TRAVELLER
Character Generation Flowchart

Characteristics
Roll 2D for each Characteristic (except for PSI)
PG. 8

Background Skills
Background Skills are gained at level 0.
Admin, Animals, Art, Athletics, Carouse, Drive, Electronics, Flyer, Language, Mechanic, Medic, Profession, Science, Seafarer, Streetwise, Survival or Vacc Suit.

Background Skills
Choose (EDU + 3) background Skills and gain level 0 in each.
PG. 9

Education
Choosing further education is optional, but grants bonuses to getting into appropriate careers.

Entry
You do not need to roll for entry if you are staying in the same career.
If changing assignment then roll for entry, but failure only results in you staying in your old assignment.
After changing assignment, reset rank to 0.

Choose Education
Roll for entry.
PG. 14
PASS → **Education**
Gain Skills, roll for an Event.
→ **Roll for Graduation**
PASS OR FAIL → **Start a new term** +4 Age
NONE OR FAIL

Choose Career
Roll for entry.
PG. 16
PASS
FAIL

Become a drifter or enter the draft.
PG. 18

The Draft

1D	Career (Assignment)
1	Navy (any).
2	Army (any).
3	Marine (any).
4	Merchant (Merchant marine).
5	Scout (any).
6	Agent (Law enforcement).

First Term in this Career?
YES → **Gain Basic Training** PG. 16
NO

Basic Training
For your career, Basic Training gives you each of your Careers Service skills at level 0.
If it is not your first career, then Basic Training only allows you to select one Service Skill to take at level 0.

Choose a Skill Table and generate a Skill.
PG. 16

Skill Limits
During character generation, no Skill can exceed level 4 (any further improvements are lost), and your character may never exceed to total of (3 x (INT + EDU)) Skill levels.

Roll Survival
PG. 16
FAIL → **Roll for a Mishap**
Leave the career unless otherwise noted.
PASS

Roll an Event
Connect with another Traveller?
PG. 16

Connections
You may benefit from up to two free Skill levels by linking your rolled Events with another player characters past.
These Skill levels grant a +1 bonus to a Skill of your choice with the exception for Jack-of-all-Trades. They cannot be used to raise a Skill above level 3.

Possible Commission?
Roll for a Commission.
PG. 16
PASS → **Become a Rank 1 Officer**
NONE OR FAIL

Gaining a Commission
Some careers allow you to try for a commission.
You may always attempt to become commissioned during your first Term in a Career. Thereafter you may only attempt to gain a commission if you have a SOC of 9+.
There is a cumulative DM -1 penalty when trying for a commission for each Term after the first.
Any DMs which apply to an Advancement roll, may also be applied to a roll for a Commission.

Roll for Advancement
Whether you pass or not, do you roll a 12?
PG. 17
YES → **Start a new term** +4 Age
NO

Are you leaving your Career?
YES → **Generate Benefits** PG. 44
NO

Benefits
When generating benefits, you will typically gain one roll per term. Additionally you will gain one additional roll for reaching ranks 1, 3 and 5 (if you where commissioned, add your noncom and commissioned ranks together).
If you are ejected from a career following a mishap you will generally lose one roll.
If you reach ranks 5 or higher you gain DM +1 to all Benefit rolls for that career.
You may never roll for Cash Benefits more than three times during character generation.

Finished?
Have you finished character creation?
NO → **Start a new term** +4 Age
YES

Resolve Pension and Debts.
PG. 46
→ **Buy Equipment.**
If you have any money left, spend up to Cr 2,000
PG. 44
→ **Choose a Skill Package.**
PG. 48
→ **You're good to go!**