Basic Character Generation Steps

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Basic character generation uses
the following steps:
1. Roll charac ter istics and
determine charac ter istic
modifiers.
2 a. Choose a homeworld.
b. Gain background skills.
3 a. Choose a career. You cannot
choose a career you have already
left.
b. Roll to qualify for that
career.
c. If you qualify for that
career, go to Step 4.
d. If you do not qualify for
that career, then you can go to
the Draft or enter the Drifter
career. The Draft can put you
back into a career you have been
forced to leave, at your old
rank. You can only apply for the
Draft once.
4. If this is your first time on
this career, get your basic
training.
5. Choose a specia lis ation for
this career.
6 a. Choose one of the Skills
and Training tables for this
career and roll on it.
b. Roll for survival on this
career.
c. If you succeed, go to Step 7.
d. If you did not succeed, then
events have forced you from this
career. Roll on the Mishap
table, then go to Step 9.
7 a. Roll for Events.
b. Option ally, establish a
Connection with another player
character.
8 a. Roll for Advanc ement
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Basic Character Generation Steps (cont)

> b. If you succeed, choose one of the skills and training tables for this career and roll on it. Increase your Rank and take any bonus skills from the Ranks table for this career.

c. If you roll less than the number of terms spent in this career, you must leave this career.

d. Military characters (Army, Navy, Marines) can roll for commission instead of rolling for advancement.

9. Increase your age by 4 years. If your character is 34 or older, roll for Aging.

10. If you are leaving the career, roll for Benefits.

11. If you have left your current career, then go to Step 3 to choose a new career, or to Step 12 if you wish to finish your character. Otherwise, go to Step 5.

12. Finalise any Connections with other characters.

13. Choose a Campaign Skill Pack and allocate skills from that pack.

14. Purchase starting equipment and, if you can afford it, a spacecraft.

Determining Characterisitcs

Roll 2d6 six times and allocate them to the six basic characteristics in any order.

Record dice modifiers according to charac-teristic score in the Dice Modifier table.

Characteristics

Strength (Str): A character's physical strength, fitness and forcefulness.

Dexterity (Dex): Physical co-ordination and agility, reflexes. A character's Dexterity affects his accuracy in ranged combat and his reaction speed.

Endurance (End): A character's ability to sustain damage, stamina and determina-tion. A character's resilience is based on his Endurance score, so a character with a low Endurance score will be very vulnerable in a firefight.

Intelligence (Int): A character's intellect and quickness of mind. Intelligence is used in a great many skill checks.

Education (Edu): A measure of a charac-ter's learning and experience. Education is also used in a great many skill checks.

Social Standing (Soc): A character's place in society. Characters with a high Social Standing can claim a noble title in the Imperium and will find life much easier thanks to their reputation and contacts.

Background Education

The number of Background Education Skills you can pick is determined by...

3 + Education DM

Skills gained from homeworld deduct from this total.

Select the remaining number of skills from the following list (Education list)...

By Dylan (dylablo)

cheatography.com/dylablo/

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Page 1 of 2.

Cheatography

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Background Education (cont)

Admin 0, Advocate 0, Art 0, Carouse 0, Comms 0, Computer 0, Drive 0, Engineer 0, Language 0, Medic 0, Physical Science 0, Life Science 0, Social Science 0, Space Science 0, Trade 0

Social Standing - Titles

11	Knight
12	Baron
13	Marquis
14	Count
15	Duke

Dice Modifier

0	-3
1 - 2	-2
3 - 5	-1
6 - 8	+0
9 - 11	+1
12 - 14	+2
15	+3

Homeworld and Initial Skills

Your homeworld decides 2 of your inital skills based on the attributes assigned to your homeworld. Select 2 attributes from Homeworld Attributes table and take the associated skills.

Homeworld Attributes

Agricultural	Animals 0
Asteroid	Zero-G 0
Desert	Survival 0
Fluid Oceans	Seafarer 0
Garden	Animals 0
High Technology	Computers 0
High Population	Streetwise 0
Ice-Capped	Vacc Suit 0
Industrial	Trade 0
Low Technology	Survival 0
Poor	Animals 0
Rich	Carouse 0
Water World	Seafarer 0
Vacuum	Vacc Suit 0

Skills Explained

Skill which you do not have are not denoted in your character sheet.
Skill in which you have a basic level of competence are dentoed as <SKILLNAME> 0.
Higher numbers imply greater experience in that skill.
Refer to Skill Levels & Implications table for greater details and dice modifiers.

Skill Levels & Implications

No Level	-3 DM, Incompetent
<skill> 0	+0 DM, Basic Competence
Any <skill> at level 1 or greater	+skill_level DM, Advanced Competence