very large regional lines. The next level lower includes those companies whose operations encompass a subsector or more, the most common merchant line. Finally, at the bottom end of the spectrum, free traders and small local lines fill in the gaps. These latter are considerably looser in organization; otherwise, differences are mainly those of size and scope.

## ENLISTMENT

Any character beginning a merchant career must be aware of the size of his or her homeworld's starport (A, B, C, D, E, or X). This can be designated arbitrarily by the referee, or generated using the rules found in Book 3.

**Pre-Enlistment Options:** The section on re-enlistment options provides an individual the opportunity to attend college, a merchant service academy, and even medical school prior to beginning merchant service.

**Procedure:** A throw to enlist is given for each of the three classes of merchant service. A character may attempt to join any of the three types; if unsuccessful, he or she may attempt to join one of the others; and, if unsuccessful there, may attempt to join the remaining type. However, a character may only join a sector-wide line if his homeworld starport is type B or larger, and a subsector-wide line only if the starport is type D or larger. Characters may always attempt to join the free traders, regardless of homeworld starport type.

## ACQUIRING SKILLS AND EXPERTISE

Once a character has entered a merchant service, the following procedure is used to determine the experience and skills which are received.

**Terms of Service:** Upon enlistment, a character begins a term of service lasting four years. This adds four years to the character's age. Each time that a character re-enlists, it is for an additional four-year term.

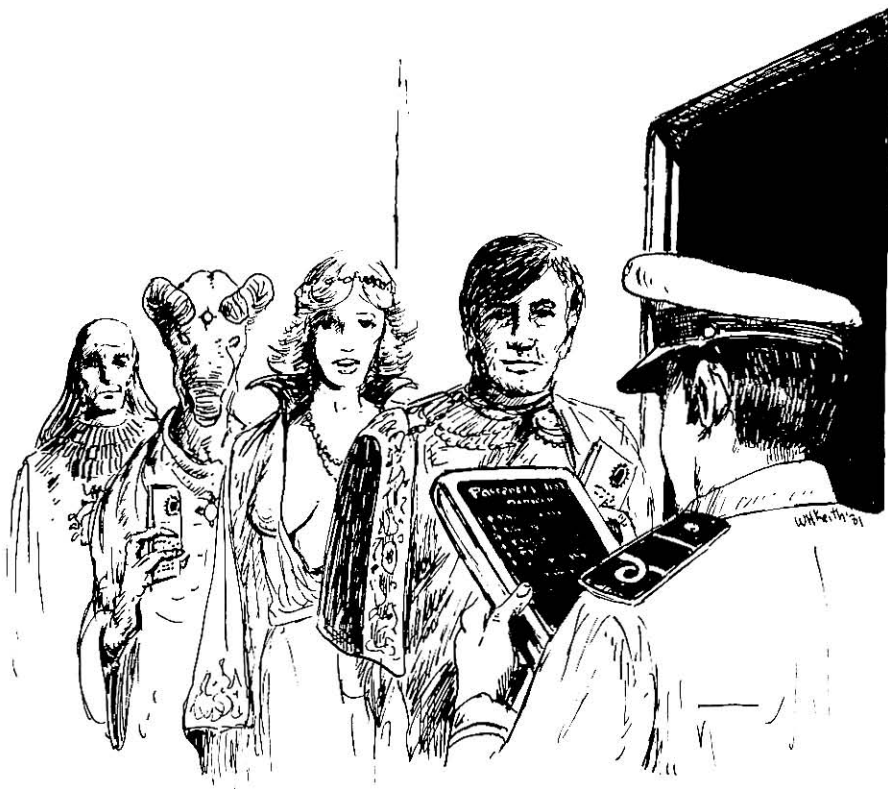
Each term is divided into four one-year assignments. Characters determine their assignment each year, and then resolve all actions pertaining to it. Upon the conclusion of four assignments, the character has completed one four-year term, and may attempt to re-enlist or elect to muster out.

**Departments:** When first enlisting, a character may choose one of the departments of the merchant service. Once a department is selected, transfer to another department is extremely difficult.

Sector- and subsector-wide merchant lines are divided into three departments: engineering, purser's, and deck. The engineering department is concerned with operation, maintenance and repair of starships. The purser's department is responsible for passenger care. The deck department handles all other aspects of ship operation, trade, and customer contact.

These departments are not found in the free traders. Because of the small size of their operations, free trader crewmembers must fill many different roles as the need arises. Throughout these rules, a distinction between free traders and merchant lines will be made, as many of the options of one are closed to the other.

Characters serving in a merchant line may select different departments upon initial enlistment and upon commissioning. The character is free to select any department. Certain exceptions apply — a medical school graduate receives a commission in the purser's department, and a business school graduate receives a



commission in the deck department (if the character is eligible for commissioning on initial enlistment). Individuals receiving a commission as a result of the special duty table must select the department previously held, or another in which they have received training.

The only way initial department selection may be changed later is by re-enlistment in a different department at the end of a four-year term or upon commissioning. This is possible only when the character has received training in the new department at some prior time during his or her career.

**Apprenticeship:** The merchant services do not find it profitable to devote special attention to training new crewmembers. A system of on-the-job training replaces the basic and advanced training of military organizations. During the first two years of a character's first term of service, the individual is automatically entitled to a skill die roll in addition to any that are normally received through the assignment resolution process. This roll should be taken on the appropriate department skills (free traders use service skills) table.

**Assignments:** Each one-year assignment is resolved separately. Resolution is a three-step procedure — officers determine what position they will hold in the current assignment, the specific assignment is selected, and that assignment is resolved in terms of survival, bonuses, and skills.

**1. Position Determination (officers only):** Since there are fewer berths than there are qualified officers in any merchant service, officers are often forced to take positions below their actual qualifications. All officers must consult the assignment

position table once each year. For each department, a throw (on two dice) is indicated: achieving that throw gives the officer a position at his or her current rank. Failing causes the officer to serve at one rank below current qualifications, which will hinder promotions. No officer can serve at a rank below cadet (00).

**2. Specific Assignment:** The character consults the specific assignment table to determine the type of duty to be performed during the one-year term. Such assignments, include routes, charters, speculative trade, exploratory trade, special assignments and, for free traders, smuggling and no business. Roll two dice and determine the result from the table.

**3. Resolution:** Every assignment (except special duty) calls for three results — survival, bonuses, and skills. Unlike military generation systems, promotions are handled under a separate procedure.

**Survival:** any assignment may pose some danger of injury or death. To survive an assignment, the character must throw the indicated number or higher on two dice. If the indicated number is thrown exactly, the character has been injured or wounded. An automatic bonus of Cr750 is awarded to injured characters.

**Bonuses:** Characters may receive a bonus as a result of heroism or outstanding performance. If a character rolls the indicated number or higher, he or she receives a bonus roll. Bonus rolls are made at the end of each term on the cash benefits table used during the mustering out process. The amount of the bonus is half the total shown on the table.

**Skills:** A character may receive skills as a result of his or her assignment. If the character rolls the indicated number or higher, then he or she becomes eligible for one skill, to be determined immediately.

The types of skills available depend upon the type of service (merchant or free trader), the character's rank, and the nature of the assignment performed. Any free trader character may roll on the trader's life or free trader service skills tables; free trader officers may roll on the free trader business skills table instead. Merchant characters may always roll on the merchant life, shipboard life, or the appropriate department skills tables; merchant officers may roll on the officers' skills or mercantile skills tables instead. Any captain (rank O5+) from either type of service can roll on the masters' skills table instead.

Skills may also be earned through the promotion process.

**Retention in Assignment:** Each assignment lasts one year, and a character is normally eligible for reassignment at the end of that year. The realities of mercantile life, however, mean that new assignments may not be available, and the character may be forced to remain in his or her present assignment. At the end of each assignment, roll one die — if the result is 6, the next assignment will be the same as the previous one.

Characters cannot be retained in the same assignment more than once in succession, or be retained in the same assignment involuntarily at the end of a four-year term, even if they re-enlist. Retention cannot occur on special duty.

## PROMOTIONS

Merchant service promotions are based almost entirely upon knowledge, merit, and experience. They are governed by the ability to pass examinations proving a specific knowledge of specific skills. Enlisted personnel in the merchant services are not divided by rank, and do not undergo promotion attempts, though they may



earn a commission. Officer ranks, qualifications, and exam difficulty for each rank are outlined on the table of ranks and promotions.

A character may seek promotion to the next highest commissioned rank by taking an examination in lieu of regular skill eligibility. The throw needed to pass the exam for each rank is given, along with the qualifications that go with that rank. If the throw is achieved, the character is promoted to the new rank, and skills increased to the levels shown by the qualifications column.

DMs are applied to the examination throw. For intelligence 9+, +1. For education 9+, +1. For equalling or exceeding listed qualifications, +2.

Characters may only take a promotion examination if they are serving at the position of their full current rank. While one promotion can be attempted each year, only one promotion can be received per term. Only the next higher rank (in order within the character's current department) may be attempted. Failure has no effect on future actions.

**Commissions:** Commissions are automatically given to graduates of the academy. Merchant characters may receive commissions as a result of the special duty table. Free traders must test for a commission in exactly the same manner as they would test for promotion from one commissioned rank to the next. Upon receiving a commission, the character is considered to be a cadet (rank 00), a supernumerary officer in training. If a character does not pass examination for promotion from cadet rank within four years of receiving the commission, he or she will revert to enlisted status.

Player characters may take examinations at any A or B class starport in order to earn their papers.

## SPECIAL DUTY

Personnel may be assigned to special duty by the specific assignment table. In this event, consult the special duty table under the correct column. Note that free trader characters never receive special duty.

For enlisted personnel —

**1. Trading Station:** The character has been assigned to duty at a local trading post or business office. One level of liaison skill is received automatically.

**2. Deck Department Training:** The character has been selected for training in deck department procedures, and may receive up to three skills as a result. Roll 5+ on one die for each of the following skills: commo, computer, gunnery. The character is eligible for transfer to the deck department after the conclusion of the current four-year term.

**3. Engineering Department Training:** The character has been selected for training in engineering department procedures, and may receive up to four skills as a result.



Roll 5+ on one die for each of the following skills: engineering, mechanical, electronics, gravitics. The character is eligible for transfer to the engineering department after the conclusion of the current four-year term.

**4. Purser's Department Training:** The character has been selected for training in purser's department procedures, and may receive up to three skills as a result. Roll 4+ on one die for each of the following skills: steward, liaison, and admin. The character is eligible for transfer to the purser's department after the conclusion of the current four-year term.

**5. Commission:** The character receives a commission. He or she is promoted to the rank of Cadet (O0), and has four years in which to confirm the position as an officer by passing a promotion exam for Fourth Officer (O1). Roll again on the specific assignment table and resolve the assignment normally at the new rank. No extra skills are received as a result of commissioning.

For commissioned officers —

**1. Command School:** The character has been selected for intensive training in starship command, and may receive up to three skills as a result. Roll 5+ on one die for each of the following skills: leader, legal, ship tactics, admin.

**2. Deck Department Training:** The character has been selected for deck department training. Roll 5+ on one die for each of the following skills: admin, commo, and computer. The character is eligible for transfer to the deck department after the conclusion of the current four-year term.

**3. Engineering Department Training:** The character has been selected for training in engineering department procedures, and may receive up to four skills as a result. Roll 5+ on one die for the following skills: engineering, admin, electronics, and computer. The character is eligible for transfer to the engineering department at the conclusion of the current four-year term.

**4. Purser's Department Training:** The character has been selected for training in purser's department procedures, and may receive up to three skills as a result. Roll 4+ on one die for the following skills: computer, liaison, and admin. The character is eligible for transfer to the purser's department after the conclusion of the current four-year term.

**5. Trading Station:** The character has been assigned to a local trading post or business office, and receives one level of liaison skill automatically. Roll 5+ on one die for each of the following skills: admin and broker.

**6. Business School:** The character has been selected for training in business management. Up to four skills may be received as a result. Roll 5+ on one die for each of the following skills: admin, liaison, computer, and legal. Characters with business school training of any kind will receive a DM +1 on promotion rolls when taking examinations for the ranks of senior line captain (O6) and line commodore (O7).

**Multiple School Assignments:** Characters who receive several assignments to the same school are considered to be taking refresher courses in the listed skills. If a character already has a skill level 3+ in any skill or skills offered by the school, then any assignment to the school is as an instructor; instead of the stated skills, the individual receives an automatic instruction skill.

## RE-ENLISTMENT AND MUSTERING OUT

After completing four one-year assignments, a character has completed one term

and may attempt to re-enlist. Re-enlistment is allowed on a throw of 4+; if the die roll is 12 exactly, then the individual is required to re-enlist.

**Re-enlistment in a Different Department:** Characters may not re-enlist in a different department unless trained in the desired department (through special duty). If the individual has been so trained, re-enlistment in the new department is allowed at the beginning of the new four-year term.

Officers who change departments will enter at the highest rank they are qualified for, but will never hold a higher equivalent rank than they held in the department from which they came. Promotion in the new department must then proceed by the usual examinations.

**Short Terms:** If an individual has begun his or her term of service at an age which conflicts with normal procedures, then he or she must re-enlist or muster out at the next correct age (22, 26, 30, etc.) even if the term will be shorter than four years.

**Mustering Out:** At the conclusion of a character's last term, all mustering out benefits are received as described in **Traveller** Book 1. A new set of tables, however, has been provided.

**Retirement:** Retirement is treated as indicated in **Traveller** Book 1.

**Aging:** Aging is conducted in accordance with **Traveller** Book 1.

**Term Skills:** Skill eligibility indicated in this book is in lieu of skill eligibility indicated in **Traveller** Book 1.

## SKILLS

Most skills called for by this character generation system appear in **Traveller** Book 1. The twelve skills presented here are taken from Book 5, *High Guard*, or are entirely new.

**Broker:** The individual is skilled in areas relating to the purchase and resale of products and goods. Broker skill permits a character to act as a broker, as described in **Traveller**, Book 2, in the rules on trade and commerce. A character with this skill may apply it as a DM on the actual value table. Broker skill may also be applied as trader skill at one level less than the indicated number.

**Carousing:** As discussed in Book 5, *High Guard*.

**Communications:** As discussed in Book 5, *High Guard*.

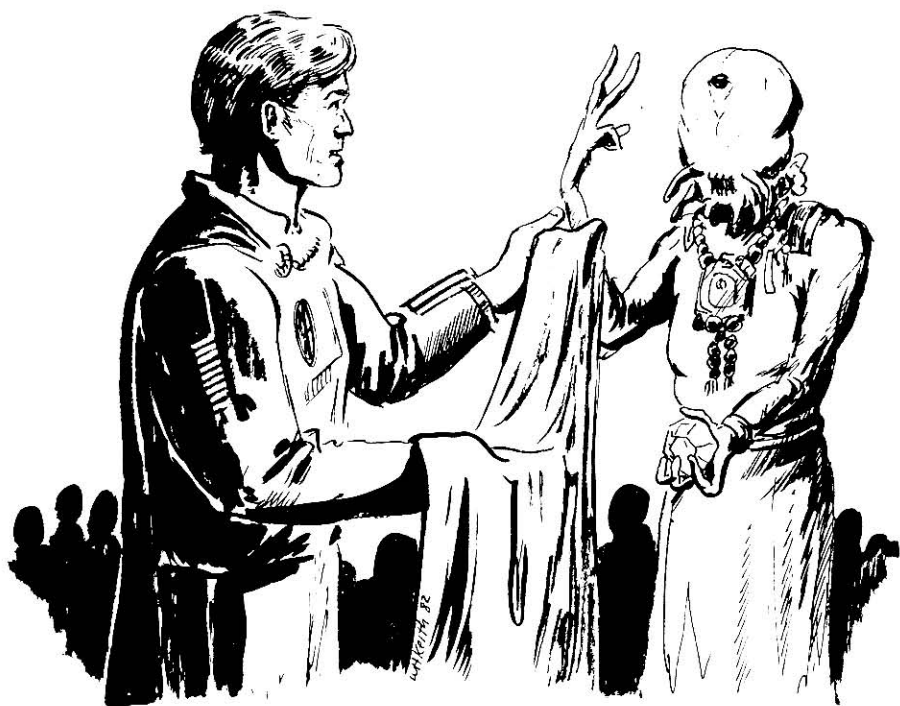
**Gravitics:** As discussed in Book 5, *High Guard*.

**Instruction:** As discussed in Book 5, *High Guard*.

**Legal:** The individual is familiar with general laws and regulations that govern interstellar travel and relations. Familiarity with the laws that control interstellar commerce is essential for any trader. Legal skill reflects a knowledge of these regulations.

The character will not, however, be familiar with the myriad laws on each individual world encountered, or be able to function as a lawyer.





On each call at a new planet, ships will be inspected by port authorities to check compliance with interstellar law; also, on occasion, patrol ships will board and inspect ships. A basic throw of 7+ is needed to pass this inspection. DM +1 is granted for every level of legal skill, or every two levels of admin skill. A DM of -5 is imposed if something illegal is aboard ship otherwise, failing the die roll is assumed to indicate a violation of some petty bit of red tape, or minor safety infraction. (Of course, other skills and factors may be applicable to this roll as well, such as bribery, forgery, and so on, and should be taken into account.)

Legal skill can generally be used as admin skill at one level lower than the indicated number. Other situations may arise where specific throws and DMs should be generated.

**Liaison:** As discussed in Book 5, *High Guard*.

**Melee Combat:** The character is skilled in the techniques of close combat.

Melee combat skill is the equivalent of twice brawling skill (two levels of brawling equals one level of melee combat). The skill represents mastery of various disciplines such as judo, karate, savate, etc. All hand-to-hand combat is affected; in addition, the character will increase his or her skill in the use of

other melee weapons due to increased balance, timing, and reactions. One level of skill is added to all blade weapons in which skill is already held (except cutlass and broadsword).

All brawling weapons are affected as with brawling skill, but at twice the indicated level.

**Recruiting:** As discussed in Book 5, *High Guard*.

**Ship Tactics:** As discussed in Book 5, *High Guard*.

**Trader:** The individual has an awareness of the techniques and practice of commerce of all kinds. A character may use trader skill to estimate resale value of items in the trade and commerce rules. For every two levels of trader skill the character has, one of the dice for the resale value table can be rolled in advance. Trader-4 can thus be used to predict the exact resale value of any item bought for speculative trade. Since conditions may change after such a prediction is made, however, 8+ must be rolled when making the resale for the original estimate to hold up. If it does not, recalculate the value. Trader skill is applied directly to the roll.

Trader skill is also used as a favorable DM on the reaction table in situations where selling, buying, or other haggling is being undertaken.

**Zero-G Combat:** As discussed in Book 5, *High Guard*.

**Note:** Gunnery, blade combat, and gun combat skills are all handled in accordance with **Traveller** Book 1 definitions.

## PRE-ENLISTMENT OPTIONS

A character may, at age 18, examine the options available instead of direct enlistment in one of the merchant services. These include college and the merchant academy.

**College:** Any character may apply for admission to a college. The admission throw determines if the character begins attending college; if the throw is not achieved, the character remains at age 18 and may begin another course of action.

	College (four years)	
The success throw determines if the character remains in college for the full four years; if the throw is not achieved, the character has aged one year (to age 19) and may now enlist in the merchant service; this first enlistment will be for a short (three year) term. The education throw determines the increase in education the individual receives while in college; a throw of less than one is treated as one. Finally, the individual throws for honors (representing a high level of achievement while in the education process): achieving the throw allows the individual to apply for medical or business school. Regardless of whether the individual makes the honors throw, he or she has graduated, aged four years, and may now enlist in the merchant service.	Admission	9+ DM+2 if Educ 9+
	Success	7+ DM+2 if Intel 8+
	Education	1D-2 DM+1 if Intel 9+
	Honors	10+ DM+1 if Educ 10+

Commissions are not automatically granted to any merchant service in the

course of college education, but the increases earned in the individual's education as a result of college may assist in various phases of a merchant career.

**The Merchant Academy:** Any character with an education of 8+ may apply for admission to the merchant academy. The admission throw determines if the character is accepted at the academy; if unsuccessful, the character has aged one year (to age 19) and may now enlist in a merchant service for a short (three year) term. The education throw indicates the character's increased education as a result of attendance (if the throw is less than one, there is no increased education). If the honors throw is achieved, the character is recognized for scholastic accomplishment, and may apply for admission to medical school or business school. In any case, the character has graduated from the merchant academy, and automatically receives a commission as a cadet in the merchant service; he or she is now 22 years of age. Merchant academy graduates may not join the free traders — they are required to join a more organized line. This is accomplished according to the enlistment procedures given earlier, with the exceptions that the character must attempt to enlist in a sector-wide line first, and if unsuccessful, is then automatically accepted into a subsector-wide line. (This is allowed regardless of the character's homeworld, since the academy is considered to be located in a type A starport.)

#### Merchant Academy (four years)

Admission	9+	DM+2 if Educ 10+
Success	9+	DM+2 if Intel 8+
Education	1D-3	DM+1 if Intel 9+
Honors	9+	DM+1 if Intel 9+

**Skills:** Use appropriate department training special assignments.

Skills granted are in addition to academy education. Characters select the department in which they intend to serve, and use the appropriate department training special assignment information to earn skills.

In the event that a character attends medical school, service does not begin until that education is completed.

**Medical School:** Any character who graduates with honors from college or the merchant academy may apply for admission to medical school. The admission throw determines if the character enters medical school; if unsuccessful, the individual then enters into the merchants. The success throw determines if the character remains in medical school for the full four-year term; if unsuccessful, the character has aged one year (to age 23) and may then join the merchants normally for a short (three-year) term. The skills shown are received automatically. If the honors throw is achieved, the character receives one additional level of medic skill and one level of computer skill. The character then graduates (at age 26). He or she is then granted an automatic commission as assistant medical officer (rank O2) in the purser's department (free traders grant a basic rank of O2).

**Business School:** Any college honors or merchant academy graduate may elect to attend business school automatically. Business school is explained in the special duty section.

Attendance at business school is possible only for honors graduates, and lasts one year. When the character reports for duty, it is for a short (three-year) term. Although the merchant special duty section is used, this is considered to be a regular school open to anyone, even those who intend a career in the free traders.

**ENLISTMENT DIE ROLLS**

Enlistment	7+
DM +1 if Stren 7+	
DM +2 if Intel 6+	
Re-enlist	4+

**Note:** If a 12 is rolled on the re-enlist throw, re-enlistment is mandatory.

**ASSIGNMENT POSITION**

Deck	9+
Engineering	8+
Purser's	7+
Free Trader	8+

**DMs:** +1 if Intel 9+,  
+1 if Educ 9+.

**SPECIFIC ASSIGNMENT TABLES**

<i>Merchant Lines</i>	<i>Free Traders</i>
2 Speculative Trade	2 Route
3 Route	3 Speculative Trade
4 Exploratory Trade	4 No Business
5 Route	5 Exploratory Trade
6 Charter	6 Charter
7 Route	7 No Business
8 Route	8 Charter
9 Route	9 Exploratory Trade
10 Exploratory Trade	10 Speculative Trade
11 Special	11 Route
12 Special	12 Smuggling

**DMs:** Merchant Lines — If college educated and not commissioned, +1. Free Traders of rank O6 (captain/owner) may roll again once, if desired, unless a No Business result is achieved.

**SPECIAL DUTY**  
(Merchant Lines Only)

<i>Enlisted</i>	<i>Officers</i>
1 Trading Station	Command School
2 Trading Station	Deck Department Training
3 Deck Department Training	Engineering Department Training
4 Engineering Department Training	Purser's Department Training
5 Purser's Department Training	Trading Station
6 Commission	Business School
7 Commission	Management Training

DM +1 if Education 9+

**Notes to Assignment Resolution Table:** \* These two assignments are unusual. Instead of regular tables, consult the appropriate information below to determine skills earned.

**Smuggling:** Up to five skills may be gained. Roll 5+ (on one die) for each of the following skills: streetwise, bribery, forgery, gun combat, ship tactics.

**No Business:** Up to three skills may be gained. Roll 4+ (on one die) for each of the following skills: liaison, carousing, streetwise. The character is considered to be looking for employment, business, etc.; while some jobs probably are undertaken, none is particularly worthwhile.

## ASSIGNMENT RESOLUTION

Deck Dept.	Route	Charter	Explor. Trade	Spec. Trade
Survival	auto	3+	4+	3+
Bonus	none	none	11+	12+
Skills	7+	7+	5+	6+

DMs: For survival, if any department skill is 2+, +1.

Engineering Dept.	Route	Charter	Explor. Trade	Spec. Trade
Survival	auto	auto	4+	3+
Bonus	none	none	12+	11+
Skills	7+	6+	5+	6+

DMs: For survival, If any department skill is 2+, +1

Purser's Dept.	Route	Charter	Explor. Trade	Spec. Trade
Survival	auto	auto	3+	auto
Bonus	none	none	12+	11+
Skills	6+	5+	8+	7+

DMs: For Bonus, + steward skill.

	Route	Charter	Explor. Trade	Spec. Trade	Smuggling	No Business
Free Trader						
Survival	3+	4+	5+	5+	6+	3+
Bonus	11+	10+	8+	7+	6+	none
Skills	7+	6+	5+	5+	*	*

DMs: For Bonus, + trader skill, for survival, + pilot skill.

## MUSTERING OUT BENEFITS

Die	-----Material Benefits-----		
Roll	Sector-wide Line	Subsector-wide Line	Free Traders
1	Middle Passage	Low Passage	Low Passage
2	+1 Intelligence	+1 Intelligence	+1 Endurance
3	+2 Education	+2 Education	+1 Intelligence
4	Middle Passage	Gun	Gun
5	High Passage	Middle Passage	Blade
6	High Passage	High Passage	Middle Passage
7	Travellers	Merchant ship	Merchant ship

Weapons benefits must be declared as to type immediately; additional benefits of that type may be declared as skill. Characters with rank O5+ may add +1 to their rolls on this table.

# MUSTERING OUT CASH

<i>Die</i>	<i>-----Cash Table (in Cr)-----</i>		
<i>Roll</i>	<i>Sector-wide Line</i>	<i>Subsector-wide</i>	<i>Free Traders</i>
1	5,000	1,000	—
2	5,000	5,000	1,000
3	10,000	10,000	5,000
4	10,000	20,000	10,000
5	40,000	20,000	20,000
6	40,000	40,000	50,000
7	50,000	40,000	100,000

A maximum of three rolls on the cash table are allowed per character on mustering out (bonuses are extra). All remaining rolls must be on the material benefits table. Individuals with gambling expertise are allowed a DM of +1 on the cash benefits table.

Characters are allowed one roll per term of service; rank O1 or O2 is allowed one extra roll, rank O3 or higher is allowed two extra rolls.

## SERVICE SKILLS TABLE

<i>Die</i>	<i>Merchant's</i>	<i>Shipboard</i>	<i>Officer</i>	<i>Mercantile</i>	<i>Master's</i>
<i>Roll</i>	<i>Life</i>	<i>Life</i>	<i>Skills</i>	<i>Skills</i>	<i>Skills</i>
1	Brawling	Gambling	Melee Cbt	Streetwise	Admin
2	Melee Cbt	Blade Cbt	Vehicle	+1 Intel	Computer
3	+1 Endur	Gun Cbt	Ship's Boat	Broker	Navigation
4	Carousing	Vacc Suit	Computer	Trader	Pilot
5	Gambling	Ship's Boat	Gun Cbt	Liaison	Legal
6	Streetwise	Zero-G Cbt	Liaison	Admin	Leader
7	+1 Intel	Liaison	Leader	Legal	+1 Intel
8	Trader	Commo	Admin	Recruiting	Recruiting
9	+1 Educ	Admin	—	—	—
10	Carousing	Jack-o-T	—	—	—
DMs:	+4 if O1+	+4 if O1+	+2 if O4+	+2 if O4+	+2 if Free Trader

**Notes to Table of Ranks and Promotions:** The free trader rank O6 (captain/owner) reflects the actual ownership of a Type A free trader. The same rules and procedures govern here as are found in the merchant ship material benefit result in the mustering out process. The first time a character gains a "promotion" to rank O6, he or she gains title to a ship. Subsequent promotions indicate 10 years of payments having been made. These results can be combined with mustering out benefits. A captain/owner of a merchant ship is always retained in that assignment. Promotion to medic (O3) is only permitted to those who have held the rank of assistant medic first. The ranks of assistant medic and medic, and the ranks of assistant purser and purser, are parallel tracks, and once entered must be completed. However, both medic and purser may attempt to be promoted to the rank of chief purser (O4).

All senior officers (ranks O5 and higher) are drawn from the deck department. Characters must transfer to that department to achieve a rank higher than O4.



## DEPARTMENT SKILLS TABLE

<i>Die Roll</i>	<i>Deck Dept</i>	<i>Engineer Dept</i>	<i>Purser Dept</i>	<i>Free Trader Service</i>	<i>Free Trader Business</i>	<i>Trader's Life</i>
1	Vacc Suit	Mechanic	Steward	Steward	+1 Intel	+1 Dex
2	Electronic	Mechanic	Steward	Ship's Boat	Streetwise	Melee Cbt
3	Commo	Electronic	Steward	Mechanical	Trader	+1 Str
4	Computer	Grav	Vacc Suit	Electronic	Broker	Brawling
5	Gunnery	Engineering	Admin	Commo	Carousing	Gun Cbt
6	Pilot	Engineering	Medical	Engineering	Legal	Vehicle
7	Navigation	Engineering	Liaison	Computer	Admin	Broker
8	Leader	Jack-o-T	Jack-o-T	Gunnery	Bribery	Trader
9	—	—	—	Navigation	Liaison	Streetwise
10	—	—	—	Pilot	Recruiting	Carousing
<b>DMs</b>	<b>+2 if O1+</b>	<b>+2 if O1+</b>	<b>+2 if O1+</b>	<b>+4 if O1+</b>	<b>+2 if O2+</b> <b>+4 if O4+</b>	<b>+4 if O1+</b>

## TABLE OF RANKS AND PROMOTIONS

<i>Deck Department</i>	<i>Exam</i>	<i>Qualifications</i>
00 Cadet	—	Commission
01 Fourth Officer	6+	Pilot-1
02 Third Officer	6+	Navigation-1
03 Second Officer	7+	Pilot-2
04 First Officer	7+	Admin-1
05 Captain	9+	Legal-1
06 Senior Captain	8+	Admin-2
07 Line Commodore	8+	Admin-3
<i>Engineering Department</i>	<i>Exam</i>	<i>Qualifications</i>
00 Cadet	—	Commission
01 Junior Engineer	8+	Mechanic-1, Electronic-1
02 Assistant Engineer	7+	Engineering-1
03 Engineer	7+	Engineering-2
04 Chief Engineer	9+	Engineering-3, Admin-1
<i>Purser's Department</i>	<i>Exam</i>	<i>Qualifications</i>
00 Cadet	—	Commission
01 Junior Purser	5+	Steward-1
02 Assistant Purser	5+	Steward-2
02 Assistant Medic	Med. School	Medic-1
03 Purser	6+	Liaison-1
03 Medic	6+	Medic-2 & asst. medic rank
04 Chief Purser	7+	Steward-2, Admin-1
<i>Free Traders</i>	<i>Exam</i>	<i>Qualifications</i>
00 Cadet	8+	Commission
01 Fourth Officer	6+	Pilot-1
02 Third Officer	6+	Navigation-1
03 Second Officer	7+	Pilot-2
04 First Officer	7+	Admin-1
05 Captain	9+	Legal-1
06 Captain/owner	11+	None

*This special supplement provides an expanded character generation system for the Merchant service, including new procedures and four new skills. It originally appeared as a pull-out section in the Journal of the Travellers' Aid society, issue number 12.*