

PACKAGE CAREERS

These are the packaged careers. Remember that these represent the character's entire career and that there is no changing anything in the package. It is all or nothing.

The nice thing about the package career is that in my experience (limited making about a half dozen characters), taking the package background and package career and then the finalizing touches actually comes up with a decent character. But you lose all of the *wonderful* life events and mishaps.

At the bottom are the finalizing choices.

Career Packages

A career package replaces the Traveller's normal path through career generation and provides a set of fixed benefits. A career package replaces all Benefit rolls, life events and all other sources of extra skills, with one exception – a group of Travellers may still select skills from an appropriate skills package before play begins.

A career package is equivalent to a full career in the chosen area, and only one can be taken. Roll 3D for how many years the Traveller has aged during his career; this need not correspond to a normal term length.

ADMINISTRATOR

STR	-	INT	-	SKILLS
DEX	-	EDU	+1	Admin 3
END	-	SOC	+1	Advocate 1
BENEFITS				Broker 1
Rank 4				Carouse 1
(senior manager)				Diplomat 1
Cr75000				Electronics (computers) 1
3 Contacts				Art 0
(former colleagues)				Drive 0
				Leadership 0
				Profession 0
				Science 0

The Traveller worked in a bureaucratic or managerial capacity for a large organisation. This could be a shipping line, corporate body or government. The Traveller was party to sensitive information about projects and people who might be encountered in later adventures.

AGENT

The Traveller has worked for an intelligence or law enforcement agency, investigating crime or obtaining information by covert means. He is familiar with covert action, but has always had the backing of a major organisation.

STR	-	INT	+1	SKILLS
DEX	-	EDU	-	Streetwise 2
END	-	SOC	-	Investigate 2
BENEFITS				Carouse 1
Rank 2 (field agent)				Deception 1
Cr35000				Electronics (comms) 1
Pistol				Persuade 1
3 Contacts				Recon 1
(former informants or colleagues)				Stealth 1
				Advocate 0
				Drive 0
				Gun Combat 0
				Melee 0

BARBARIAN

STR	+1	INT	-	SKILLS
DEX	-	EDU	-	Melee (blade) 2
END	+2	SOC	-	Survival 2
BENEFITS				Animals (any) 1
Rank 2 (warrior)				Profession (any suitable) 1
Cr1000				Recon 1
Blade or Staff				Survival 1
				Athletics (any) 0
				Carouse 0
				Navigation 0
				Stealth 0
				Seafarer 0

The Traveller comes from a very low-tech society or one so unorganised that technological items are rarely available. Barbarians are not stupid but may be ignorant of how to use technology like computers or even powered doors. The referee may impose restrictions on unfamiliar technologies including advanced weapons until the barbarian has acclimatised to a more advanced society.

CITIZEN

STR	-	INT	-
DEX	-	EDU	+1
END	-	SOC	-

BENEFITS

Cr30000
2 Contacts
(former friends or
business associates)

SKILLS

Profession (any) 2
Admin 1
Drive (any) 1
Electronics (computer) 1
Flyer (any) 1
Science (any) 1
Streetwise 1
Advocate 0
Art 0
Carouse 0
Deception 0
Diplomat 0
Mechanic 0
Medic 0
Persuade 0

The Traveller has lived a comfortable life in a mid to high technology society, with few opportunities for adventure or excitement. The transition to a life travelling among the stars can be jarring, and usually happens for some traumatic reason. Citizens are generally unprepared for a rough-and-ready life on the frontier but come to the fore when the scene shifts to an urban environment.

CORSAIR

STR	-	INT	-
DEX	+1	EDU	-
END	-	SOC	-2

BENEFITS

Rank 2 (corporal)
Cr15000
Submachinegun
(or similar close
combat weapon)
2 Contacts
(former crewmembers)

SKILLS

Vacc Suit 2
Athletics (dexterity) 1
Gun Combat (any) 1
Gunner 1
Electronics (any) 1
Mechanic 1
Melee (any) 1
Deception 0
Engineer 0
Explosives 0
Medic 0
Recon 0
Streetwise 0

The Traveller served aboard a pirate or privateering starship, or perhaps an aggressive smuggling ship. His skills are a mix of ship operations and combat.

MARINE

STR	-	INT	-
DEX	+1	EDU	+1
END	-	SOC	-

BENEFITS

Rank 2 (corporal)
Cr35000
Assault Rifle
2 Contacts
(former unit
members or crew)

SKILLS

Gun Combat (any) 2
Vacc Suit 2
Gunner 1
Melee (blade) 1
Athletics 0
Electronics 0
Explosives 0
Heavy Weapons 0
Medic 0
Recon 0

The Traveller is a former member of a spacegoing military or mercenary unit, trained for shipboard action or planetside operations requiring protective equipment such as a vacc suit, combat armour or battle dress.

MEDIC

STR - **INT** -
DEX - **EDU** -
END - **SOC** +1

BENEFITS

Cr90000
Medikit
2 Contacts
(in the medical field
or patients)

SKILLS

Medic 3
Admin 2
Electronics (computer) 1
Investigate 1
Persuade 1
Science (any) 1
Advocate 0
Diplomat 0
Drive 0
Flyer 0

Most medical professionals settle down to a sedentary and well-paid life, but some instead choose to travel. Their reasons vary, from altruism or a desire to see the universe, to a need to stay one step ahead of a malpractice suit. A medic's background will normally be civilian but might be naval, military or connected with some other service.

MILITARY (ENLISTED)

STR - **INT** -
DEX - **EDU** -
END +2 **SOC** -

BENEFITS

Rank 2 (corporal)
Cr25000
Assault Rifle
1 Ally
(former unit buddy)

SKILLS

Gun Combat (any) 3
Athletics (endurance) 1
Explosives 1
Recon 1
Heavy Weapons 1
Mechanic 1
Drive 0
Electronics 0
Medic 0
Melee 0
Stealth 0

The Traveller is former soldier, familiar with many weapon systems and military operations. His service might have been with a major interstellar military force, a planetary army, a mercenary force, or a colonial militia.

MILITARY (OFFICER)

STR - **INT** -
DEX - **EDU** +1
END - **SOC** -

BENEFITS

Rank 2 (captain)
Cr60000
Gauss Pistol
1 Contact
(former colleague
or subordinate)

SKILLS

Leadership 2
Admin 1
Diplomat 1
Gun Combat (any) 1
Tactics (military) 1
Athletics (endurance) 1
Recon 1
Drive 0
Electronics 0
Medic 0
Stealth 0

The Traveller is a former officer in an armed force of some kind. This may be a formally organised army or paramilitary group, militia, or mercenary force.

NOBLE

STR	-	INT	-
DEX	-	EDU	+1
END	-	SOC	-

BENEFITS

Minor noble title such as Knight, Dame, or Ritter
Cr100000
3 Contacts
(nobles, administrators or military)

SKILLS

Leadership 2
Diplomat 2
Admin 1
Advocate 1
Carouse 1
Persuade 1
Art 0
Broker 0
Deception 0
Gambler 0

The Traveller is a member of the elite social classes, which may or may not be explicitly nobility. The Traveller must have SOC 10+ to take this background option. This package assumes a get-things-done type of noble rather than someone who rests on their laurels.

PERFORMER

STR	-	INT	+1
DEX	-	EDU	-
END	-	SOC	-

BENEFITS

Cr10000
3 Contacts

SKILLS

Art (any) 3
Carouse 2
Deception 1
Persuade 1
Streetwise 1
Steward 1
Athletics 0
Broker 0
Gambler 0
Profession 0

The Traveller makes a living from some kind of performance, be it dance, acting, music, or something far more exotic. The

Traveller might be an itinerant busker or concert pianist; a renowned vid star or professional extra in local performances.

ROGUE

STR	-	INT	+1
DEX	-	EDU	-
END	-	SOC	-1

BENEFITS

Cr10000
2 Contacts
(underworld connections)

SKILLS

Stealth 2
Streetwise 2
Deception 1
Gambler 1
Melee (any) 1
Recon 1
Athletics 0
Electronics 0
Gun Combat 0
Persuade 0

The Traveller has made a career, or at least a living, on the fringes of society. His actions might not actually be illegal but are generally disreputable. Most rogues are willing to undertake at least mildly illegal actions; some are notorious criminals.

SCHOLAR

STR - **INT** +1
DEX - **EDU** +1
END - **SOC** -

BENEFITS

Cr50000
3 Contacts
(academics
or publishing
professionals)

SKILLS

Science (any) 3
Investigate 2
Electronics (computers) 1
Science (any) 1
Persuade 1
Art 0
Diplomat 0
Drive 0
Medic 0
Navigation 0
Profession 0

The Traveller's career revolved around discovery and obtaining knowledge. They may have been a field researcher, a theoretical scientist, or perhaps just someone whose curiosity led them far from home.

SCOUT

STR - **INT** +1
DEX - **EDU** -
END - **SOC** -

BENEFITS

Cr25000
3 Contacts
(spacers or contacts
on distant worlds)

SKILLS

Astrogation 1
Pilot (starship) 1
Electronics (computers) 1
Engineer (any) 1
Jack-of-all-Trades 1
Streetwise 1
Vacc Suit 1
Carouse 0
Drive 0
Gun Combat 0
Medic 0
Investigate 0
Recon 0

The Traveller served aboard an exploration or survey starship, gaining a broad selection of shipboard and problem-solving skills.

SPACER (CREW)

STR - **INT** -
DEX +1 **EDU** -
END - **SOC** -

BENEFITS

Cr35000
2 Contacts
(crewmates or
portside staff)

SKILLS

Vacc Suit 3
Athletics (any) 1
Electronics (any) 1
Engineer (any) 1
Mechanic 1
Steward 1
Gunner 0
Pilot 0
Medic 0
Persuade 0

The Traveller was a crewmember on a naval or commercial starship, working in the technical and supporting branches of the crew rather than flying the ship.

SPACER (COMMAND)

STR	-	INT	+1
DEX	-	EDU	-
END	-	SOC	-

BENEFITS

Rank 2 (lieutenant or 4th officer)
Cr75000
1 Ally
(former colleague or government official)

SKILLS

Pilot (starship) 2
Admin 1
Astrogation 1
Electronics (sensors) 1
Gunner 1
Vacc Suit 1
Advocate 0
Broker 0
Leadership 0
Persuade 0
Tactics 0

The Traveller was an officer aboard a naval or commercial starship, serving as part of the bridge or flight crew.

WANDERER

STR	-	INT	-
DEX	-	EDU	-
END	-	SOC	-

BENEFITS

Cr2500
3 Contacts
and 1 Ally

SKILLS

Streetwise 2
Melee (unarmed) 1
Recon 1
Stealth 1
Steward 1
Vacc Suit 1
Carouse 0
Deception 0
Drive 0
Gun Combat 0
Mechanic 0
Profession 0
Survival 0

A wanderer is essentially a spacegoing bum, moving from one world to another. The wanderer may be searching for something or trying to leave something behind. Wanderers tend to pick up useful shipboard skills from working passage aboard starships, or professional skills from their odd jobs.

FINALISING THE TRAVELLER

The background and career packages can be used to create a quick template for a Traveller. However, there will usually be a skill that is desirable but lies outside the realm of what otherwise looks like an attractive package. To tailor the Traveller to the desired style of play, one option is permitted from each of the three categories below.

CAREER

1. Increase any skill offered at level 1 or above in the Traveller's career package to level 4
2. Increase any 3 skills listed in the Traveller's career package at any level by one each, to a maximum of 2
3. Leave the service at Rank 4 without gaining extra skills

TRAVELLER SKILLS

Choose any of the skill pairs listed below, both at level 1.

1. Vacc Suit and Steward
2. Gunner (any) and Mechanic
3. Pilot and Electronics (any)
4. Gun Combat (any) and Recon
5. Melee (any) and Streetwise
6. Broker and Admin
7. Carouse and Deception
8. Engineer (any) and Electronics (any)
9. Science (any) and Investigate
10. Drive (any) and Profession (any)
11. Survival and Navigation
12. Medic and Admin

BENEFITS

1. 1 Ship Share
2. Cr100000 in cash
3. Combat implant
4. 1 Ally and 2 Contacts
5. TAS Membership
6. SOC+1