

# T5 Char Creation Sample

Whew. The first Character using T5 was a tough one for me. It took me a while to find out how to use the appropriate sections of the rule book.

So I wanted to roll up my primary Char

## Sir Tarlon Rhaan

Knightship on Gerim (Requirement due to Patent of Nobility Card from T5 Kickstarter).

Rolling up the six primary characteristics:

1. Strength (3+3 = 6) Average
2. Dexterity (4+4 = 8) Average
3. Endurance (5+6 = B) Great Endurance
4. Intelligence (6+6 = C) Very Gifted
5. Education (2+4 = 6) Some College
6. Social Status (5+6 = B) Knight

So the primary goal to create a Knight is already met.

UPP 68BC6B (18)

Select Homeworld: [2416 Gerim A888A97-E](#), Hi = Streetwise-1

Campaign Years is 1105

Determine Birthdate: 3,1,3,5: Today 157-1057

Native Language (Anglic) – C (INT)

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## TERM ZERO:

Pre Career Education (College & University)

College for a Bachelors Degree: 2D against INT or EDU (chose INT) for

application:  $6+4 = 10$  (passed)

Major: Language

Minor: Science (Biology)

- 1st&2nd Year in College:  $2+5, 4+2=6$  (INT; passed)
- 3rd&4th Year in College:  $4+5, 6+6=12$  (INT; passed)

Honors ( $6+2=8$  INT, passed = Major +1)

Graduation Bachelor of Language (Passed): EDU upgraded to 8 (+2), Four Skill-Levels in Major Skill, Two Skill Levels in Minor Skill

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Minor Biology -2

UPP 68BC8B (22)

University for Masters Degree and NOTC: 2D against INT or EDU (chose INT) for application:  $3+4=7$  (passed)

Major (Engineer)

Minor (Computer)

- 1st Year in University:  $1+5$  (INT; passed)
- 2nd Year in University:  $6+3$  (INT; passed)
- NOTC ( $2+2$  INT, passed = Navy Officer -1
- Honors ( $6+6$  INT, passed (?)) = Major +1)

Graduation Master of Science

EDU = 9 (+1)

Two Skill Levels in Major, One Skill Level in Minor, + honors +1 Skill in Major

- 1st Major Engineer-0 (Power Plants -1)
- 2nd Major Engineer-0 (Maneuver Drives-1)
- Honors +1 Major Engineer -1
- Minor Computer -1

UPP 68BC9B (24)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-1

**TERM ONE:** Application for Spacer Career (Navy)

Admission to Spacer roll against INT 4+2=6 passed, due to NOTC Rank 0-1 Ensign, automatic skill Astrogation-1

Branch 1D6 roll 6 Flight (Could be chosen according to Career sheet), my choice

Risk&Reward against C4=12 automatic success. But as Flight Branch Mod 2 =10

Promotion against SOC=11

Risk

Y1 Ops 1d 3= Siege Mod 0 Roll 10 or less (2+4=6, passed)

Y2 Ops 1d 4= Patrol Mod 1 Roll 9 or less (4+5=9, passed)

Y3 Ops 1d 6= ANM School Mod 0 Roll 10 or less (5+3=8, passed) (Turrets-2)

Y4 Ops 1d 2= Strike Mod 2 Roll 8 or less (6+3=9, failed, -1 injury, save roll 1d (2) healed, wound badge (WB).

Reward

Y1 T=10 (1+4=5, passed, campaign ribbon (siege), medal (siege)

Y2 T=9 (5+3=8 passed, campaign ribbon (patrol), medal (patrol)

Y3 T=10(6+2=8, passed)

Y4 T=8(4+6=10, failed), no reward

Promotion against SOC 11 +1 Medal success auto -> Sublieutenant

Roll rewards

Y1 Column 5 (4) Consellor-1

Y2 Column 4 (4) Starship Skill -1

Y3 ANM School: (Turrets-2, see above)

Y4 no reward

Promotion +1Skill, roll Table (5), Roll Reward (1) Gunner-1

UPP 68BC9B (24)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)

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**TERM TWO:** Application for Scout Service 6 (2+2 = 4, passed), to continue INT, for Risk/Benefit chose from C1,C2,C3,C4

Two Scout Skills per Year of term if exploring, one Scout Skill if courier duty is chosen. Exploring.

Chose C2 = 8

Risk 4+1 = 5 (passed)

Benefit 1+1 = 2 (passed), 1st discovery "Rhaanhem" (World to be

generated, Fame +4 (4))

1. Skill (Personal): (5) C5 +1
2. Skill (Personal): (3) C3 +1
3. Skill (Academic): (2) Major +1 (Engineer J-Drives)
4. Skill (Academic): (2) Major +1 (Engineer LLS)
5. Skill (Exploration): (2) Survival -1
6. Skill (Exploration): (5) Vacc Suit -1
7. Skill (Contact): (3) Fighting (Beams) -1
8. Skill (Contact): (5) Trader -1

UPP 68CCAB (28)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)
- Survival -1
- Vacc Suit -1
- Fighting (Beams) -1
- Trader -1
- Engineer -1 (Power Plant -1, Maneuver Drives-1, Jump Drives-1, LSS-1)

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**TERM THREE:** Continue Scout Service (INT) automatic success (rolle 3+3 = 6 anyway, passed),

Sanity reduced by -1, Roll Sanity Characteristic (6+5 = B),  
Sanity A

Chose C3 = B

Risk: 5+6 = 11 (passed)

Benefit: 2+5 = 7 (passed), 2nd discovery "Tarshaven" (World to be generated, Fame +4 (8))

1. Skill (Personal): (1) C1 +1
2. Skill (Personal): (1) C1 +1
3. Skill (Exploration): (5) Vacc Suit -1
4. Skill (Exploration): (5) Animals (Rider) -1
5. Skill (Technical): (2) Science (Physics) -1
6. Skill (Technical): (4) Medic-1
7. Skill (Vocation): (6) Comms -1
8. Skill (Vocation): (6) Comms -1

UPP 88CCAB (36, Aging roll required: STR 5+4=9 failed, DEX 2+6=8 failed, END 6+3=9 failed)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)
- Survival -1
- Vacc Suit -2
- Fighting (Beams) -1
- Trader -1
- Engineer -1 (Power Plant -1, Maneuver Drives-1, Jump Drives-1,

LSS-1)

- Animal (Rider) -1
  - Medic -1
  - Comms -2
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**TERM FOUR:** Continue Scout Service (INT) automatic success (roll 5+5 = 10 anyway, passed),

Chose C4 = C

Risk: 2+5 = 7 (passed)

Benefit: 1+1 = 2 (passed), 3rd discovery "Tarlonvik" (World to be generated, Fame +4 (12))

1. Skill (Vocation): (4) Pilot (Starship ACS) -1
2. Skill (Vocation): (2) Flyer (Grav) -1
3. Skill (Vocation): (1) Survey-1
4. Skill (Vocation): (5) Pilot (Starship ACS) -1
5. Skill (Vocation): (3) Language (Darrian Tezapet) +1
6. Skill (Vocation): (5) Engineer +1
7. Skill (Exploration): (6) Navigation -1
8. Skill (Exploration): (5) Vacc Suit -1

UPP 88CCAB (40, Aging roll required: STR 3+4=7 failed, DEX 6+2=8 failed, END 6+3=9 failed)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Language (Darrian Tezapet) -6
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-1

- Consellor -1
  - Starship Skill (tba) -1
  - Gunner-1 (Turrets -2)
  - Survival -1
  - Vacc Suit -2
  - Fighting (Beams) -1
  - Trader -1
  - Engineer -2 (Power Plant -1, Maneuver Drives-1, Jump Drives-1, LSS-1)
  - Animal (Rider) -1
  - Medic -1
  - Comms -2
  - Survey-1
  - Pilot (Starship ACS) -2
  - Flyer (Grav) -1
  - Navigation -1
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**TERM FIVE:** Continue Scout Service (INT) automatic success (rolle 1+1 = anyway, passed, contnuation required next trem),

Sanity reduced by -1 Sanity 9

Chose C1 = 8

Risk: 3+6 = 9 (failure, -1 Injury, 1D6 to recover 4, injury recovered)

Benefit: 2+4 = 6 (passed), no discovery

1. Skill (Vocation): (2) Flyer (Grav)-1
2. Skill (Vocation): (3) Engineer (PP) -1
3. Skill (Exploration): (2) Survival -1
4. Skill (Exploration): (3) Survival -1
5. Skill (Exploration): (2) Navigation -1
6. Skill (Exploration): (3) Navigation -1
7. Skill (Academic): (2) Minor +1
8. Skill (Academic): (2) One Trade (Programmer) -1



UPP 88CCAB (44, Aging roll required: STR 5+3=8 failed, DEX 2+6=8 failed, END 2+1=3 passed, END-1)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Language (Darrian Tezapet) -6
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-2
- Programmer -1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)
- Survival -3
- Vacc Suit -2
- Fighting (Beams) -1
- Trader -1
- Engineer -2 (Power Plant -2, Maneuver Drives-1, Jump Drives-1, LSS-1)
- Animal (Rider) -1
- Medic -1
- Comms -2
- Survey-1
- Pilot (Starship ACS) -2
- Flyer (Grav) -2
- Navigation -3

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**TERM SIX:** Continue Scout Service (INT) automatic success (rolle 3+6 = 9 anyway, passed),

Chose C4 = C

Risk: 2+5 = 7 (passed)

Benefit: 1+1 = 2 (passed), 4th discovery "Londale" (World to be generated, Fame +4 (16))

1. Skill (Vocation): (2) Flyer (Grav)-1
2. Skill (Vocation): (1) Survey -1
3. Skill (Exploration): (4) Animals (Rider) -1
4. Skill (Exploration): (3) Hostile Environments-1
5. Skill (Contact): (1) Diplomat-1
6. Skill (Contact): (3) Fighting (Beams)-1
7. Skill (Academic): (2) C2 +1
8. Skill (Academic): (5) Minor -1

UPP 89BCAB (48, Aging roll required: STR 2+5=7 failed, DEX 4+4=8 failed, END 6+6=12 failed)

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Language (Darrian Tezapet) -6
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-3
- Programmer -1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)
- Survival -3
- Vacc Suit -2
- Fighting (Beams) -2
- Trader -1
- Engineer -2 (Power Plant -2, Maneuver Drives-1, Jump Drives-1, LSS-1)
- Animal (Rider) -2

- Medic -1
  - Comms -2
  - Survey-2
  - Pilot (Starship ACS) -2
  - Flyer (Grav) -3
  - Navigation -3
  - Hostile Environments-1
  - Diplomat-1
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Mustering Out after six Terms (1 Roll on Mustering Out Table Spacer (Navy):

1. Benefits (2+2 for 02) C2+1 (DEX)

Five rolls on Mustering Out Table Scouts):

1. Benefit (2): Ship Share (Career: Scout/Courier on Detached Duty)
2. Money (6): 50.000 Credit
3. Benefit (6): Fame +2 (18), no additional Roll on mustering out Table
4. Money (1): 25.000 Credit
5. Benefit (4): Soc+1 (reroll as not needed); (7) Ship Share (Career or Open? As one career share already granted (which translates in a Scout/Courier Loan, additional shares should be open. No reason to grant one scout two Scout Couriers, alternatively one could argue that one career ship share on this case translates to 100 dton, we might house rule a 200dt Scout Vessel to be loaned. But are there 200 ton scouts (e.g. special configuration Free or Far Traders?) keep

Automatic Mustering Out Benefits

- Career Skill Astrogator-1
- Career Skill: Scouts -5
- Personal Weapon (Laserpistol?)
- TAS Life Membership (3+ discoveries)
- Fame 4 discoveries  $x4 = 16 +2 = 18$

- 4x Discoverers Land Grant
- 1x Knight Land Grant

Automatic Skills: Native Language (Anglic) -12

Life Pursuit:

Final UPP: 8ABCAB

1. Strength (8) Average
2. Dexterity (A) Adroit
3. Endurance (B) Great Endurance
4. Intelligence (C) Very Gifted
5. Education (A) Advanced Work
6. Social Status (B) Knight

### Final Skill List

- Streetwise -1
- 1st Major Language (Vilani) -B (one less than Native Lang.)
- 2nd Major Language (Zhodani Zdetl) -A
- 3rd Major Language (Aslan Trokh) -9
- 4th Major Language (Sword Worlds Sagamaal) -8
- Honors +1 Major Language (Vargr Gvegh) -7
- Language (Darrian Tezapet) -6
- Minor Biology -2
- Engineer -1 (PP -1, M-Drives-1)
- Computer-3
- Programmer -1
- Consellor -1
- Starship Skill (tba) -1
- Gunner-1 (Turrets -2)
- Survival -3
- Vacc Suit -2
- Fighting (Beams) -2
- Trader -1
- Engineer -2 (Power Plant -2, Maneuver Drives-1, Jump Drives-1, LSS-1)
- Animal (Rider) -2

- Medic -1
  - Comms -2
  - Survey-2
  - Pilot (Starship ACS) -2
  - Flyer (Grav) -3
  - Navigation -3
  - Hostile Environments-1
  - Diplomat-1
  - Career Skill Astrogator-1
  - Career Skill: Scouts -5
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## Plays of Thought

Two Ship Shares in Scout Service could provide my Scout with a Scout/Courier on loan and one additional 25ton Shipshare, or...

Gerim is in the Caledon Subsector of the Reavers Deep Sector, where the [Royal Caledonian Expeditionary Service](#) (RCES) serves as a quasi-equivalent of the IISS. This Service employs a 200ton [Fairmile Model G](#) Scout ship performing the duty of the IISS Scout Courier. Two ship shares can be interpreted as loan of a larger ship as this Fairmile Model G Scout instead. Perhaps an IMTU solution.

Links to:

The [Principality of Caledon](#)

The [Royal Caledonian Expeditionary Service \(RCES\)](#)

The [Fairmile Model G](#)

The [Ship Classes of the Royal Caledonisan Navy](#)

and [Major Caledonian Commercial Ventures](#)

## Summary

As I was commuting to and from work I didn't use dice, but an Android App called DiceBag. I didn't understand the Pre Career Education first, so I did that in between shifting the whole String of Scout Terms backwards by 4 years, re-rolling Aging tests as needed to squeeze in the College Education (first), then by another 6 years re-rolling aging effects as needed to squeeze in University and Spacer Career. Then I realized all aging rolls were made wrong (I rolled 2D lower or Equal STR, DEX, END respectively, so I needed to re-roll all again to obey the rules (roll 2D but higher than 5 means failed to feel the effects of aging which is basically good).

However the final Character has a lot of Skills and quite high Attributes but I learned a lot. I will likely re-roll the character a few times to get a better feeling and understanding of the whole process. The Equivalent Description of the Characteristics however do not seem to be so much out of the frame, so I think I will accept this Character.

This took me about 9 hours to assemble. That is way too much for Character generation. With a bit of familiarity, I think this can be reduced to about 2-4 hours, which is appropriate for a starting game session.

Have fun

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More Links saved for Later:

<http://www.travellerrpg.com/CotI/Discuss/showthread.php?t=33333>

<http://www.travellerrpg.com/CotI/Discuss/showthread.php?t=33167>