



The Careers

The foundation for role-playing is the **character**: the person or personality that the player uses in the game.

Traveller uses thirteen different character classes (we call them **careers**).

A career is a universally applicable vocation. To avoid an infinite proliferation of careers to encompass every possible area of interest, the **Traveller** game system defines thirteen common, typical, or prototype careers for which characters can be created.

Independent of Milieux and Tech Levels. Careers are independent of their historical time periods (the milieux) in which they play, and of the technological levels of their homeworlds. A soldier is still a soldier regardless of the historical period in which he is played. A craftsman is still a craftsman no matter what the tech level he works in.

Citizen. Someone who, by birth or other process, owes loyalty to a state, nation, or world. A resident. A civilian. An average person.

Scholar. Someone who, through long study, has gained a mastery of one or more areas of academic study. A learned person.

Entertainer. Someone who uses his talents or abilities in performance. A person who participates in the arts.

Craftsman. Someone skilled in a trade or manual occupation; an artificer; a mechanic. An artisan. A professional whose work is consistently of high quality. A creator with great skill in the manual arts.

Scout. Someone who travels to unknown territory. An explorer.

Merchant. Someone who engages in the wholesale purchase and retail sale of goods for profit. One who runs a retail business; a shopkeeper. Especially, the operator of a (star) ship engaged in trade and commerce.

Soldier (or Army). Someone who serves in an army or fighting force. A fighter. A warrior.

Spacer (or Navy). Someone who serves in a navy or works on an armed (star) ship or (space) ship.

Marines. A member of a specially trained or specially selected fighting force.

Rogue. A deceitful, unreliable person; a scoundrel or rascal. A playfully mischievous scamp. A trickster. A traitor, dissenter, or rebel.

Agent. Someone with the power to act for another. A representative or official of a government or administrative department of a government: a government agent. A spy. A representative of the ruler, king, or emperor.

Noble. Someone possessing a higher level rank in a political or social class system.

Functionary. One who holds an office or a trust or performs a particular function; an official.

TRAVELLER CAREERS

Description

- | | Description |
|----|--------------------------|
| 1 | Citizen |
| 2 | Scholar |
| 3 | Entertainer or Performer |
| 4 | Craftsman |
| 5 | Scout |
| 6 | Merchant |
| 7 | Spacer (or Navy) |
| 8 | Soldier (or Army) |
| 9 | Agent |
| 10 | Rogue |
| 11 | Noble |
| 12 | Marines |
| 13 | Functionary |

Careers are detailed in the process of character generation.

Creating Characters



Determine the Homeworld.

This world data details where the character originally came from.



Pick a Career for your character.

An advanced player may also decide to play a non-human sophont or even an artificial.



Roll characteristics for the character.

This set of physical, mental, and social characteristics is the UPP- the Universal Personality Profile.



Try pre-career enhancements.

Usually College or Training Schools, but perhaps this may be semi-Universal Service.



Resolve a career.

Earn experience and skills over the course of several years.



Leave the career (Muster Out).

Take any final benefits and note the final details of the character.

Start Adventuring!