Characters are the central focus of **Traveller**: they are the alter-egos of the players, and all activity is centered on them.

Characters are people: they may be humans, or they may be non-human sophonts, or even artificials (such as robots or androids). They have quantified abilities which define the range of their possible activities. The character is the **Traveller** personality; the player is the person engaged in playing the game. **Traveller** presents a vast diverse, but human dominated interstellar universe. This chapter addresses character generation with a focus on human character generation. Character generation also applies more-or-less equally to non-humans, including intelligent alien races (sophonts), artificial beings (androids and sophontoids), and robots.

THE PROCESS

Characters are generated through die rolls that create

Characteristics. Personal physical, mental, and social values that define the individual's basic ability to function.

Skills (and Knowledges and Talents). Descriptions of specialized abilities to deal with the universe. Skill often includes Knowledges and Talents (if appropriate).

Experience. A history of the character's life before beginning the game.

The information about a character is recorded in detail on the Character Card, and in brief summary in the UPP.

The Character Card. The standardized Character Card is a blank form designed as a ready-reference about the character. Throughout the game, the information on the CC is available to the player and the referee;

The UPP. The Universal Personality Profile is a shorthand description of the character's characteristics.

Terms. A Term is a standard period of four years. The character generation process is divided into 4-year Terms.

The Character May Be A Non-Human. This text applies equally to humans and non-humans.

Generating A Character

Create a character in the following sequence.

1. Homeworld. Determine the homeworld for the character. For some this is their birthworld; for others this is the world in which they spent their childhood.

2. Characteristics. Generate the six personal characteristics.

3. Education and Training. Consider acquiring an advanced education or additional training.

4. **Career.** Select a career and attempt to begin it. If successful, resolve the career; if unsuccessful, attempt a different career.

Careers are resolved in terms of four years. Within each term, the character confronts (through die rolls) survival, advancement, and retention; the character receives skills along the way.

5. Muster Out. Ultimately, the career ends, and the character receives benefits in the form of mementos and savings. It is at this point that the character begins actually adventuring in **Traveller**.

1. BIRTHWORLDS AND HOMEWORLDS

The world on which a character is born is his birthworld. The world on which the character was raised is his homeworld. The two worlds may be the same, or they may be different.

Homeworld Skills. World descriptions include Trade Classifications and Remarks (TC&R). A character receives one specified skill for each Trade Classification or Remark from the homeworld.

For example, a character from an Ag Agricultural world automatically receives Animals-1.

The player inspects the character's birthworld and determines the available birthworld skills. If the player is dissatisfied with the available skills, he may decide the character changed worlds as a child. A new world is determined to be the homeworld, and the available skills from the homeworld are taken.

Selecting Birthworlds and Homeworlds. Birthworlds (and homeworlds) may be assigned by the referee. They may be deliberately or randomly selected from available worlds on a map or on a list. They may be generated using the world generation charts.

Other Details. Homeworld and birthworld information includes other details (the system's star; details of local native life; local climate; preferred atmosphere).

Hidden Pasts. Some characters, for various reasons, want to hide their pasts. In casual situations, it is common for such a person to claim to be from Erehwemos or Lacipyt and reasonable people understand not to inquire farther.

Erehwemos	D876543-2	Ag Ni	G0 V
Lacipyt	C345678-9	Ag Ni	G0 V

Born In Deep Space. Some characters are born offworld (roll 2 on 2D). The Born In Deep Space entry on Homeworld Skills shows the available skills.

Homeworlds For A Campaign

Homeworlds are determined by the nature of the campaign. The Spinward Marches Homeworld page uses the Marches as focus. Referees may produce a similar table suited for their individual campaigns.

DATE OF BIRTH

The Referee provides the current date of the beginning of adventuring. The default date (if this information is not otherwise provided) is 001-1105 -- the first day of the 1105th year since the establishment of the Third Imperium. The general time period is "The Golden Age;" the height of the empire's power and influence.

At the end of character generation, subtract the character's age from 1105 to determine his birth year, and randomly determine the specific birth day from the Imperial Calendar.

2. PERSONAL CHARACTERISTICS

A character has six personal characteristics reflecting physical, mental, and social abilities.
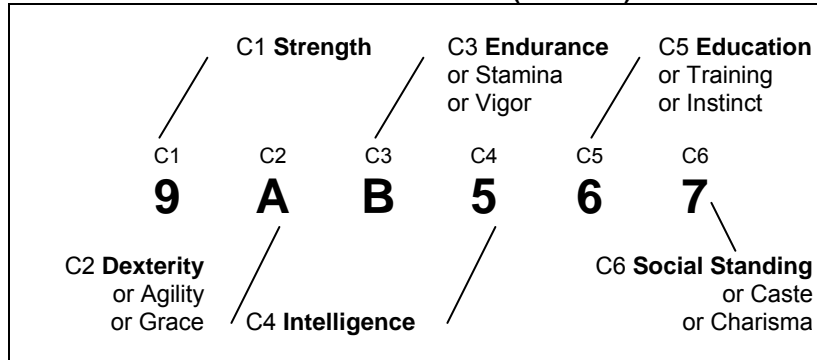
The Human Characteristics. The human Characteristics are named Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing. Abbreviate the names with the first three letters of the name (Str, Dex, End, Int, Edu, Soc).

Non-Human Characteristics. Sophonts may have different characteristics.

Characteristic Numbers. The characteristics are also numbered by their position in the UPP. The number is preceded by C for Characteristic. So, C1 = Strength, C2= Dexterity, C3= Endurance, etc.

The Universal Personality Profile. The six characteristics are recorded in the six-digit string called the Universal Personality Profile.

THE UNIVERSAL PERSONALITY PROFILE (THE UPP)

	C1 **Strength**	C3 **Endurance** or Stamina or Vigor	C5 **Education** or Training or Instinct
C1	C2	C3	C4	C5	C6
9	**A**	**B**	**5**	**6**	**7**
C2 **Dexterity** or Agility or Grace	C4 **Intelligence**		C6 **Social Standing** or Caste or Charisma

The UPP shows characteristics as single Ehex digits in a six-digit string. This string is a ready reference for the abilities of the character.
Bold = Human.

Creating The UPP. For each of the six characteristics, roll 2D (some non-humans use other rolls) and record the result. Convert the values to hex and create the UPP.

For example, player John is creating a new character Eneri Dinsha.
He rolls 2D for Strength. He rolls 2 and 5.
He rolls 2D for Dexterity. He rolls 5 and 2.
He rolls 2D for Endurance. He rolls 4 and 3.
He rolls 2D for Intelligence. He rolls 5 and 6.
He rolls 2D for Education. He rolls 1 and 6.
He rolls 2D for Social Standing. He rolls 6 and 1.

The final values for the characters are 7-7-7-11-7-7. He translates these values to Ehex and creates the UPP = 777B77. This character is average in all characteristics with the exception of Intelligence, which is high.

Genetics. The first die roll for a characteristic is genetic. It has meaning when considering the genetic heritage for the individual. Retention of this information is optional but can become of importance later. If this information is not recorded during character generation, it can be recovered through genetic testing.

The Character. With the UPP generated, the Character is a Young Adult (age= 18 if Human) and ready to begin Career Resolution. A character who completes 3 Terms (of 4 years each) is 18 + 12 = 30 years old.

Eneri Dinsha 777B77.
Genetic 2545XX
Age 30. Born 069-1075.
Current Date: 180-1105

3. PRE-CAREER EDUCATION (AND TRAINING)

Characters may pursue improvements to Education or Training.

Education. Human characters (and Sophonts with Edu) can pursue traditional Education.

Education involves attending a school, academy, college, or university. A character may attend one or more schools which may provide additions to Education and new levels of skills.

Tralning. Sophonts with Tra are at a disadvantage in Education (since they use Tra/2 for Edu). They benefit from Training and courses which depend on Tra.

Training involves enrolling in a training process: apprenticeship, mentoring, or a training course. A character may attend one or more such processes, which may provide additions to Training and increases in skills.

Instinct. Sophonts with Ins are generally excluded from the Education (or Training) process.

Later Education or Training. Characters may suspend career resolution to return to school or training. At the beginning of any term, the character may apply for any Educational institution or Training, and if accepted substituted that process for the entire term.

Some schools are attended <u>during</u> career resolution (being assigned as part of career resolution).

The Educational Process

Education is a multi-step process. If Pre-Requisites are met, the character Applies for Admission. If successful, the character rolls for Pass/Fail for each year of the process. Each Pass awards one of the available skills; Failure terminates the process (but Waiver may result in reinstatement, although no skill is received). A character may roll for Honors. Finally, a character who completes (who Passes or who has Failure Waived) Graduates and receives Graduation benefits.

Major and Minor. The character attending an Educational Institution selects a Major and a Minor from the appropriate Skill and Knowledge list. A character may select any Major and Minor (but they may not be the same) and change them each time a new Educational Institution is attended.

A character's current Major and Minor are the most recent ones selected (which determines the skills taken as Major or Minor during career resolution).

EXAMPLE EDUCATION TABLE

	College	Comment
Pre-requisite	Edu = 5	No if Edu=4 or less
To Apply	Int or Edu	Check Int or Edu
Pass/Fail	Int or Edu (4x)	Roll 4 times
Duration	4 years	
Graduation	Edu = 8	upon graduation
and	Bachelor	

Pre-Requisites. Pre-requisites are minimums: any value or greater is acceptable.

Admission. To apply for Admission, a character must Check one of the stated Characteristic or less. If the roll fails, this institution may not be attended. Each failed application consumes one year.

Pass/Fail. A character must Pass each year of attendance. Check the stated Characteristic or less the stated number of times. Each success Passes one year; success in all rolls

awards Graduation. Failure ends attendance (subject to Waiver).

Honors. A character can optionally make one additional Pass/Fail Roll: success confers Honors and one level from the Major. Failure has no effect.

Skills. Each successful Pass awards one level from the Major. Each two successful Passes awards one level in the Minor.

Duration. The number of years required for the process.

Graduation. At the end of the school, an individual who has passed all years Graduates and receives those benefits.

The Available Educational Institutions

Education takes six basic forms:
ED5, **Trade Schools**,
College or **University**,
Service (Naval or Military) Academies,
ANM Schools, and
Special Military Education.

ED5 is a program intended to raise low Edu to a minimally acceptable level. Edu-5 is the minimum pre-Requisite for Trade Schools; a character with Edu less than 5 needs to take ED5 to raise his Edu to this minimally acceptable level.

A character with Edu less than 5 can attempt the ED5 program at the start the Education process. Check Int: if successful, Edu is raised to 5. The process can be attempted once. It takes no time. Failure has no other effect.

Trade School provides vocational education in specific (generally non-academic) skills.

ANM Schools (Army Navy Marine School) are one-year military trade schools teaching Knowledges. They are assigned during career resolution: when assigned, the character uses this Educational process to determine the Pass/Fail and the Knowledge received. The character then returns to Career resolution and resolves the current term.

ANM Schools award Knowledges in addition to normal skill eligibility.

College provides a basic college education, resulting in an increase in Edu and in increases levels of his Major and Minor. **University** provides the same benefits as College but is more prestigious; it can also provide Masters Degrees and Doctorates. A character attending College or University may also participate in OTC (Officer Training Corps) or NOTC (Naval Officer Training Corps). Often associated with a University are a **Medical School** (to educate medical doctors) and a **Law School** (to educate lawyers).

A University Masters Program requires a Bachelors in addition to Edu 8+ A Professors Program requires a Masters in addition to Edu 9+. Attending Med School or Law School requires an Honors Bachelors. All of these requirements can be waived.

Military and **Naval Academies** are similar to College: in addition to a degree, they provide an Army or Navy Commission upon graduation. A Naval Academy graduate may choose a Marine Commission instead. The character is required to serve one term in the service. At the end of that term, the character may try to continue, or may attempt any other career available. He is in the Reserves. Service Academy Honors Graduates may attend **Flight School**.

Command College is a special Military School for characters with Army, Navy, or Marine rank Officer4. At the beginning of the first term the character is O4, the first event is Command College. A character who fails Command College may not Continue in the service.

OTC / NOTC. Officer Training Corps and Naval Officer Training Corp are College or University based courses that produce officers for the armed forces.

Success confers a Commission (OTC= Army Officer1; NOTC = Navy Officer1 or Marine Officer1). The character is required to serve one term in the service. At the end of that term, the character may try to continue, or may attempt any other career available. He is in the Reserves. College or University Honors Graduates may attend **Flight School**.

Educational Waivers. A student attending an Education Institution who receives an adverse die roll or decision (Prerequisite, Admission, Pass/Fail, Honors) may try for a Waiver. To receive a Waiver, roll Soc or less (2D); Mod minus number of previous waivers rolled (successful or not).

Waivers are unique to the Education Process and apply only to Schools and Education (and the Scholar career, but not other careers).

Education Notes and Restrictions. C5 Edu reflects the individual's ability in an Educational setting, even if the person does not have the formal documentation. For example, a character with Edu=9 can function at the equivalent of a Masters in Educational situations even though he may not have the formal diploma.

The Training Process

Training takes three forms: Apprenticeship, Mentoring, and Training Courses.

Apprenticeship. Apprenticeship takes place before character generation begins (as a retroactive process, before Life Stage 3). It attaches a sophont to a trainer who then instills in that sophont in a new skill.

A single skill or knowledge is selected; Pass/ Fail is rolled once, and Success awards Skill-4.

The character begins Life Stage 4 with the skill.

Mentoring. A sophont who wants (or needs) to increase his C5 Training can attach himself to a Mentor. The process takes two years and increases Tra +2.

Training Course. A focused training course provides intensive hands-on experience in one specific skill or knowledge.

On worlds or in cultures where Training is the predominant characteristic, the need is met through training Institutions (similar to colleges or universities but using different methods adapted to the analog characteristic Training).

On worlds with diverse populations, the Training function is provided within Educational institutions, which serve as providers of apprenticeships, mentoring, and training courses.

Specific Educational Institutions

Characters who attend schools, colleges, and universities can determine the specific name of the school attended from the Educational Institution Chart. The information adds to the character's background; occasionally, a character will meet someone who also attended that school.

School Rank. The chart allows determination of the relative rank of schools when compared with others.

4. SELECTING AND RESOLVING A CAREER

A character selects a career from one of the thirteen available. This selection is influenced by the character's characteristics and current experience, but is ultimately a decision based on the player's goals and preferences.

THE CAREERS

2D	Description
	Citizen
2	Scholar
3	Entertainer
4	Craftsman
5	Scout
6	Merchant
7	Spacer
8	Soldier
9	Agent
10	Rogue
11	Noble
12	Marine
	Functionary

Each Career has a page of instructions detailing the specific career.

Careers are numbers 2 through 12 to allow random selection (using 2D) of a career.

THE PROCESS

Career Resolution is a multi-step process resolved in Terms of four years each. The process carries the player through the stages of the career: Beginning, Risk and Reward, Rank, and Continue. At each stage, the player rolls to determine success or failure and the resulting consequences.

The process uses Target numbers against which the player rolls 2D: a result equal or less than the Target is successful. Greater than the Target is failure. Some Targets allow Mods (a Mod increases the Target and increases the chance of success). If the requirement is met, the Mod may be used. For example, Mod +2 if Int 6+. If the character is Int 6 or greater, the Target is increased +2.

One cycle of the Career Resolution Process completes a 4-year Term.

Target Numbers. Targets may be automatic, a number (10, or 5) or Characteristics (named, or as a Position Code). Position codes allow non-human characters to participate in Career Resolution.

Pre-Requisites. Some Careers have requirements before a character may attempt to Begin.

To Begin

Roll the Begin Target.

Some Careers allow Retry. If Begin fails, the character may immediately Retry.

If both Begin and Retry fail, this career may not be used. Each failed attempt (both Begin and Retry) consumes one year.

Risk and Reward

The Risk and Reward sequence uses a standard procedure.

Note the series of Characteristics available. The Character picks one of these Characteristics (any one anywhere in the sequence) and it governs Risk and Reward

for the current Term. This Characteristic cannot be used again until all of the others in the sequence have been used.

Once Per Term. Risk and Reward is rolled once per term and reflects all of the activity of the character within the term.

Roll 2D. The Character will roll 2D twice using the same Characteristic.

Before rolling for Risk, the Character may (but is not required to) select a Mod= +2 (Caution) OR Mod = - 2 (Bravery) to apply against the Risk roll. This Mod is applied with an opposite sign to the Reward roll.

The Armed Forces (Army, Navy, Marine) Careers <u>require</u> DMs for Branch and Operations: these DMs must be applied against the Risk Roll and (with opposite sign) against the Reward Roll.

Selecting a positive Mod increases the chance of succeeding at Risk and of failing at Reward; selecting a negative Mod increases the chance of failing at Risk and succeeding at Reward.

Selecting a positive DM decreases the chance of succeeding at Risk and of failing at Reward; selecting a negative DM decreases the chance of failing at Risk and succeeding at Reward.

The Character rolls for Risk (2D <= Characteristic + Mod). If Risk fails, he goes no farther. If he succeeds, he rolls again for Reward (2D <= Characteristic - Mod). If Reward fails, there is no Reward. If Reward succeeds, the Reward outcome is resolved.

For example, Eneri Dinsha 777B77 has selected Strength for Risk and Reward. He also selects the Caution Mod +2. He rolls for Risk (2D = 9 versus Str =7 + 2 = 9) and succeeds. He rolls for Reward (2D = 7 versus Str = 7 - 2 = 5) and fails.

Or, less fortunately, Eneri Dinsha 777B77 is in the Marines and has selected Strength for Risk and Reward. He also selects the Caution Mod +2. He rolls for Risk (2D = 12 versus Str =7 + 2 = 9) and fails. His failure indicates he has been wounded or injured. He receives hitpoints equal to his Characteristic (Strength) minus the Roll (=7 - 12) = -5. He rolls for Recovery (=1D)= 4. His Strength is permanently reduced -1. Because he failed the Risk Roll, he cannot attempt the Reward Roll.

● **Citizen Life.** The Citizen career uses a variant of **Risk and Reward** called **Citizen Life**. Only one roll is made to determine Success or Failure. No Mods are used.

● **Entertainer.** The Entertainer career focuses on Fame and resolves the current level of Fame for the character.

● **Craftsman.** The Craftsman career focuses on the creation of Masterpieces as detailed on the Craftsman Career page.

Rank, Position and Promotion

(Some careers [Citizens, Entertainer, Craftsman, Scout, Agent, and Rogue] do not have rank, position, or promotion, and this procedure does not apply.)

2D	Career	Initial Rank	Advanced Rank
	Citizen	no rank	
2	Scholar	varies	
3	Entertainer	no rank	
4	Craftsman	no rank	
5	Scout	no rank	
6	Merchant	Merchant0	
7	Spacer	Spacer1	Officer1
8	Soldier	Soldier1	Officer1
9	Agent	no rank	
10	Rogue	no rank	
11	Noble	varies	
12	Marine	Marine1	Officer1
	Functionary	Clerk	Functionary1

Armed Forces characters (Army, Navy, Marines) begin with enlisted rank (Army = Soldier1, Navy = Spacer1, Marines = Marine1). Merchant characters begin with an inconsequential rank (Merchant = Merchant0). Scholars begin with formal rank (Scholar = Scholar1) if they have Edu=8+. Nobles begin with rank equal to their Social Standing. Functionaries begin with an inconsequential rank (Functionary= Functionary0).

Enlisted Promotion (Army Navy Marines). Armed Forces characters roll the Promotion Target. Success increases rank +1.

Commission. If the character is enlisted rank (Spacer, Soldier, Marine) Armed Forces characters roll the Commission Target. If successful, the character moves to the Officer rank track and receives Officer1.

Officer Promotion (Army Navy Marines). Armed Forces characters roll the Officer Promotion Target. Success increases rank +1.

Scholar Promotion. Scholars with Scholar1 or higher roll the Scholar Promotion Target. Success increases rank +1.

Merchant Promotion. Merchants with Merchant0 roll the Rank0 Promotion Target. All others roll the Officer Promotion Target. Success increases rank +1.

Elevation. Nobles use a special procedure. Elevation is Roll High (roll Soc or greater to be Elevated to the next higher Noble rank) and its associated increase in Social Standing (if any).

Acquiring Skills

Characters acquire skills in the course of each Term. The Skill Eligibility table shows the number of skills received.

Rolling For Skills. For each skill, roll on the Career Skills Table. Skills are taken from the Career Skills table. The character selects a column and rolls 1D for the specific skill.

Automatic Skills. Some careers provide automatic skills (for example, a Merchant upon reaching rank Merchan1 receives an automatic skill= Steward). Automatic skills are awarded as a one-level increase if the skill is already held. If not, the character receives the skill at level-1.

Continue

At the end of the 4-year Term, the Character must successfully roll (2D) to Continue in the career. Success allows the character to Continue to the next 4-year Term. Failure requires that the character end Career Resolution and begin adventuring.

Changing Careers. A character may avoid the Continue roll by selecting one of the Career Change Options for which he is eligible.

The Armed Forces

Three careers are considered the Armed Forces: **Spacers**, **Soldiers**, and **Marines**. Each of these careers adds background information on the career in the form of Branch and Assignment.

Armed Forces Branch. Branch is the specialization the individual has within the service. It defines his probable duties in the service.

When the character Begins in a service, roll for Branch. A non-officer character may change (reroll) Branch at the end of each Term. A character who receives a Commission may roll for Branch or keep his current Branch (for Spacers, Crew becomes Line). An Officer may not change Branch.

Branch provides a DM which <u>must</u> be applied to Risk and Reward.

Armed Forces Assignment. The <Service> Operations table provides assignments for Armed Forces characters. Appropriate columns distinguish between Naval Officers and Crew, and between Branches for Soldiers and Marines.

Roll for Assignment four times per Term (for four annual assignments).

Each assignment provides a DM. Determine the highest value for the Term: it <u>must</u> be applied to Risk and Reward.

Medals. The primary rewards in the Armed Forces are medals. If the Reward Roll Succeeds, subtract the Reward Roll from the Controlling Characteristic (ignore any Mods) and consult the Medals Table.

For example, Star Marine Captain Sir Mountain Dressler III 98998B participated in what came to be known as the Retreat from Jewell. In this Term, he is in the Protected Forces (Mod 2), and one of the four annual assignments he draws is Battle (Mod 3). For the Term, he is rolling Risk and Reward once using these required Mods.

For Risk and Reward, he has selected Str (=9) as his Controlling Characteristic. He also selects the Caution Mod 2).

He must roll 6 (=9 -2 -3 +2 = 6) or less to survive the Risk roll. He rolls 5.

He turns to the Reward roll. The signs on the Mods change and he must roll 12 (=9 +2 +3 - 2 = 12) or less to receive a Reward. He rolls 2.

He receives a Campaign Ribbon (The Retreat from Jewell) and consults the Medals Table.

His Controlling Characteristic was Str = 9. His Reward Roll was 2. He consults the Medals Table (=9 - 2 = 7) and at line 7 receives the SEH.

The Medals Table is on the Fame page.

AGING

Characters reaching Life Stage 5 (Age 34 for Humans) are subject to Aging (on the Life Stages and Aging Tables).

THE PRIOR CAREER

Each career is fully described on its own comprehensive page. Once the career is selected, turn to that page and resolve it according to the rules on that page. Once the career is complete, proceed to Mustering Out.

5. MUSTERING OUT

Mustering Out is a military term, but it captures the concept for characters in non-military careers as well. When characters Muster Out, they are making a change from their prior career to a new life: from the known to the unknown, and from the mundane to the adventuresome. Mustering Out counts up the character's belongings (at least the major ones), the money, and the abilities that a character has accumulated through several years of career, and notes them as assets for the adventuring situations to come.

Mustering Out produces three types of awards: Automatics, Entitlements, and Benefits.

AUTOMATICS

When a character ends character generation he may already own specific awards or items. This step catalogs them.

Personal Weapons. Any character who has received Fighting-1 or greater owns one personal weapon, which may be any weapon appropriate for the skill held.

This benefit does not apply for skills other than Fighting (that is, not Heavy Weapons or Gunnery; characters do not automatically acquire an AutoCannon to carry in their personal baggage).

Land Grants. Any character who has received a Land Grant retains it at Mustering Out.

A Land Grant creates a token annual profit (the amount remaining after expenses are deducted from income), based on the trade classifications of the world, equal to Cr10,000 per TC. For example, a world classified as Hi In Va provides an income of Cr30,000 per year. A World with no TC generates Cr5,000 per year.

Masterpieces. Any character who has created Masterpieces retains them at Mustering Out.

Medals. The character may have received medals for heroism, campaign ribbons, and wound badges. Agents may have received Commendations. These items remain in the possession of the individual and may serve to enhance his reputation.

Fame. Any character may have Fame as a consequence of Career Resolution, or may elect to determine his Fame using the Fame rules. If the **Fame Flux Event** has not yet been invoked, it may be invoked here (or not; it can be saved for later).

BENEFITS

Benefits are the results of dice rolls.

A character is allowed one Mustering Out roll for each term served in Career Resolution. He is allowed one additional roll per Commendation, and per MCG or SEH. He is allowed one additional roll if Fame 19+.

Roll 1D + DMs. If the DM is Terms, use the number of Terms served in that Career. If the character later served as a Functionary associated with that Career, add those Functionary Terms to the DM.

If the roll is greater than the maximum value on the table, use the maximum value instead.

Which Table? Use the Mustering Out Table corresponding to the Career. For example, Eneri Dinsha served one term each as a Merchant (Term 1), an Entertainer (Term 2), and finally as a Functionary (Term 3). He makes one roll on the Merchant Table, one roll on the Entertainer Table (DM +1 because he served one Term in that career), and one roll on the Functionary Table (DM +1 because he served one Term in that career).

Which Column. The character may select either the Money or the Benefits column for each roll.

Available Benefits

The Career Resolution Process ends with the accumulation of Mustering Out benefits.

Money. Cash received represents travel allowances and personal savings. Money is provided on a separate column.

Passages. Passages received represent travel allowances provided by a former employer.

StarPass is a multi-use pass redeemable for Middle Passage and valid for one year after its first use.

High Passage is first-class starship accommodation, providing passage from the current starport to the ship's next port of call. It has a value of Cr10,000.

Middle Passage is second-class starship accommodation, providing passage from the current starport to the ship's next port of call. It has a value of Cr8,000.

Low Passage is economy-class starship transportation, providing passage in Cold Sleep from the current starport to the ship's next port of call. It has a value of Cr1,000.

Pension x 2 doubles any final Pension the character receives from the career. Each doubling is of the original Pension: the first x2 doubles the Pension, the second x2 triples the pension, the third x3 quadruples the original Pension.

Retirement x 2 doubles any final Retirement Pay the character receives from any of the Armed Forces. Each doubling is of the original Retirement Pay: the first x2 doubles the Retirement Pay, the second x2 triples the Retirement Pay, the third x2 quadruples the original Retirement Pay.

Characteristic Improvements. Characteristic Improvements represent a final recognition of personal improvement based on the individual's career and experience.

Characteristic Improvements applied to Genetic Characteristics are recessive.

If the improvement is C6+1 and for the character C6= Caste, the benefit is lost.

Wafer Jack. A Wafer Jack is an implant allowing use of skill or personality wafers and direct access to computer systems.

Secrets. A Secret is some object or thing the character finds in his possession: it may be something in his files, or taken from the bottom of a drawer, or a memento.

The significance of the object is controlled by the referee in the course of later events.

A Secret is the spark that can begin an adventure. Its description is just enough to direct the adventurers' attention toward some goal. It is a secret because of its importance, and because it is generally shared or discussed only with persons (comrades) who can be trusted.

Forbidden Knowledge. Forbidden Knowledge is a skill or knowledge that is not, should not, or cannot be mentioned in polite society.

FORBIDDEN KNOWLEDGE

1D	Skill	Considered uncouth in polite society because:
1	Fighting	It accepts violence and weapons as a means of achieving goals.
2	Streetwise	It implies an interaction with the lower or fringe social classes.
3	Stealth	It accepts covert and possibly illegal actions as a means to achieving goals.
4	Explosives	It accepts large scale destruction as a means of achieving goals.
5	WMD	It accepts massive indiscriminant violence as a process for achieving goals.
6	Programmer	It accepts bypassing of computer safeguards as a process for achieving goals.

For example, the fact that a character is familiar with the use of machineguns (Fighting) is not usually brought up in conversation. Each receipt provides skill-1.

Knighthood. The character receives a Knighthood (= Soc B if the character has C6 = Soc).

A character who does not have Soc (C6= Caste or C6= Charisma) nonetheless receives the benefits of Knighthood (the name prefix Sir and a certain level of prominence in society), he just doesn't really care.

Note that a Career Skills Table C6+1 may increase Soc to B or higher. A Knighthood raises <u>any</u> value Soc to B; if the character is already Soc 11+, he receives Soc +1 instead.

In the Armed Forces, Knighthood is only available to Officers. A non-officer receives Soc +1. A character with Soc = 11+ already receives Soc +1 instead.

Some Social Standing values are divided into lower and upper case (c= baronet; C= Baron; e= Viscount; E= Count; f= Duke; F = Duke). Treat each internal division for the purposes of increases in Soc.

Life Insurance. Life Insurance is the archiving of a personality scan and DNA (or equivalent) sample during the Mustering Out Process. It enables the creation of a Clone and Implantation of the character's personality, in the event that a notification of death reaches the archive. Notice that unless updated, the replacement clone will revert to the memories and skills recorded at Mustering Out.

Travellers Aid Society. The **TAS** is non-governmental organization devoted to assisting travelers in need. It is also a hospitality provider with hotels, restaurants, banking, and library data facilities on most Starport-A and Starport-B worlds.

TAS Fellowship. A TAS Fellow Membership is a temporary membership in the Travellers' Aid Society. The membership provides one week of accommodations and one High Passage per month (they accumulate if not taken). The grant expires four years after award (at which point accumulated benefits expire).

TAS Life Membership. TAS Life Membership is a permanent membership in the Travellers' Aid Society. The membership provides one week of accommodations and one High Passage per month (they accumulate if not taken).

Directorship. A Directorship is an appointment to the Board of Directors of a large (world-wide or system-wide) corporation. The appointment is largely ceremonial, requiring only annual attendance at Board meetings.

A directorship provides an annual payment of Cr36,000, high level access to business executives, and deferential treatment at company facilities. Create a name for the Company involved: for example: the <worldname> Corporation.

Ship Shares. Each ship share represents a fractional ownership in a starship. It may be redeemed upon Mustering Out, or it may be retained and redeemed at some later date.

Proxy. A Proxy is a delegation of power (usually to vote in the Moot) by one Noble to another. The number of Proxies a Noble holds is an indication of his Political Power.

Nobles uninvolved in the political process transfer their voting rights to a political Noble based on family ties, financial or other rewards, or even political considerations.

Duplicate Benefits

If a result duplicates a benefit previously received (and it is unwanted or unusable), the character may reroll until a different benefit is received.

Unusable duplicate benefits include: Wafer Jack, TAS Life Member. The individual may decide for himself if additional x2 Pension or additional x2 Retirement Pay is unusable.

ENTITLEMENTS

When a character ends the Character Generation process, he may be eligible for specific Entitlements if he meets specific requirements. Entitlements include Pensions, Retirement Pay, and Life TAS Memberships:

Duplicate Entitlements: A character may have duplicate Entitlements (for example, both a Reserve and a Functionary pension, or both Military and Professor's retirement pay).

Getting Paid. Any Entitlement may be collected at any Travellers' Aid Society office (at smaller offices, it may take a few days). Entitlements are paid in advance: the payment is made on the first day of retirement and annually thereafter.

Cashing Out. A character may not want to wait until Life Stage 9 to retire. Any Entitlement can be cashed out for a lump sum equal to five years of payments.

Pensions

Pensions are available for some careers. A pension begins when a character reaches Life Stage 9 Retirement (= age 66 for Humans).

Citizen's Pension. Any character who has been a Citizen or Functionary for at least one Term is eligible for a Citizen's Pension. A Citizen receives Cr10,000 per year; a Functionary receives Cr15,000 per year (which replaces a Citizen's pension, if any).

Reserve Pension. A character who served in the Reserves receives an annual Reserve Pension (= Cr100 per term served in the Reserves).

Professor's Pension. A tenured Professor receives a Professor's Pension of Cr10,000 per year.

Retirement Pay

The Army, Navy, and Marines have retirement programs for those who served on active duty (not the reserves) for at least 5 terms. Military Retirement Pay is determined based on total combined terms served in Army, Navy, and Marines.

Enlisted Retirement. A Soldier, Spacer, or Marine with at least 5 terms served receives an annual payment of Cr2,000 per term in the service.

Officer Retirement. A Soldier, Spacer, or Marine with at least 5 terms served who musters out as an Officer receives an annual payment of Cr3,000 per term in the service.

TAS Life Membership

A Life Membership provides one week of accommodations and one High Passage per month. Selected individuals are awarded a **TAS Life Membership.**

- Award Winning Scholar.
- Scout with 3 Discoveries.
- Imperial Treasure Craftsman.
- Starburst for Extreme Heroism
- Starburst for Extreme Heroism with Diamonds.

REDEEMING SHIP SHARES

Ship shares can be redeemed for a ship of the appropriate type. Redeemed shares convey the appropriate percentage ownership; the remainder must be financed and is subject to monthly payments.

Ship shares can be acquired in many different career paths. They may be redeemed based on specific careers served in.

Scout Ships

An ex- Scout can redeem **one share** for a standard Scout Ship. The ship is on long-term loan and the user is subject to occasional mission assignments from the Scout Service.

Escort Ships

An ex- Navy officer can redeem **one share** for a standard Escort Ship. The ship is on long-term loan and the user is subject to occasional mission assignments from the Navy.

Yachts

A noble (Social Standing B or higher) or an Entertainer (with Fame-17+) can redeem **three shares** for a standard Yacht. The ship is on long-term loan from a patron or admirer.

Lab Ships

A Scholar can redeem three shares for a standard Lab Ship. The ship is on long-term loan subsidized by a corporate grant.

Traders

Any character may exchange any available shares for an equal number of shares in the available types of Trader.

Free Trader	10 Shares
Fat Trader	12 Shares
Far Trader	14 Shares
Flat Trader	16 Shares

A ship owner (or the recipient) is responsible for the (operating and other) costs associated with the ship.

A character using shares to acquire less than total ownership of a ship must finance the remaining portion. For example, a Free Trader requires 10 shares. A character with 3 shares could acquire 30% ownership and would be required to finance the remaining 70% of the ship.

Pooling. Several characters with Ship Shares may pool their resources to acquire a ship, and they take ownership in proportion to their shares.