

CHARACTER CREATION

In *Traveller*, a character's abilities and skills are determined largely by his training and past experience. Character creation begins with rolling your character's Characteristics, six values that describe his beginning physical and mental capabilities. After determining characteristics and a few background skills from your homeworld, it is time to embark on a career. Each character goes through one or more four-year career terms, which give him various skills and benefits. There are risks associated with each career – serving a tour of duty in the Star Marines may give a character a grounding in combat and weapons use, but the character risks injury in battle. A term spent in a corporation is unlikely to get the character injured or killed, but won't usually give skills valuable in combat.

In addition to skills, characters can pick up benefits such as cash or contacts from a career. However, there are limits on how many career terms a character can go through – the risks of aging or injury mount up over time, and most characters will find themselves trying two or three careers. Do not be surprised if your character turns out quite different to how you originally anticipated!

After going through one or more careers and collecting the benefits, you can establish ties between your character and other player characters and pick a campaign package, both of which give extra skills.

Basic character generation should be done as a group by all the players. For generating characters solitaire, and for other alternate forms of character generation such as point allocation, see page 40.

CHARACTERISTICS

Every person and creature in *Traveller* has several characteristics that describe their base mental and physical potential. The basic characteristics for a human are:

Strength (Str): A character's physical strength, fitness and forcefulness.

Dexterity (Dex): Physical co-ordination and agility, reflexes. A character's Dexterity affects his accuracy in ranged combat and his reaction speed.

Endurance (End): A character's ability to sustain damage, stamina and determination. A character's resilience is based on his Endurance score, so a character with a low Endurance score will be very vulnerable in a firefight.

Intelligence (Int): A character's intellect and quickness of mind. Intelligence is used in a great many skill checks.

Education (Edu): A measure of a character's learning and experience. Education is also used in a great many skill checks.

Social Standing (Soc): A character's place in society. Characters with a high Social Standing can claim a noble title in the Imperium and will find life much easier thanks to their reputation and contacts.

Character Generation Checklist

Basic character generation uses the following steps:

1. Roll characteristics and determine characteristic modifiers.
2.
 - a. Choose a homeworld.
 - b. Gain background skills.
3.
 - a. Choose a career. You cannot choose a career you have already left.
 - b. Roll to qualify for that career.
 - c. If you qualify for that career, go to Step 4.
 - d. If you do not qualify for that career, then you can go to the Draft or enter the Drifter career. The Draft can put you back into a career you have been forced to leave, at your old rank. You can only apply for the Draft once.
4. If this is your first time on this career, get your basic training.
5. Choose a specialisation for this career.
6. Choose one of the Skills and Training tables for this career and roll on it.
 - a. Roll for survival on this career.
 - b. If you succeed, go to Step 7.
 - c. If you did not succeed, then events have forced you from this career. Roll on the Mishap table, then go to Step 5 for your next four-year term, or Step 12 if you wish to finish your character.
7.
 - a. Roll for Events.
 - b. Optionally, establish a Connection with another player character.
8.
 - a. Roll for Advancement
 - b. If you succeed, choose one of the skills and training tables for this career and roll on it. Increase your Rank and take any bonus skills from the Ranks table for this career. Go to step 9 if you wish to leave the career, or step 5 to continue with this career.
 - c. If you roll less than the number of terms spent in this career, you must leave this career.
 - d. Military characters (Army, Navy, Marines) can roll for commission instead of rolling for advancement.
9. Increase your age by 4 years. If your character is 34 or older, roll for Aging.
10. If you are leaving the career, roll for Benefits.
11. If you have left your current career, then go to Step 3 to choose a new career, or to Step 12 if you wish to finish your character. Otherwise, go to Step 5.
12. Finalise any Connections with other characters.
13. Choose a Campaign Skill Pack and allocate skills from that pack.
14. Purchase starting equipment and, if you can afford it, a spacecraft.

SCOUT

Members of the exploratory service. Scouts explore new areas, map and survey known or newly discovered areas, and maintain the communications ships which carry information and messages between the worlds of the galaxy.

Enlistment: Int 5+
-1 DM for every previous career.

Assignments: Choose one of the following:

- **Courier:** You served lonely duty on the X-boat network, carrying the messages that keep the Imperium together.
- **Survey:** You visited border worlds and assessed their worth to the Imperium.
- **Exploration:** You went wherever the map was blank, exploring unknown worlds and uncharted space.

	Survival	Advancement
Courier	End 5+	Edu 9+
Survey	End 6+	Int 8+
Exploration	End 7+	Edu 7+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	20,000	Ship Share
2	20,000	+1 Int
3	30,000	+1 Edu
4	30,000	Weapon
5	50,000	Weapon
6	50,000	Scout Ship
7	50,000	Scout Ship

SKILLS AND TRAINING:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (spacecraft or small craft)	Medic
2	+1 Dex	Survival	Navigation
3	+1 End	Mechanic	Engineer (any)
4	+1 Int	Astrogation	Computer
5	+1 Edu	Comms	Space Science (any)
6	Jack of all Trades	Gun Combat (any)	Jack of all Trades

Roll	Specialist: Courier	Specialist: Survey	Specialist: Exploration
1	Comms	Sensors	Sensors
2	Sensors	Persuade	Pilot (spacecraft)
3	Pilot (spacecraft)	Pilot (small craft)	Pilot (small craft)
4	Vacc Suit	Navigation	Life Science (any)
5	Zero-G	Diplomat	Stealth
6	Astrogation	Streetwise	Recon

RANKS AND SKILLS

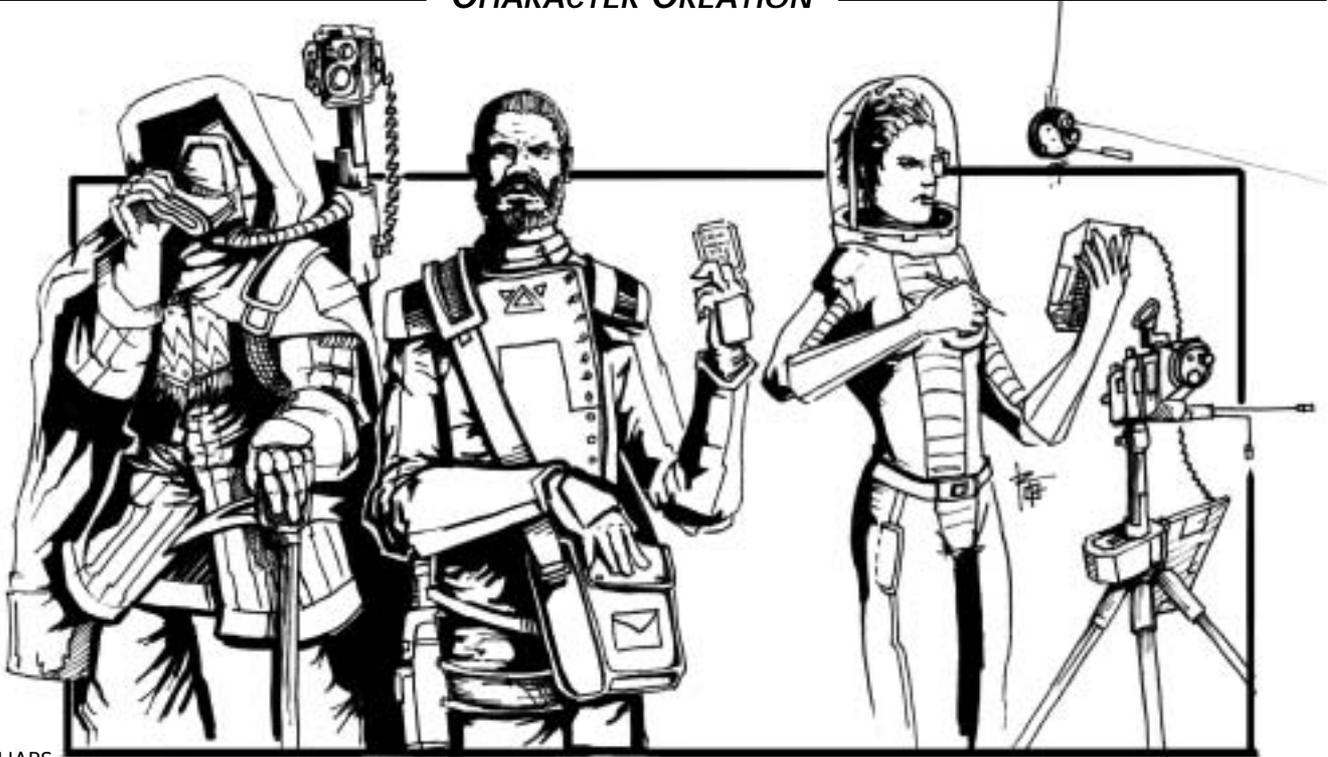
Rank	Title	Skill or Benefit
0		
1	Scout	Vacc Suit 1
2		
3	Senior Scout	Pilot 1
4		
5		
6		

Ancient Technology

The Ancients left technological wonders scattered throughout space, and these artefacts are sought after by the Imperium as well as rival governments, megacorporations, research institute, criminals and mad scientists. Those lucky enough to find such artefacts may have made their fortunes – or signed their death warrants. Ancient artefacts range in size from personal items or weapons to starships, or even vast ringworlds millions of kilometres across. The more intact an Ancient device is, the more likely it is to be defended...

The artefact...

1. ...is severely damaged. The characters will need to find the missing parts to repair it.
2. ...is a fake, planted by a criminal gang who intended to sell the location to the Imperium. By removing the artefact, the characters have unwittingly foiled the gang and incurred their wrath.
3. ...has military applications – it could be a weapon, or a personal force shield. If the characters can discover how to operate it, they can use it to survive.
4. ... is intelligent, and has its own agenda.
5. ... opens up a portal to a distant planet or even a pocket universe.
6. ... is planetary in scale – an orbital, an artificial planet, a rosette, even a ringworld.



MISHAPS

1d6 Mishap

- 1 Severely injured in action. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table (page 37) and take the lower result.
- 2 Psychologically damaged by your time in the scouts. Reduce your Intelligence or Social Standing by 1.
- 3 Your ship is damaged, and you have to hitch-hike your way back across the stars to the nearest scout base. Gain 1d6 Contacts and 1d3 Enemies.
- 4 You inadvertently cause a conflict between the Imperium and a minor world or race. Gain a Rival and Diplomat 1.
- 5 You have no idea what happened to you – they found your ship drifting on the fringes of friendly space.
- 6 Injured. Roll on the Injury table.

EVENTS

2d6 Events

- 2 Disaster! Roll on the mishap table, but you are not ejected from this career.
- 3 Your ship is ambushed by enemy vessels. Either run, and throw Pilot 8+ to escape, or treat with them and throw Persuade 10+ to bargain with them. If you fail the check, then your ship is destroyed and you may not re-enlist in the Scouts at the end of this term. If you succeed, you survive and gain Sensors 1. Either way, gain an Enemy.
- 4 You survey an alien world. Gain one of Animals (riding or training) 1, Survival 1, Recon 1 or Life Science (any) 1
- 5 You perform an exemplary service for the scouts. Gain a +1 DM to any one Benefit roll.
- 6 You spend several years jumping from world to world in your scout ship. Gain one of Astrogation 1, Navigation 1, Pilot (small craft) 1 or Mechanic 1.
- 7 Life Event. Roll on the Life Events table (page 34).
- 8 When dealing with an alien race, you have an opportunity to gather extra intelligence about them. Roll either Sensors 8+ or Deception 8+. If you succeed, gain an Ally in the Imperium and a +2 DM to your next Advancement roll. If you fail, roll on the Mishap table, but you are not ejected from this career.
- 9 Your scout ship is one of the first on the scene to rescue the survivors of a disaster. Roll either Medic 8+ or Engineer 8+. If you succeed, gain a Contact and a +2 DM to your next Advancement check. If you fail, gain an Enemy.
- 10 You spend a great deal of time on the fringes of known space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact in an alien race and one level in any skill of your choice. If you fail, roll on the Mishap table.
- 11 You serve as the courier for an important message from the Imperium. Either gain one level of Diplomat, or take a +4 DM to your next Advancement roll.
- 12 You discover a world, item or information of worth to the Imperium. You are automatically promoted.

travelling. Taking a skill package ensures that your group will at least have basic competency in the situations that will come up in the game. When you have collectively decided which skill package is most suitable for the campaign you want to play, each player takes it in turns to select an item from the package. Keep going until all skills have been selected.

Traveller Skill Package: This is an all-round skill package, good for a campaign where the characters are trading one week and blowing things up the next.

Pilot (any) 1, Sensors 1, Comms 1, Gunner (any) 1, Gun Combat (any) 1, Persuade 1, Stealth 1, Medic 1.

Mercenary Skill Package: This skill package focuses on ground combat, and is obviously aimed at combat-heavy games.

Sensors 1, Comms 1, Medic 1, Leadership 1, Heavy Weapons (any) 1, Gun Combat (any) 1, Gun Combat (any) 1, Stealth 1.

Trader Skill Package: This skill package is for campaigns where trading and commerce are the primary activities of the player characters.

Pilot (any) 1, Sensors 1, Medic 1, Streetwise 1, Broker 1, Advocate 1, Diplomat 1, Astrogation 1.

Starship Skills Package: This is for campaigns where the characters will spend almost all their time on their spacecraft.

Pilot (any) 1, Gunner (any) 1, Engineer (any) 1, Mechanic 1, Sensors 1, Medic 1, Comms 1, Astrogation 1.

Explorer Skills Package: For campaigns where the characters are operating on the fringe of known space, dealing with new worlds and ancient relics.

Pilot (any) 1, Astrogation 1, Sensors 1, Survival 1, Recon 1, Gun Combat (any) 1, Stealth 1, Medic 1

Diplomat Skill Package: For campaigns where the characters are government operatives and ambassadors.

Advocate 1, Diplomat 1, Persuade 1, Stealth 1, Streetwise 1, Deception 1, Computers 1, Comms 1.

Investigator Skill Package: For campaigns with an emphasis on solving crimes and investigating mysteries.

Advocate 1, Admin 1, Investigate 1, Persuade 1, Stealth 1, Streetwise 1, Computers 1, Sensors 1, Gun Combat (any) 1

Criminal Skill Package: For campaigns involving seedy crimes or elaborate heists.

Pilot (any) 1, Sensors 1, Stealth 1, Deception 1, Persuade 1, Streetwise 1, Broker 1, Medic 1.

Why Are You Travelling?

The final step of character generation is to choose your character's initial goal – why is he travelling? The lure of the unknown? The chance to strike it rich? Running from his past? Loyalty to another character?

CHARACTER CREATION EXAMPLE

The following example is given to illustrate the process of character generation. Actual die throws are shown in brackets, as are comments on the application of game rules. Die modifications are labelled DM.

Alexander Lascelles Jamison: First, Jamison rolls for his Characteristics. He rolls: Str 6 (DM +0) Dex 8 (DM +0) End 8 (DM +0) Int 12 (DM +2) Edu 8 (DM +0) Soc 9 (DM +1). His Edu DM of +0 gives him three background skills based on his homeworld – a high-population, high-technology world. He takes Computers 0 and Streetwise 0 for his homeworld skills, and chooses Drive 0 from the education list.

Having just finished school, Jamison sets out to win his fortune in the universe. Taking stock of himself and his personal qualities, he soon decides that his characteristics adapt him best for the merchant service.

He visits his local starport, checks out the situation [required roll of 4+ to enlist, with a DM of +2 allowed for his intelligence of 12; he rolls a 2! (+2=4)], and just barely manages to convince a merchant captain to let him sign on. He is now in the merchant marine.

First Term: As this is Jamison's first term in this new career, he is given a basic training in all aspects of ship handling [he gains all the Service Skills at level 0, gaining Vacc Suit 0, Broker 0, Steward 0, Comms 0 and Persuade 0.] He would also learn Drive 0 as a service skill but he has already got Drive at level 0 from his background and so gains no benefit. He also learns to pilot the ship [Roll of a 1 on the Merchant Marine Specialist skills table].

During his first term of service [survival roll required is 4+; he rolls 11 (+0=11)] he faces no great dangers. The merchant ship has a run of luck [Event roll of 10, giving him a +1 DM to any one Benefit roll], and Jamison studies in the hopes of being promoted. He scrapes past his exams [Merchant Marine promotion requires 7; he rolls a 5, +2 for his Intelligence] and is promoted to 4th Officer [gaining the Mechanic 1 skill]. He also gains another skill [Roll of a 1 on the Advanced Education table gives him a Social Science.]

Second Term: The ship's luck runs out as it heads into dangerous space. Jamison is trained to man the guns [Roll of a 6 on the merchant Marine Specialist table gives him Gunner (any) 1]. Jamison survives [passing his Survival roll easily with a 7] and picks up a basic knowledge of electronics [roll of a 4 on the Events table, taking Engineer (electronics) 1.] He tries for promotion again, and succeeds [Requires a 7; he rolls a 6, and has a +2 for his Int, giving him an 8]. He continues his advanced studies, learning to operate the ship's computer [roll of a 3 on the Advanced Education table, giving him Computers 1.]

Third Term: Jamison serves in the engineering section, improving his Mechanic skill [rolls a 4 on the Merchant Marine specialist table,



and he already has Mechanic 1, so it goes up to Mechanic 2]. He again avoids disaster [passes his Survival roll]. In a starport on a distant world, he runs into a scout named Tash [Event roll of 6] who hitches a ride on the merchant ship and the two become friends. [Tash is another player character, and the two now have a potential Connection.]

Jamison continues to advance in the Merchant service [rolls an 8 for promotion, with a +2 DM for his Intelligence]. He is now a 2nd Officer. His new role involves taking care of the ship's paperwork [rolls a 5 on the Advanced Education table, picking up Admin 1].

Fourth Term: Having heard tales of terror from his new Scout friend, Jamison tries to pick up some weapons skills, but he really just learns to keep his head down [rolls on the Personal Development table, hoping for the Melee (blade) skill, but rolls a 6 and picks up Streetwise instead). Again, he is uninjured [rolls an 8 on his Survival roll], but he is given an interesting proposition – a criminal syndicate wants to smuggle some goods offworld, and Jamison's role as 2nd Officer means he could alter the cargo manifest to hide the goods. [Rolls a 3 on Event table]. If he refuses, the criminal syndicate will be... displeased. Jamison has to persuade the cargo master to go along with the scam [requires a Persuade check; Jamison has Persuade 0 and a +1 DM from his Social Standing, but he only rolls a 6, failing the check and gaining nothing].

Despite the black mark on his record for his attempted smuggling, he again wins promotion [rolls a 9 for his promotion roll, +2 for Intelligence]. He is now a 1st Officer. [This rank gives the Pilot 1 skill; as Jamison already has Pilot (spacecraft) 1, applying his new skill there would do no good so he applies this second Pilot skill to small craft instead.]

At the end of this term, Jamison must make an Aging roll. [He rolls a 4, -4 for his total number of terms, for a result of 0. He loses one point from any one Physical Characteristic, and chooses to reduce his Dexterity to 7.]

Fifth Term: Jamison learns the art of negotiation [rolls a 3 on the Service Skill table, gaining Broker 1]. Perhaps feeling that he has been too focussed on his career, Jamison begins courting a beautiful woman in the Bureau of Trade named Sya [rolls a 7 on the Event table, for a life event, and rolls a 5 on the Life Events table, indicating a new Relationship. One of the other players leaps on this, suggesting that Jamison has fallen for her undercover agent, Sya.]

Next, he tries for promotion, but is instead forced to leave the service at the end of this term (he rolls a 3, +2 for his Intelligence, but his total of five is less than or equal to the number of terms spent in this service. Finally, he rolls for Aging again [with a -5 DM for five terms served, he rolls a 5, for another 0, dropping his Endurance to 7])

Mustering Out: Having completed twenty years of active duty in the merchant service, 1st Officer Jamison is eligible for a variety of service benefits [five rolls on the tables for terms served, plus two by virtue of his rank; in addition, he is allowed a single +1 modifier from the event in his first term]. He receives [Cash table, rolls of a 6, a 4 and a 4] a severance bonus of Cr. 80,000. He also receives:
 [Roll of a 4, +1 for his event in Term 1 = 5]: A blade.
 [Roll of a 6] Shares towards a free trader.
 [Roll of a 6] More shares towards his free trader.
 [Roll of a 3] An education benefit [+1 Edu].

Sixth Term: Jamison could go adventuring now, but he decides to risk another term in one of the services. He can't re-enter the Merchants, so he picks the Entertainer class, aiming at the Journalist speciality. He needs to roll a 5+, adding his Intelligence DM of +2, but has a -1 DM because he's already gone through one career. He rolls a 6, and passes.

He picks up Deception 0 [one skill from the service skills list] as basic training and rolls Computers on the Journalist skill table. Unfortunately, he fails his Survival check for the term, and is betrayed by a peer (result #4). As the only contact that Jamison has picked up is another player character, and the Referee doesn't want in-fighting at the start of the campaign, it's agreed that Jamison is betrayed by a fellow journalist, who becomes a Rival. So much for Jamison's planned expose of insider trading!

As Jamison failed his Survival roll in the first term of this career, he doesn't get any Benefits. All that's left to do this term is roll for aging, which passes without incident.

Jamison has two Connections – one to the Scout Tashen, and the other to Sya. He chooses to use both to increase his Pilot (spacecraft) skill to 3. Next, the group pick a Skill Package – Jamison gets Gun Combat (slug pistol) 1 and Sensors 1 out of it.

Pooling the ship shares of the other characters, the group is able to afford a reasonable mortgage on a Free Trader. He hires his old Scout friend as navigator, and invites Sya to travel with him.

Alexander Lascelles Jamison is now 42 years old, a retired merchant captain, with a pension of Cr. 10,000 per year and a healthy cash balance. Considering that the merchants forced him out of the service at the peak of his career, he has some slight resentment against the merchant service. He is also utterly unaware that his love is actually an Imperial agent who is using him as a cover...

Merchant Captain Alexander Jamison

Age 42, 6 terms, Cr. 80,000

Str 6 (+0) Dex 7 (+0) End 7 (+0)

Int 12 (+2) Edu 9 (+1) Soc 9 (+1)

Skills: Admin 1, Broker 1, Comms 0, Computers 2, Deception 1, Drive 0, Engineer (electronics) 1, Gun Combat (slug pistols) 1, Gunner (turrets) 1, Mechanic 2, Medic 1, Persuade 0, Pilot (spacecraft) 3, Pilot (small craft) 1, Sensors 1, Steward 0, Streetwise 1.

Equipment: Blade, Type A Free Trader

ALTERNATE CHARACTER GENERATION RULES

The standard form of *Traveller* character generation is recommended for most campaigns, but some players or Referees may prefer these alternate modes.

Alternate Characteristics and Events

Referees are encouraged to customise characteristics and events for their campaigns. For example, if a campaign is set in a particular Milieu such as the Rule of Man, the Referee might replace one or two generic events in each events table with ones tailored to that campaign.

It is also possible to add characteristics. In a campaign centred around political intrigue and diplomacy, an Influence or Charm characteristic could be added. A game where the characters encounter ancient alien space gods who drive people insane might add a Sanity characteristic. An investigative game might add a Perception characteristic.

Solo Generation

Solo character generation works just like normal character generation, with the following minor changes:

- **The Connections Rule:** Instead of making connections to other player characters, the Referee should provide a list of characters, organisations or places in his campaign that are suitable for connections. For example, you might get a bonus skill if you had a connection with the Imperial Intelligence service, or were on the run from the law and were willing to take passage on the first ship to hire you.
- **Skill Packages:** Instead of picking a skill package, gain any one skill at Level 1.

Iron Man Character Generation

In the original *Traveller* rules, if you failed a survival roll, your character was killed. The Iron Man rules repeat that challenge – instead of rolling on the mishap table if you fail a survival roll, your character is killed and you must start again. Under the Iron Man rules, you must balance the advantages garnered from spending another term in a career with the risk of dying in action.

Other than these changes, Iron Man works just like normal character generation.

Select Skills

In this variant, the player picks skills from the various Skills and Training tables instead of rolling randomly for them. In all other ways, it is identical to standard generation.

Point Allocation

Instead of rolling on the career tables, you can buy a character's characteristics and skills using points.

CHARACTERISTICS

Characteristic	Point Cost
2	-3
3	-2
4	-1
5	0
6	1
7	2
8	3
9	5
10	6
11	8
12	10
13	12
14	15
15	18

SKILLS

Skill Level	Point Cost
0	1
1	2
2	4
3	6
4	8

The *Jack of all Trades* skill costs five times normal.

Rank costs two points per level, and gives the normal skills and benefits for that rank. Military characters using the Point Allocation rules may gain a commission automatically.

Benefit Rolls cost two points each. A character may only buy two benefit rolls per term.

Point Allocation characters do not receive background skills or roll on the Events tables, but may still benefit from the Connections rule by deciding on a backstory that includes other player characters.

The number of points available varies depending on how powerful the Referee intends the characters to be:

- One Term:** 24 points, minimum 10 points spent on characteristics.
- Two Terms:** 30 points, minimum 12 points spent on characteristics.
- Three Terms:** 35 points, minimum 14 points spent on characteristics.
- Four Terms:** 40 points, minimum 16 points spent on characteristics.
- Per term thereafter:** +10 points.