

TRAVELLER CREATION				STR	DEX	END	INT	EDU	SOC
1 Roll 2D one after the other and assign as desired 2 Choose <i>EDU DM + 3</i> background skills (0-6)									
<input type="checkbox"/> Admin 0 <input type="checkbox"/> Art 0 <input type="checkbox"/> Carouse 0 <input type="checkbox"/> Electronics 0 <input type="checkbox"/> Language 0 <input type="checkbox"/> Medic 0 <input type="checkbox"/> Animals 0 <input type="checkbox"/> Athletics 0 <input type="checkbox"/> Drive 0 <input type="checkbox"/> Flyer 0 <input type="checkbox"/> Mechanic 0 <input type="checkbox"/> Profession 0				<input type="checkbox"/> Science 0 <input type="checkbox"/> Streetwise 0 <input type="checkbox"/> Vacc Suit 0 <input type="checkbox"/> Seafarer 0 <input type="checkbox"/> Survival 0					
TERM: 1	Career or Education	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
TERM: 2	Career or Education	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
TERM: 3	Career or Education	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
TERM: 4	Career	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
				Roll for aging: 2D - 4					
TERM: 5	Career	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
				Roll for aging: 2D - 5					
TERM: 6	Career	Assignment		STR	DEX	END	INT	EDU	SOC
<input type="checkbox"/> Basic training? or <input type="checkbox"/> Roll on skill table: <input type="text"/> Skills Survival Roll <input type="checkbox"/> Yes <input type="checkbox"/> No				C.A.R.E / benefits					
Mishap Roll <input type="text"/>									
Event Roll <input type="text"/>									
Commission <input type="checkbox"/> No <input type="checkbox"/> Yes Rank <input type="text"/> Advancement <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="text"/>									
				Roll for aging: 2D - 6					