

TRAVELLER



A redesign of the character sheet for Mongoose Traveller 2nd Edition (compatibility with other versions of Traveller may be possible, but I make no promises).

This sheet is designed to be clean, low on ink-use, and provides as much information as possible in a user-friendly way. It includes a number of additions to the version included in the Core Rulebook - such as space to record damage to attributes and career progression.

The sheet is designed for an A4 page, but should print on Letter with few if any issues.



TRAVELLERS' AID SOCIETY

PG. 2 - 3: Character Sheet, front and back.

PG. 4 -5: Form fillable Character Sheet, front and back.

PG. 6: Character Generation Flowchart.

Legal:

© Gazelle Games 2016.

Permission is granted to print and copy for personal use only.

This product was created under license. Traveller and its logo are trademarks of Far Future Enterprises. This work contains material that is copyright Mongoose Publishing and/or other authors. Such material is used with permission under the Community Content Agreement for The Travellers' Aid Society.

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.

PG. 9

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

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

Education
Gain Skills, roll for an Event.

Roll for Graduation

PASS OR FAIL

Start a new term
+4 Age

Choose Career
Roll for entry.

PG. 16

PASS

Become a drifter or enter the draft.

PG. 18

First Term in this Career?

YES

Gain Basic Training

PG. 16

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.

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

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).

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.

Roll an Event
Connect with another Traveller?

PG. 16

PASS

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

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

NONE OR FAIL

YES

Are you leaving your Career?

YES

Generate Benefits

PG. 44

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.

NO

Finished?
Have you finished character creation?

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!