

CHARACTER GENERATION CHARTS FOR FULTON GALACTIC TRAVELLER CAMPAIGN

PAGE 2-3: Traveller Book p 24-25 (some modifications)

Includes:

- Character Generation Checklist
- Navy, Marines, Army, Merchant, Scout and "Other" Career
- Cascade Skill Lists
- Instructions for Mustering Out, and Career Progression.

Page 4-5: Citizens of the Imperium pages 6-9 (slightly modified)

Includes:

- Pirates, Belters, Sailors, Diplomats, Doctors, Flyers
- Barbarians, Bureaucrats, Nobles, Scientists, Hunters

Pages 6-7: Additional Materials

Includes:

- Agents, Assassins, Entertainers

Characters

Character Generation Checklist

1. Roll personal characteristics (2d6 each): strength, dexterity, endurance, intelligence, education, social status. Or you may choose to default to 7 in each score.
2. Select Service or Career. Roll for enlistment, if fail, roll for draft.
3. Cycle through Term.
 - A. Survival
 - B. Commission/Position (only can succeed once; if drafted may not check first term).
 - C. If Commissioned, try for promotion.
 - D. Check for Special Duty.
 - E. Check Re-enlist. If succeed, go to 3A, if fail, muster out.
 - F. If completing 4th or later term, roll aging.
4. Muster Out

Skill Eligibility

- A. Term #1 2 skills
- B. Each other term: 1 skill (Scouts get 2 per term)
- C. Commissioned: 1 skill
- D. Each promotion: 1 skill
- E. Special Duty: 1 skill
- F. Survival, Commission, Promotion, Special or Re-enlist is natural 10,11 or 12: 1 skill

Muster Out Benefits

- Per Term: 1 roll
 Rank 1 or 2: 1 roll
 Rank 3 or 4: 2 rolls
 Rank 5 or 6: 3 rolls

Benefits table: +1 rank 5 or 6
 Cash Table: Gambling: +1

Special Duty

Once each term, roll 8+ to gain one additional skill (2 if 10+ rolled. If Edu 8+, may roll bonus skill from table 2 of any other career.

Game Designers' Work

PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchants</i>	<i>Other</i>
Enlistment	8+	9+	5+	7+	7+	3+
DM of +1 if	Intel 8+	Intel 8+	Dext 6+	Intel 6+	Stren 7+	—
DM of +2 if	Educ 9+	Stren 8+	Endur 5+	Stren 8+	Intel 6+	—
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM of +2 if	Intel 7+	Endur 8+	Educ 6+	Endur 9+	Intel 7+	Intel 9+
Commission	10+	9+	5+	—	4+	—
DM of +1 if	Social 9+	Educ 7+	Endur 7+	—	Intel 6+	—
Promotion	8+	9+	6+	—	10+	—
DM of +1 if	Educ 8+	Social 8+	Educ 7+	—	Intel 9+	—
Reenlist	6+	6+	7+	3+	4+	5+

Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment).

DMs are cumulative (in the case of enlistment) if the characters have the necessary prerequisites. All rolls except draft are two-die throws.

TABLE OF RANKS

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchants</i>	<i>Other</i>
Rank 1	Ensign	Lieutenant	Lieutenant	—	4th Officer	—
Rank 2	Lieutenant	Captain	Captain	—	3rd Officer	—
Rank 3	Lt Cmdr	Force Cmdr	Major	—	2nd Officer	—
Rank 4	Commander	Lt Colonel	Lt Colonel	—	1st Officer	—
Rank 5	Captain	Colonel	Colonel	—	Captain	—
Rank 6	Admiral	Brigadier	General	—	—	—

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. The other and the scout services do not have ranks, commissions, and promotions.

MUSTERING OUT TABLES

<i>Die Roll</i>	<i>Benefits Table</i>					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Blade	Blade	Gun	Blade	Gun	Gun
5	Travellers'	Travellers'	High Psg	Gun	Blade	High Psg
6	High Psg	High Psg	Mid Psg	Scout Ship	Low Psg	—
7	+2 Social	+2 Social	+1 Social	—	Free Trader	—

Characters with rank 5 or 6 may add +1 to their rolls on this table. Gun and blade benefits must be declared by type immediately; additional benefits of gun or blade may be declared as skill in a weapon of the type previously taken.

<i>Die Roll</i>	<i>Cash Table (in credits)</i>					
1	1000	2000	2000	2000	1000	1000
2	5000	5000	5000	20000	5000	5000
3	5000	5000	10000	30000	10000	10000
4	10000	10000	10000	30000	20000	10000
5	20000	20000	10000	50000	20000	10000
6	50000	30000	20000	50000	40000	50000
7	50000	40000	30000	50000	40000	100000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals with gambling skill receive a DM of +1 on the cash table.

ACQUIRED SKILLS TABLES

1. Personal Development Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	+1 Intel	Gambling	Gambling	+1 Intel	+1 Stren	Blade Cbt
5	+1 Educ	Brawling	+1 Educ	+1 Educ	Blade Cbt	Brawling
6	+1 Social	Blade Cbt	Brawling	Gun Cbt	Bribery	-1 Social

2. Service Skills Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Ship's Boat	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Vehiclē	Vacc Suit	Vacc Suit	Gambling
3	Fwd Obsvr	Blade Cbt	Gun Cbt	Mechanical	Jack-o-T	Brawling
4	Gunnery	Gun Cbt	Fwd Obsvr	Navigation	Steward	Bribery
5	Blade Cbt	Blade Cbt	Blade Cbt	Electronics	Electronics	Blade Cbt
6	Gun Cbt	Gun Cbt	Gun Cbt	Jack-o-T	Gun Cbt	Gun Cbt

3. Advanced Education Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Vacc Suit	Vehicle	Vehicle	Vehicle	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
3	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
4	Engineering	Tactics	Tactics	Jack-o-T	Navigation	Gambling
5	Gunnery	Blade Cbt	Blade Cbt	Gunnery	Gunnery	Brawling
6	Jack-o-T	Gun Cbt	Gun Cbt	Medical	Medical	Forgery

4. Advanced Education Table (allowed only for characters with education 8+)

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>Scouts</i>	<i>Merchant</i>	<i>Other</i>
1	Medical	Medical	Medical	Medical	Medical	Medical
2	Navigation	Tactics	Tactics	Navigation	Navigation	Forgery
3	Engineering	Tactics	Tactics	Engineering	Engineering	Electronics
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Streetwise
6	Admin	Admin	Admin	Jack-o-T	Admin	Jack-o-T

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength	-1 (8+)				-1 (9+)				-2 (9+)		
Dexterity	-1 (7+)				-1 (8+)				-2 (9+)		
Endurance	-1 (8+)				-1 (9+)				-2 (9+)		
Intelligence	no effect before age 66								-1 (9+)		
Education	unaffected by aging										
Social Standing	unaffected by aging										

The negative number is the potential reduction in characteristic if the saving throw (on two dice; throw shown in parentheses) is not made. Term of service refers to the end of that numbered term; age refers to the first day of the personal (physical, not chronological) year.

NOBLE RANKS

- B 11 Knight, Knightess, Dame
- C 12 Baron, Baronet, Baroness
- D 13 Marquis, Marquesa, Marchioness
- E 14 Count, Countess, Contessa
- F 15 Duke, Duchess

Knights are addressed as *Sir*.

Barons are allowed the prefix *von*, *haut*, or *hault*.

RETIREMENT PAY

Characters who have served at least five terms receive an annual pension.

5 terms	Cr 4,000
6 terms	Cr 6,000
7 terms	Cr 8,000
8 terms	Cr10,000
9 terms	Cr12,000
per additional term	Cr 2,000

RANK AND SERVICE SKILLS

Navy Captain: +1 Social

Navy Admiral: +1 Social

Marine: Cutlass-1

Marine Lieutenant: Pistols-1

Army: Rifles-1

Army Lieutenant: Machinegun-1

Merchant First Officer: Pilot-1

Scout: Pilot-1

All Careers: level-0 in all skills on table-2 (Service Skills) for your career, that you don't already have (may choose another from same cascade).

Cascade Skills (choose one of the sub-skills listed)

Blade Combat:

Dagger, Sword (Cutlass), Bayonet, Cudgel, Axe

Gun Combat:

Pistols, Rifles, Machineguns, Lasers, Launchers, High Energy, FA gunner, EA gunner

Leader:

Leader, Recruiting, Instruction or Interrogation.

Forward Observer:

Forward Observer, FA gunner, EA gunner, Recon

Vacc Suit (if Vacc-1 possessed):

Vacc Suit, Zero-G combat, or Battle dress.

Forgery:

Forgery, Intrusion, Disguise

Jack of All Trades:

First roll is Jack-o-T, remaining choose: Space Tactics, Recon or Survival.

Electronics:

Electronics, Gravitics, Demolition

Vehicle:

Aircraft, Grav, Wheeled, Tracked, Watercraft, Ship's Boat, Vacc Suit (once 1 other vehicle taken).

ACQUIRED SKILLS TABLE

Personal Development Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Educ	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Intel	+1 Endur	+1 Endur
4	Gambling	Gambling	Gambling	Blade Cbt	+1 Intel	Gambling
5	Brawling	Brawling	Brawling	Gun Cbt	+1 Educ	Brawling
6	Blade Cbt	Vacc Suit	Carousing	Carousing	+1 Social	Carousing

Service Skills Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	Blade Cbt	Vacc Suit	Gun Cbt	+1 Intel	+1 Dext	Fwd Obs
2	Vacc Suit	Vacc Suit	Commo	Vacc Suit	Electronic	Vacc Suit
3	Gun Cbt	Prospecting	Fwd Obsv	Vehicle	Medical	Gun Cbt
4	Gunnery	Fwd Obsv	Vehicle	Vehicle	Streetwise	Vehicle
5	Zero-G Cbt	Prospecting	Vehicle	Gambling	Medical	Vehicle
6	Gun Cbt	Ship's Boat	Battle Dress	Computer	Blade Cbt	Vehicle

Advanced Education Table

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	Streetwise	Ship's Boat	Water Craft	Forgery	Medical	Air Craft
2	Gunnery	Electronic	Electronic	Streetwise	Medical	Mechanical
3	Engnrg	Prospecting	Mechanical	Interrogation	Mechanical	Electronic
4	Ship Tactic	Mechanical	Gravitics	Recruiting	Electronic	Gravitics
5	Tactics	Prospecting	Navigation	Instruction	Computer	Gun Cbt
6	Mechanical	Instruction	Demolition	Admin	Admin	Survival

Advanced Education Table (allowed only if character has education of 8+)

	Pirate	Belter	Sailor	Diplomat	Doctor	Flyer
1	Navigation	Navigation	Medical	Liaison	Medical	Medical
2	Pilot	Medical	Vehicle	Liaison	Medical	Leader
3	Forgery	Pilot	Streetwise	Admin	Admin	Pilot
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Leader	Engrng	Admin	+1 Social	+1 Intel	Admin
6	Electronic	Jack-o-T	Jack-o-T	Jack-o-T	+1 Educ	Jack-o-T

AUTOMATIC SKILLS

Characters consult this set of tables during each term of service. A character must have an education characteristic of 8 or greater before using the fourth table. Blade combat, gun combat, air craft and vehicle call for additional specification by the character immediately.

Belter Vacc Suit-1
 Pirate Brawling-1
 Pirate Lieutenant Pilot-1
 Doctor Medical-1
 Diplomat Liaison-1
 Flyer Air Craft-1

PRIOR SERVICE TABLE

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
Enlistment	7+	8+	6+	8+	9+	6+
DM +1 if	Soc 7	Dext 9+	Endur 10+	Educ 8+	Intel 8+	Stren 7+
DM +2 if	Endur 9+	Intel 6+	Stren 8+	Soc 9+	Dext 9+	Dext 9+
Survival	6+	9+	5+	3+	3+	5+
DM +2 if	Intel 8+	(terms)	Endur 8+	Educ 9+	Intel 8+	Dext 8+
Position	9+	—	5+	5+	—	5+
DM +1 if	Stren 10+	—	Intel 9+	Intel 8+	—	Educ 6+
Promotion	8+	—	6+	10+	—	8+
DM +1 if	Intel 9+	—	Educ 8+	Soc 10+	—	Educ 8+
Re-enlist	7+	7+	6+	5+	4+	6+

Belters receive a variable DM for survival based on terms served; in the first term of service, the DM is +1; in the second term, the DM is +2, in the seventh term, the DM is +7.

TABLE OF RANKS

Rank	Henchman	Ensign	3d Secretary	Pilot
Rank 1	—	Lieutenant	2d Secretary	Flight Leader
Rank 2	Corporal	—	1st Secretary	Sqdrn Leader
Rank 3	Sergeant	Lt Cmdr	Commander	Staff Major
Rank 4	Lieutenant	—	Captain	Group Leader
Rank 5	Leader	—	Admiral	Air Marshal
Rank 6	—	—	—	—

BENEFITS TABLES

Table	Material	Benefits	Low Psg	+1 Intel	High Psg	Travellers'	Seeker	Low Psg	+1 Educ	Weapon	High Psg	High Psg	+1 Social	Travellers'	Low Psg	+1 Educ	Weapon	High Psg	Mid Psg	+1 Social	2000	5000	10000	10000	10000	10000	20000	30000
1	—	—	Low Psg	+1 Intel	High Psg	Travellers'	Seeker	Low Psg	+1 Educ	Weapon	High Psg	High Psg	+1 Social	Travellers'	Low Psg	+1 Educ	Weapon	High Psg	Mid Psg	+1 Social	2000	5000	10000	10000	10000	10000	20000	30000
2	—	—	Low Psg	+1 Intel	High Psg	Travellers'	Seeker	Low Psg	+1 Educ	Weapon	High Psg	High Psg	+1 Social	Travellers'	Low Psg	+1 Educ	Weapon	High Psg	Mid Psg	+1 Social	2000	5000	10000	10000	10000	20000	30000	50000
3	1000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000	10000
4	10000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000	100000
5	50000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000	500000
6	500000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000	5000000
7	5000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000	50000000

The first occurrence of a weapon benefit is taken as one physical example of any personal weapon stated in *Traveller* Book 1; it must be taken immediately. Additional occurrences of weapon may be declared as skill in the weapon previously taken. Characters with rank 5 or 6 may add +1 to their rolls on this table. Corsair allows possession of a pirate ship as described in the benefits section; seeker allows possession of a prospecting ship as described in the benefits section. Second and subsequent occurrences of corsair, seeker, and Travellers' are treated as no benefit.

A maximum of three rolls on table 2 are allowed per character; all remaining rolls must be made on table 1. Individuals with gambling skill or who have retired are allowed a DM of +1 on table 2 (the DM is not cumulative).

ACQUIRED SKILLS TABLE

Personal Development Table		Bureaucrat		Rogue		Noble		Scientist		Hunter	
1	+1 Stren	+1 Endur	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+2 Stren	+1 Educ	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Stren	+1 Intel	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	Carousing	Brawling	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel
5	+1 Dext	Carousing	Brawling	Carousing	Carousing	Carousing	Carousing	+1 Educ	+1 Educ	Gun Cbt	Gun Cbt
6	+1 Endur	+1 Dext	Carousing	Carousing	Carousing	Brawling	Brawling	Carousing	Carousing	Blade Cbt	Blade Cbt

Service Skills Table

Barbarian		Bureaucrat		Rogue		Noble		Scientist		Hunter	
1	Brawling	Gun Cbt	Blade Cbt	Blade Cbt	Blade Cbt	Gun Cbt	Gun Cbt	Gun Cbt	Gun Cbt	Gun Cbt	Gun Cbt
2	Blade Cbt	Vehicle	Gun Cbt	Gun Cbt	Blade Cbt	Blade Cbt	Blade Cbt	Blade Cbt	Blade Cbt	Blade Cbt	Blade Cbt
3	Blade Cbt	Blade Cbt	Blade Cbt	Demolition	Hunting	Vehicle	Hunting	Vehicle	Vehicle	Survival	Survival
4	Bow Cbt	Instruction	Vehicle	Vehicle	Vehicle	Jack-o-T	Hunting	Jack-o-T	Jack-o-T	Hunting	Hunting
5	Bow Cbt	Vehicle	+1 Educ	+1 Educ	Bribery	Navigation	Vehicle	Navigation	+1 Intel	Vehicle	Vehicle
6	Gun Cbt	+1 Educ	Vehicle	Vehicle	+1 Dext	Survival	+1 Dext	Survival	+1 Educ	Hunting	Hunting

Advanced Education Table

Barbarian		Bureaucrat		Rogue		Noble		Scientist		Hunter	
1	Blade Cbt	Recruiting	Streetwise	Streetwise	Pilot	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical	Mechanical
2	Mechanical	Vehicle	Forgery	Forgery	Ship's Boat	Electronic	Electronic	Electronic	Electronic	Electronic	Electronic
3	Survival	Liaison	Bribery	Bribery	Vehicle	Gravities	Gravities	Gravities	Gravities	Gravities	Gravities
4	Recon	Interrogation	Carousing	Carousing	Navigation	Computer	Computer	Computer	Computer	Computer	Computer
5	Streetwise	Admin	Liaison	Liaison	Engrng	+1 Intel	+1 Intel	+1 Intel	+1 Intel	Hunting	Hunting
6	Bow Cbt	Admin	Tactics	Tactics	Leader	+1 Educ	+1 Educ	+1 Educ	+1 Educ	Admin	Admin

Advanced Education Table (allowed only if character has education 8+)

Barbarian		Bureaucrat		Rogue		Noble		Scientist		Hunter	
1	Medical	Admin	Medical	Medical	Medical	Medical	Medical	Medical	Medical	Medical	Medical
2	Interrogation	Admin	Bribery	Bribery	Computer	Computer	Computer	Computer	Computer	Computer	Computer
3	Tactics	Admin	Forgery	Forgery	Admin	Admin	Admin	Admin	Admin	Admin	Admin
4	Leader	Admin	Computer	Computer	Liaison	Liaison	Liaison	Liaison	Liaison	Liaison	Liaison
5	Instruction	Jack-o-T	Leader	Leader	Leader	Leader	Leader	Leader	Leader	Leader	Leader
6	Jack-o-T	Leader	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T	Jack-o-T

AUTOMATIC SKILLS

Scientist: each term gain 1 level of a scientific specialty: Biology, Chemistry, Physics, Archaeology, etc.	Barbarian	Barbarian Warrior	Barbarian Chief	Rogue	Scientist	Hunter
1	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
2	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
3	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
4	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
5	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
6	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian
7	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian	Barbarian

PRIOR SERVICE TABLE

Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
5+	6+	6+	(special)	6+	9+
Endur 9+	Educ 8+	Social 8-	-	Intel 9+	Dext 10+
Stren 10+	Stren 8-	Endur 7+	-	Educ 10+	Endur 9+
6+	4+	6+	3+	5+	6+
Stren 8+	Educ 10+	Intel 9+	-	Educ 9+	Stren 10+
6+	6+	-	5+	-	-
Stren 10+	Soc 9+	-	Educ 9+	-	-
9+	7+	-	12+	-	-
Intel 6+	Intel 9+	-	Intel 10+	-	-
6+	3+ *	5+	4+	5+	5+

able career is open only (and automatically) to persons with Social 10+. Rank corresponding rank (taken from Social Standing) once position is achieved. Officers must throw re-enlistment or higher to leave the service before retirement.

TABLE OF RANKS

Warrior	Clerk	B Knight	-	-	-
-	Supervisor	C Baron	-	-	-
-	Asst Manager	D Marquis	-	-	-
-	Manager	E Count	-	-	-
Chief	Executive	F Duke	-	-	-
-	Director	-	-	-	-

BENEFITS TABLES

1	Low Psg	Low Psg	High Psg	Low Psg	Low Psg
2	Blade	Mid Psg	High Psg	Mid Psg	High Psg
3	Blade	Gun	Gun	High Psg	Weapon
4	Blade	Watch	Blade	+1 Soc	Weapon
5	High Psg	High Psg	Travellers' Yacht	Gun	Weapon
6	High Psg	High Psg	Travellers' Yacht	Lab Ship	Safari Ship
7	High Psg	+1 Social	-	-	-

st occurrence of a weapon benefit is taken as one physical example of any personal benefit in *Traveler* Book 1; it must be taken immediately. Additional occurrences of benefit may be declared as skill in the weapon previously taken. Characters with rank 5 or 6 may declare as skill in this table. Yacht, Lab ship and Safari ship each allow possession of appropriate ship as described in the benefits section. Second and subsequent occurrences of Travellers' are treated as no benefit.

1	-	-	10000	1000	1000
2	-	-	50000	2000	1000
3	1000	10000	50000	5000	5000
4	2000	10000	100000	10000	5000
5	3000	40000	50000	20000	10000
6	4000	40000	100000	30000	100000
7	5000	80000	100000	40000	100000

Minimum of three rolls on table 2 are allowed per character; all remaining rolls must be table 1. Individuals with gambling skill or who have retired are allowed a DM of +1 on the DM (is not cumulative). Barbarians cannot retire.

NEW CAREERS PRIOR SERVICE TABLE

Career	Agent	Assassin	Entertainer
Enlistment	6+ +1 if Int 7+ +2 if Dex 10+	11+ +1 if Dex 9+ +2 if Int exceeds Str by 2+	8+ +1 if End 7+ +2 if Int 6+
Survival	6+ +2 if Int 7+	8+ +2 if Int 9+	5+ +2 if End 9+
Position	6+ +1 if Edu 8+	10+ +1 if Dex 8+	----
Promotion	8+ +1 if Edu 8+	8+ +1 if End 8+	----
Special Duty	8+	8+	8+
Re-enlistment	6+	5+	5+

TABLE OF RANKS

Rank	Agent	Assassin	Entertainer
Rank 1	Probationary Agent	Apprentice	---
Rank 2	Detective	Journeyman	---
Rank 3	Sergeant	Guild Member	---
Rank 4	Inspector	Contractor	---
Rank 5	Captain	Assassin	---
Rank 6	Chief	Master Assassin	---

MUSTERING OUT TABLES

Material Benefits

Die Roll	Agent	Assassin	Entertainer
1	Low Passage	+1 Dex	Low Passage
2	+1 Int	+1 Int	Blade
3	Gun	Assassin Weapon	High Passage
4	High Passage	Middle Passage	+1 Soc
5	Forensics Kit	High Passage	Travellers'
6	+1 Soc	Assassin's Guild	Yacht
7	Travellers'	Far Trader	----

Cash Allowance

Die Roll	Agent	Assassin	Entertainer
1	1000cr	1000cr	1000cr
2	2000cr	2000cr	2000cr
3	5000cr	3000cr	5000cr
4	7500cr	4000cr	10,000cr
5	10,000cr	5000cr	30,000cr
6	25,000cr	6000cr	70,000cr
7	50,000cr	7000cr	---

Service and Rank Skills:

Assassin Rank-0: Blade Combat-1; Assassin Rank-4: Brawling-1

Agent Rank-0: Streetwise-1; Agent Rank-3: Admin-1

Entertainer: Performance-1

ACQUIRED SKILLS TABLES

Personal Development

Die	Agent	Assassin	Entertainer
1	+1 Str	+1 Dex	+1 Str
2	+1 Dex	+1 End	+1 Dex
3	+1 End	Bow Combat	+1 End
4	+1 Int	Bribery	+1 Soc
5	Brawling	Gun Combat	Carousing
6	Carousing	Blade Combat	Gambling

Service Skills

Die	Agent	Assassin	Entertainer
1	Streetwise	Brawling	Performance
2	Gun Combat	Streetwise	Carousing
3	Brawling	Survival	Vehicle
4	Forensics	Recon	Electronics
5	Recon	Intrusion	Steward
6	Vehicle	Disguise	Jack-o-T

Advanced Education

Die	Agent	Assassin	Entertainer
1	Electronics	Forgery	Streetwise
2	Tactics	Vacc Suit	Gambling
3	Interrogation	Interrogation	Zero-G
4	Liaison	Carousing	Performance
5	Admin	Jack of All Trades	Blade Combat
6	Gun Combat	Zero-G Combat	Gun Combat

Advanced Education (only if Edu is 8+)

Die	Agent	Assassin	Entertainer
1	Medical	Medical	Leader
2	Computer	Computer	Vacc Suit
3	Forgery	Admin	Forgery
4	Tactics	Pilot	Computer
5	Leader	Electronics	Admin
6	Interrogation	Instruction	Performance