

Character Creation



Zhodani characters of the Second Dark Age follow generally the same procedures as for Zhodani characters of the “modern” *Traveller* era, but with several key differences. In most cases the same rules outlined in *Mongoose Traveller*.

The most important difference that experienced players will notice is that Social Status and Psionics are not necessarily connected. The psionic Nobility has not yet ascended to prominence during this era, and many who would be considered “proles” or **zhant’ad** in the modern era can be psionically strong and conversely, the Nobility includes many non-psionic individuals.

INITIAL CHARACTER CREATION

Seven characteristics should be generated randomly for all Zhodani characters:

Strength	Physical prowess and power
Dexterity	Manual dexterity and agility
Endurance	Toughness and stamina
Intelligence	Ability to reason and solve problems mentally
Education	Highest level of formal schooling attained
Social Status	Rank within society
Psi	Psionic strength

These are usually determined randomly by rolling standard six-sided dice, referred to here as “D” (2D = two six sided dice) and taking the sum of the results. The usual method is to roll each characteristic in order.

You may also use one of the following alternatives:

2D, player-assigned: roll in the usual way but place the values where you want them.

3D, drop low values: roll 3D instead of 2D and use the highest two results for each characteristic.

1D + 6: if you want a more heroic game, where the characters are all “above average”, this produces starting stats ranging from 7 to 12.

Regardless of the method chosen, the values assigned confer *modifiers* to die rolls against those characteristics, as shown below:

Value	Modifier
0	-3
1-2	-2
3-5	-1
6-8	0
9-11	+1
12-14	+2
15	+3

During the Second Dark Age, Zhodani society has not yet become as highly structured, stratified as we know it in the Chartered Space era. During these early years, nobility is not tied to Psionic talents and most titles of nobility are still inherited. However, during the latter part of the Dzaqtlas era some communities, most notably the western feudal kingdoms, the beginnings of a society based on psionic talent are emerging. Characters with high Social Standing are considered part of the *Nobility*. The titles corresponding to each Social Status level are shown below.

Social Status	Title	Zdetl	Meaning
11	Pranatl	ᠠᠷᠠᠨᠠᠲᠤᠯ	Aspirant
12	Jdistebr	ᠵᠢᠳᠢᠰᠡᠪᠷ	Wellborn
13	Vlestlas	ᠪᠡᠯᠡᠰᠤᠯᠠᠰ	Highborn
14	Zhobrtlasche	ᠵᠠᠪᠣᠷᠲᠠᠰᠬᠡ	Noble Born
15	Preblshienchiashav	ᠠᠷᠢᠪᠣᠯᠰᠡᠨᠴᠢᠠᠰᠠᠬᠠᠸᠠᠪ	Princely Born

Nearly everyone who survived the Dzaqtlas has some measure of psionic ability, but not all to the same level. Unlike 3I-era Zhodani, any character can learn to use their natural psionic ability, provided they can find a teacher or mentor. The quality and availability of such tutelage will vary greatly depending on the Campaign Era, however.

Psi represents the amount of Psionic Strength Points available to the character. Only characters with formal training are able to learn Psionic Talents. All others are **Latent**.

Psionic talents are acquired according the procedures set in **Mongoose Traveller** (Psi 8+, -1 per term served, + Learning DMs).

There are three basic types of Psion:

Type	Game Effects
Latent	<p>You have psionic abilities but are not aware of them. These can be activated during game play at an appropriate time.</p> <p>A character with Latent psionics loses one point of Psi strength for every term served until formally tested.</p>
Wild	<p>Your psionic talents manifested in an uncontrolled manner. This is common among barbaric (baz) tribes; you might be a holy man or woman, or mystic hermit.</p> <p>You acquire Talents in the usual way, but each requires a Ritual, Focus or Fetish.</p>
Adept	<p>Your talents were discovered by a priestly order in a civilized part of the world and you received formal training.</p> <p>You may acquire Talents as usual, but at least one must be Telepathy, Awareness, or Healing.</p>

See **Chapter 5, Psionics** for detailed rules.

Life Events	All Timelines
2d6	Event
2	Sickness or Injury: You contract a serious illness or are injured. Roll 1D; on a 1, you are afflicted by the Dzaqtias! Make an immediate Survival roll with DM -2. Even if you survive, character creation ends. Otherwise, roll on the Injury table.
3	Birth or Death: Roll 1D. On 1-3, someone close to you, like a friend or family member, dies. On 4-6, someone close to you gives birth. In either case you are involved in some way as parent, relative, or witness.
4	End of a Relationship: A romantic relationship you're involved with comes to an end. Roll 1D: 1-2 - Your partner dies or is killed. 3-4 - You leave your partner. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably. 5-6 - Your partner leaves you. Roll 1D: 1-3 - it ends badly (gain a Rival). 4-6 - it ends amiably.
5	Relationship Improves: A romantic relationship goes to the "next level", with a long term commitment or other arrangement.
6	New Relationship: You become involved in a romance (or an additional romance, if you're already hooked up).
7	New Contact: You gain a Contact.
8	Betrayed!: You are betrayed by a friend. If you have any Contacts or Allies, one becomes a Rival. If you have any Rivals, one becomes an Enemy. Otherwise, gain a Rival.
9	Travel: You spend some time travelling the world. Gain +2 to your next Advancement roll.
10	Good Fortune: Something good happens to you. You come into money, have a lifelong dream come true, invent something useful, get published, or something else. Gain +2 to any single Benefit roll from this current term.
11	Crime: You commit a crime, are accused of a crime, or are the victim of a crime. Lose one Benefit roll and one level of Social Standing.
12	Unusual Event: Something strange happens. Roll 1D: 1 - <i>Psionics:</i> You meet someone who helps you unlock the Hidden Powers Of Your Mind. You may immediately roll to learn one Psionic Talent (Psi, 8+, DM -1/term served so far, +DMs for talent) 2 - <i>Aliens:</i> In the End of Days timeline, you spend time among the Vepchaklts and/or the Qiknavrats. Gain Life Sciences (biology) and a contact in the Scholar career. For others, apply result 3, <i>Alien Artifact</i> . 3 - <i>Alien Artifact:</i> You find a strange or unusual item of alien design. You have no idea what its function is, if it has one. 4 - <i>Amnesia:</i> Something happened to you, but you have no memory of it. (GM: roll again on the Life Events table to determine what actually happened) 5 - <i>Government Contact:</i> You briefly came into contact with someone high up in the local government (or tribal council). 6 - <i>Ancient Technology:</i> You find something very old, possibly dating back to Zhodani prehistory.

