

CREATING A TRAVELLER

✓ = SUCCEED ✗ = FAIL

CHARACTERISTICS **P8**
Roll 2D for every characteristic. Calculate dice modifier (DM)

BACKGROUND SKILLS **P8**
Choose EDU DM+3 background skills

Choose University or Military Academy and roll for entry

YES PRE-CAREER EDUCATION? **P14**

NO

Gain skills. Roll for Event. roll for graduation.

✓ ✗

GAIN GRADUATION BENEFITS

START NEW TERM*

CHOOSE CAREER
Roll for Qualification if this is a new career

P16

✓ ✗

If this is first term of Career, go through Basic Training. Otherwise, choose a skill table and roll

P16

ROLL FOR DRAFT OR CHOOSE THE DRIFTER CAREER **P17**

DO NOT LEAVE CAREER

Roll for mishap and leave career unless otherwise stated, in which case Start New Term*

LEAVE CAREER

ROLL FOR SURVIVAL **P16**

✓ ✗

ROLL FOR EVENT **P16**

Connect to other Traveller?

Army, Navy, or Marines, for commission is first term or SOC 9+

P16

YES

Choose whether to continue Traveller creation

NO

ROLL FOR ADVANCEMENT **P16**

ROLL FOR BENEFITS / MUSTER OUT

P44

ROLL FOR BENEFITS / MUSTER OUT

P44

RESOLVE PENSION AND MEDICAL DEBT

P46

CHOOSE SKILL PACKAGE WITH OTHER TRAVELLERS

P48

SEEK ADVENTURE AMONG THE STARS!

NO
Choose whether to continue Traveller creation.

YES