# TRAVELLER

# Character Creation Flowchart

By Hexaèdre — version 1.0

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START

## Characteristics 9

*Roll 2D one after the other and assign as desired.*

**STR • DEX • END • INT • EDU • SOC**

*After, you can swap two characteristics.*

**Determine Homeworld**

## Background Skills 9

*Choose **EDU DM + 3** background skills at 0.*

| | | | |
|---|---|---|---|
| Admin 0 | Drive 0 | Mechanic 0 | Seafarer 0 |
| Animals 0 | Electronics 0 | Medic 0 | Streetwise 0 |
| Art 0 | Flyer 0 | Profession 0 | Survival 0 |
| Athletics 0 | Language 0 | Science 0 | Vacc Suit 0 |
| Carouse 0 | | | |

**Select a career**

**Start a new Term**

| 1D Career | |
|---|---|
| 1 | Navy (any) |
| 2 | Army (any) |
| 3 | Marine (any) |
| 4 | Merchant |
| 5 | Scout (any) |
| 6 | Agent (law enf.) |

Draft Table

Agent, Citizen, Entertainer, or Merchant

**Qualification**
*Roll for qualification*

pass

fail

Can only enter the Draft once unless an event forces it.

**Drifter**

**Draft**

Citizens and Drifters use their assignment table for basic training.

First term in this career?

yes

no

**Basic Training**
*If this is your **first** career: add all service skills at level 0. Otherwise get one service skill at level 0.*

**Skill**
*Choose a table and roll for a skill.*

Skills listed *without* a level: you get level 1, or +1 level in that skill.
Skills listed *with* a level: you get the skill at that level unless you already have it at the same or at a higher level.
Skills are limited to level 4 during character creation. Additional increases are lost.

yes and career is one of

no or others

**Change Assignment?**
*If not: go to choose a skill.*
*If career is Agent, Citizen, Entertainer, or Merchant: this is considered as a new career.*
*Otherwise roll for Qualification. Failure means you stay in your current assignment.*

**Start a new Term**

natural 2 is always a failure

**Survival**
*Roll for survival.*

fail

Connections 19

**Mishap**
*Roll for mishap.*

pass

**Leave?**
*Must you leave this career?*

yes

no

Connections 19

**Event**
*Roll for an event.*

optional if in a military career

**Advancement**
*Roll for an advancement.*
*If successful increase rank, roll for another skill, and gain bonus.*

**Roll = 12**
*If advancement roll is 12 you **must** continue.*

other results

**Roll ≤ Terms?**
*If advancement roll is ≤ # of terms in this career, you **cannot** continue.*

yes

**Continue?**
*Do you want to continue in this career?*

no

**Gained a commission?**
*If so do not roll for advancement.*

no

yes

**Commission**
optinal
*Roll for commission. If successful become rank one and progress on the officer's rank from now on.*
*Can only be attempted on your first term unless your SOC is 9+ (DM-1 per term after the first).*

DMs to advancement rolls apply to commission rolls also.

1st, 2nd, or 3rd term only

one attempt per term max

must do a career term before trying again

**Pre-Career Education** 16

*Choose **Military Academy** or **University**.*

**Military Academy**
**Entry:** Army END 7+
Marines END 8+
Navy INT 8+
DM-2 if Term Two
DM-4 if Term Three

fail

pass

**Skills**
*Gain all Service Skills of the military career the academy is tied to at level 0, as with basic training.*

**Graduation:** INT 7+
If 11+ is rolled, graduate with honours.
DM+1 if END 8 or higher,
DM+1 if SOC 8 or higher.

pass

**Graduation Benefits** 16

- If entering the same military career the academy is tied to, select any three Service Skills and increase them to level 1.
- Increase EDU by +1.
- If the Traveller graduated with honours, increase SOC by +1 as well.
- Graduation allows automatic entry into the military career the academy is tied to, so long as it is the first career attempted by the Traveller after graduation.
- Graduation allows a commision roll to be taken *before* the first term of a military career, so long as it is the first career chosen after university, with DM+2. Success will mean the Traveller enters the career at officer rank 1. If graduation was with honours, the Traveller automatically pass this roll.

fail

**Failed Graduation**
*If the Traveller failed graduation they may still automatically enter the military career that the academy is tied to, so long as they did not roll 2 or less on the graduation roll. If they choose to enter this career, they **may not make a commission** roll in the first term.*

**University** **Entry:** EDU 6+
DM-1 if Term Two, DM-2 if in Term Three
DM+1 if SOC 9 or higher

fail

pass

*Increase EDU by +1*

## Skills 16

*Choose a skill at 0 and a skill at 1.*

Admin
Advocate
Animals (training or veterinary)
Art (any)
Astrogation
Electronics (any)
Engineer (any)
Language (any)
Medic
Navigation
Profession (any)
Science (any)

**Graduation:** INT 6+
If 10+ is rolled, graduate with honours.

fail

pass

**Graduation Benefits** 16

- Increase both the skills chosen before by one level.
- Increase EDU by an additional +1.
- Graduation grants DM+1 (DM+2 if graduation was with honours) to qualify for the following careers: Agent, Army, Citizen (corporate), Entertainer (journalist), Marines, Navy, Scholar, Scouts.
- Graduation allows a commission roll to be taken *before* the first term of a military career, so long as it is the first career chosen after university. Success will mean the Traveller enters the career at officer rank 1. If graduation was with honours, DM+2 is granted on this first commission roll.

**Pre-Career Events** 17
*For any term in pre-career education, roll on the Pre-Career Event table.*
*If drafted through an event, enter the new career next term but do not graduate. This (and similar effects) can cause a Traveller to be drafted more than once.*

Connections 19

ADVENTURE!

**Continue?**
*Do you want to continue another term?*

yes

no

**Wrap Up** 48
*Resolve pension and debts.*
*Spend up to Cr10000 on equipment.*
*Choose a skill package.*

**Aging?** 49
*4th term or more?*
*2D - total # terms*

**Aging?** 49
*4th term or more?*
*2D - total # terms*

**Benefits** 46
*A Traveller gets one Benefit roll for every full term served in that career. You also get extra Benefit rolls if you reached a high rank.*
*You may only roll on the Cash column a **maximum of three times** across all your careers.*

| | |
|---|---|
| 0 | -3 |
| 1-2 | -2 |
| 3-5 | -1 |
| 6-8 | +0 |
| 9-11 | +1 |
| 12-14 | +2 |
| 15+ | +3 |

Characteristic Modifiers