

# Traveller Pre-Service Character Generation System

By Alex Ingram

People do not simply appear at age 18 as blank slates. Young people have unique experiences and gain knowledge that translates into life skills. Allowing for pre-service development makes for a much more realistic player character.

Roll on the table below to determine the basic atmosphere or climate type of the PCs home world. Then select a matching world from either an existing sub-sector, or create a planet with similar characteristics. Minimum tech level should be 7+.

## Home Planet (1d6)

- 1 Asteroid Belt (Vacuum) (Outback Mining Colony)
- 2 Hostile (Vacuum or Toxic Atmosphere) World (Domed Mining Colony)
- 3 Desert World (Less than 10% water mass)
- 4 Ice World (Less than 10% temperate climate)
- 5 Ocean World (Less than 10% land mass)
- 6 Garden World (Mixture of different climates)

## Family Life (2d6)

(The PC and the gamemaster can discuss these possibilities)

- 2 Unique Being (that looks exactly like a normal human)
  - 2-4 Cloned (Roll 2d10 for number of siblings)
  - 5-7 Genetically Engineered
  - 8-9 Biological Cyborg
  - 10 Cybernetic Android
  - 11 Symbotant
  - 12 Shape Shifter
- 3-7 Orphan
  - 2 Raised by Another Race / Culture
  - 3 Raised by Criminal Street Gang
  - 4 Raised by Religious Commune or Cult
  - 5-6 Raised in Reformatory or the Youth Authority
  - 7-8 Raised in Orphanage or Religious Home
  - 9-12 Raised in Military Academy or Boarding School
- 8-12 Family
  - 2-4 Raised by Extended Family
  - 5-8 Raised by a Single Biological Parent
  - 8-12 Raised by Two Biological Parents

### High School Education (2d6)

- 2 Reformatory
- 3 Home Schooled
- 4-5 Vocational School
- 6-8 Public High School
- 9-10 Religious Boarding School
- 11 Military Academy
- 12 Elite Boarding School (College Prep)

### Youth Skills (1d6)

The PC will choose one skill level in each of the skill categories and then roll to determine the actual level of that skill. The game master should insure that the PC chooses appropriate skills based upon their home world characteristics.

- 1 No Skill
- 2 SL of 0
- 3-5 SL of 1
- 6 SL of 2

<b>Vehicle or Watercraft or Aircraft</b>
Choose the most appropriate means of planetary transportation

<b>Technical</b>
<b>Administration, Mechanical, Electronics, Communications, Science</b>

<b>Personality</b>
Streetwise, Persuasion, Leadership, Liaison, Acting, Cultural, Carousing, Gambling

<b>Performance</b>
Dance, Musical, Writing, Photography, Publishing, Printing, Disguise

<b>Athletics</b>
Martial Arts, Skydiving, Scuba Driving, Snow Skiing, Acrobatics, Mountaineering

<b>Survival</b>
Ocean Survival, Seamanship, VacSuit, Artic Survival, Desert Survival, Jungle Survival, AstroNavigation, Aerial Navigation, Pathfinding, Medical

<b>Computer</b>
Keyboarding, Programming, Networking, Databasing

<b>Weapon</b>
Combat Pistol, Combat Rifle, Combat Shotgun, Combat Bow, Combat Knife

<b>Language</b>
Common (Galangic) is Auto SL-2, Native Language is Auto SL-3

— Skills in **bold** are cascade skills —

### **Current Parental Status (1d6)**

(roll once for each parent)

- 1 - 3 Alive
- 4 - 6 Dead (Roll 2d10-2 to determine at what age the PC was when the parent died)

### **Parental Relationship (1d6)**

(if alive, roll once for each parent)

- 1 PC hasn't seen parent in 3d6 years
- 2 PC hasn't seen parent in 2d6 years
- 3 PC hasn't seen parent in 1d6 years
- 5-6 PC sees parent often

### **Social Status of Parents (2d6)**

Roll for each parent and record but use only the higher score.

Player and Game Master can be creative with parents profession based upon SOC

### **Wealth of Parents (2d10)**

Wealth includes savings, investments, real estate, collections, starships, etc., which will be passed on between the PC and their siblings if both parents are dead. Roll for each parent but record and use only the higher score.

- 2 In Debt by 1d10 x 1,000,000 ICrs
- 3 In Debt by 1d10 x 100,000 ICrs
- 4 - 5 In Debt by 1d10 x 10,000 ICrs
- 6 - 7 In Debt by 1d10 x 1,000 ICrs
- 8 - 13 No Debt and No Assets
- 14 - 15 Assets worth 1d10 x 1,000 ICrs
- 16 - 18 Assets worth 1d10 x 10,000 ICrs
- 19 Assets worth 1d10 x 100,000 ICrs
- 20 Assets worth 1d10 x 1,000,000 ICrs

### **Highest Education of Parents (2d6)**

(roll once for each parent)

- 2 - 7 High School
- 8 - 11 Associate Degree
- 12 - 15 Bachelor Degree
- 16 - 17 Master Degree
- 18 - 20 Doctorate Degree

### **Ethnic Background of Parents (2d6)**

(roll once for each parent — roll for race and generation)

2	Zhodani	Immigrants
3-4	Darrian	First Generation
5-6	Sword Worlder	Second Generation
7-8	Arden	Third Generation
9-10	Solomani	Fourth Generation
11-12	Vilani	Fifth Generation

### **Number of Siblings (1d6-3)**

(Roll for each marriage)

1-3	Sister
4-6	Brother

### **PCs Martial History (1d6)**

1	Married More Than Once
1-2	Married Four Times
3-4	Married Three Times
5-6	Married Two Times
2-3	Married Only Once
4-6	Never Married

### **Status of Each Marriage (1d6)**

(Roll once for each marriage)

1	Still Married — Spouse is Alive
2	Divorced — Spouse is Alive
3	Spouse Deceased (due to Natural Cause or Accident)
4-6	Spouse Deceased (due to Act of Violence or War)

### **Number of Children from Each Marriage (1d6)**

(Roll once for each marriage)

1	2 Children
2-3	1 Child
4-6	No Children

### **Sex of Each Child (1d6)**

1-3	Female
4-6	Male

### **Age of Children at PCs Retirement (2d10)**

(roll once for each child)

### **College Financing (1d6)**

- 1 None (Must join military service or law enforcement agency for education)
- 2 College loans plus after-school employment
- 3 Athletic scholarship
- 4-5 Academic scholarship
- 6 College trust fund (from Parents or Benefactor)

If you find something there that you like, feel free to use it. If you have any comments please e-mail me at [aaingram@ev1.net](mailto:aaingram@ev1.net), otherwise, enjoy!