

# 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.

<b>TERM 1</b>  <b>AGE 22</b>	1.Career & Specialty:	<b>TERM 2</b>  <b>AGE 26</b>	1.Career & Specialty:
	2.Basic Training is all Service Skill at Mediocre.		2.For new carer 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/Commision: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank:		6.Advancement/Commision: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank:
	7.Muster Out Benefits:		7.Muster Out Benefits:
	8.Aging: None		8.Aging: None

<b>TERM 3</b>  <b>AGE 30</b>	1.Career & Specialty:	<b>TERM 4</b>  <b>AGE 34</b>	1.Career & Specialty:
	2.For new carer Basic Training is 1 Service Skill at Mediocre.		2.For new carer 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/Commision: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Terrible or lower must leave		6.Advancement/Commision: <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

<b>TERM 5</b>  <b>AGE 38</b>	1.Career & Specialty:	<b>TERM 6</b>  <b>AGE 42</b>	1.Career & Specialty:
	2.For new carer Basic Training is 1 Service Skill at Mediocre.		2.For new carer 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/Commision: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Poor or lower must leave		6.Advancement/Commision: <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

<b>TERM 7</b>  <b>AGE 46</b>	1.Career & Specialty:	<b>TERM 8</b>  <b>AGE 50</b>	1.Career & Specialty:
	2.For new carer Basic Training is 1 Service Skill at Mediocre.		2.For new carer 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/Commision: <input type="checkbox"/> No <input type="checkbox"/> Yes, Rank: Fair or lower must leave		6.Advancement/Commision: <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

<b>SKILLS</b> ▣ = background education skill		
<b>Mongoose Traveller</b>	<b>How to Convert</b>	<b>Phudge Traveller</b>
▣Admin	Renamed Admin and Legal	▣Admin and Legal
▣Advocate	Added 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	Added to Sensors, Comms & Screens	
▣Computers	no change	▣Computers
Deception	Becomes Deception ( )	Deception (Bribery,Disguise,Forgery,Lying,Sleight of Hand)
Diplomat	Specialty 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 ( )	Specialty 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 ( )	Specialty 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 ( )	Specialty of Science	▣Science (Life:____,Physical:____,Social:____,Space:____)
▣Space Sci ( )	Specialty of Science	
Stealth	no change	Stealth
Steward	no change	Steward
Streetwise	no change	Streetwise
Survival	Specialties 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	Specialty of Technician ( )	
Zero-G	no change	Zero-G