

# Phudged Mongoose Traveller Character Generation Worksheet

Roll Stats on 3dF against Fair

Age 18	Strength	Agility (dex)	Health (end)	Perception (int)	Willpower	Education	Social Standing
HOMEWORLD: BACKGROUND SKILLS: 3 + (EDU levels above Fair) all at Mediocre							

Each character can be drafted only once. -1 DM to qualify for new career for each previous career.

TERM 1	1.Career & Speciality:	TERM 2	1.Career & Speciality:
	2.Basic Training is all Service Skill at Mediocre.		2.For new career Basic Training is 1 Service Skill at Mediocre.
	3.Skills Training is 1 roll on table of choice		3.Skills Training is 1 roll on table of choice
	4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]		4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]
	5.Events:		5.Events:
	6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank:		6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank:
	7.Muster Out Benefits:		7.Muster Out Benefits:
	8.Aging: None		8.Aging: None

TERM 3	1.Career & Speciality:	TERM 4	1.Career & Speciality:
	2.For new career Basic Training is 1 Service Skill at Mediocre.		2.For new career Basic Training is 1 Service Skill at Mediocre.
	3.Skills Training is 1 roll on table of choice		3.Skills Training is 1 roll on table of choice
	4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]		4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]
	5.Events:		5.Events:
	6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Terrible or lower must leave		6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Terrible or lower must leave
	7.Muster Out Benefits:		7.Muster Out Benefits:
	8.Aging: None		8.Aging: if not Successful term lower 1 physical attribute

TERM 5	1.Career & Speciality:	TERM 6	1.Career & Speciality:
	2.For new career Basic Training is 1 Service Skill at Mediocre.		2.For new career Basic Training is 1 Service Skill at Mediocre.
	3.Skills Training is 1 roll on table of choice		3.Skills Training is 1 roll on table of choice
	4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]		4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]
	5.Events:		5.Events:
	6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Poor or lower must leave		6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Mediocre or Lower must leave
	7.Muster Out Benefits:		7.Muster Out Benefits:
	8.Aging: if not Successful term lower 1 physical attribute		8.Aging: if not Successful term lower 1 physical attribute

TERM 7	1.Career & Speciality:	TERM 8	1.Career & Speciality:
	2.For new career Basic Training is 1 Service Skill at Mediocre.		2.For new career Basic Training is 1 Service Skill at Mediocre.
	3.Skills Training is 1 roll on table of choice		3.Skills Training is 1 roll on table of choice
	4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]		4.Survival: <input type="checkbox"/> Yes <input type="checkbox"/> No, Mishap: [Military can earn medals]
	5.Events:		5.Events:
	6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Fair or lower must leave		6.Advancement/Commission: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Good or Lower must leave
	7.Muster Out Benefits:		7.Muster Out Benefits:
	8.Aging: lower 1 physical attribute and 1 mental attribute		8.Aging: lower 1 physical attribute and 1 mental attribute

SKILLS      ▣ = background education skill			✓ Tick levels as gained				
Mongoose Traveller	How to Convert	Phudge Traveller	Med	Fair	Good	Great	Sup
▣Admin	Renamed Admin and Legal	▣Admin and Legal					
▣Advocate	Add to Admin and Legal						
Animals ( )	no change	Animals (Riding,Teamster,Training,other_____)					
▣Art ( )	no change	▣Art (choose an area_____)					
Astrogation	Renamed Spacecraft Navigation	Spacecraft Navigation					
Athletics ( )	Renamed Athletics and Sport ( )	Athletics and Sport (Archery,Thrown Weapons,Sport_____)					
Battledress	no change	Battledress					
Broker	no change	Broker					
▣Carouse	Renamed Carousing	▣Carousing					
(merc)Combat Engineer	Speciality of Technician						
▣Comms	Add to Sensors, Comms & Screens						
▣Computers	no change	▣Computers					
Deception	Becomes Deception ( )	Deception (Bribery,Disguise,Forgery,Lying,Sleight of Hand)					
Diplomat	Speciality of Persuasion						
(hg)Discipline	Becomes a GIFT	Discipline GIFT <input type="checkbox"/> Yes					
▣Drive ( )	Becomes Ground Vehicle ( )	▣Ground Vehicle (Hover,Tracked,Wheeled)					
▣Engineer ( )	Renamed Spacecraft Engineering or add to Technician ( )	Spacecraft Engineering					
Explosives	Renamed Demolition and Explosives	Demolition and Explosives					
Flyer ( )	Renamed Flying Vehicle ( )	Flying Vehicle (Grav,Large,Small)					
Gambler	Renamed Gambling	Gambling					
Gunner ( )	Renamed Spacecraft Gunnery ( )	Spacecraft Gunnery (Bay,Spinal,Turret)					
Gun Combat ( )	no change	Gun Combat (Archaic,Energy,Pistol,Rifle)					
Hvy Weapons ( )	no change	Hvy Weapons (Artillery,Man Portable,Vehicle)					
(merc)Instruction	no change	Instruction					
(merc)Interrogation	no change	Interrogation					
Investigate	Renamed Investigation	Investigation					
Jack of all Trades	Becomes a GIFT	Jack of all Trades GIFT <input type="checkbox"/> Yes					
▣Language ( )	Becomes one GIFT per language	▣Language GIFT <input type="checkbox"/> Yes					
Leadership	no change	Leadership					
▣Life Sciences ( )	Speciality of Science						
Mechanic	Renamed Technician ( )	▣Technician (Combat Engineer,Electronics,Gravitics,Mechanical,Weapon Engineer)					
▣Medic	Renamed Medical	▣Medical					
Melee ( )	no change	Melee (Brawling,Small Weapon,Hand Weapon,Two-Handed Weapon,Exotic Weapon)					
Navigation	no change	Navigation					
Persuade	Becomes Persuasion ( )	Persuasion (Diplomacy,Fast Talk,Liaison,Seduction)					
Pilot ( )	Renamed Spacecraft Pilot ( )	Spacecraft Pilot (Capital Ships,Large Craft,Small Craft)					
▣Physical Sci ( )	Speciality of Science						
(Belt)Prospecting	no change	Prospecting					
Recon	no change	Recon					
(merc)Recruiting	no change	Recruiting					
Remote Operations	no change	Remote Operations					
Seafarer ( )	Renamed Water Vehicle ( )	Water Vehicle (Large Motorised,Personal,Sail,Small Motorised,Submarine)					
Sensors	Renamed Sensors, Comms & Screens	▣Sensors, Comms and Screens					
▣Social Sci ( )	Speciality of Science	▣Science (Life:_____,Physical:_____,Social:_____,Space:_____)					
▣Space Sci ( )	Speciality of Science						
Stealth	no change	Stealth					
Steward	no change	Steward					
Streetwise	no change	Streetwise					
Survival	Specialities added	Survival (choose terrain_____)					
Tactics ( )	no change	Tactics (Fleet,Ground,Ship)					
▣Trade ( )	no change	▣Trade (choose an area_____)					
Vacc Suit	no change	Vacc Suit					
(merc)Weapon Engineer	Speciality of Technician ( )						
Zero-G	no change	Zero-G					