

Phudged Mongoose Traveller Character Generation Worksheet

v0.3

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 Risky 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 Risky term lower 1 physical attribute		8.Aging: if Risky 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					