

MegaTraveller Basic Character Generator

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Decision Making

Congratulations. Character Complete!

Character Summary

UPP:	468BC8	HomeWorld:	StarPort=A, Size=Small, Atmos=Vacuum, Hydro=Wet Population=High, Law=Moderate, Tech=High Stellar
Age:	46	Terms:	7
Career:	Scout	Rank:	None
Skills:	Electronics-3, Grav Vehicle-3, Pilot-3, Mechanical-2, Vacc Suit-2, Demolitions-1, Instruction-1, Jack-of-all-Trades-1, Laser Weapons-1, Computer-0, Handgun-0		
Cash:	50000 Cr	Pension:	14000 Cr/Year
Skills/Experience:	17 / 17	Benefits:	Laser Pistol, Laser Rifle, Snub Pistol

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Rolled UPP = 659B68

homeworld skill: Computer-0

homeworld skill: Grav Vehicle-0

Successfully enlisted in Scout (rolled 8, needed 6)

career skill: Vacc Suit-0

career skill: Pilot-1

career skill: Handgun-0

TERM 1

Survival Roll = 11 (5 required); You survived the term without mishap (2 skills)

Special Duty Roll = 6 (4 required); You were given Special Duties (1 bonus skill)

Reenlistment Roll = 7 (3 required); You have the option of serving another term.

3 skills to add:

Grav Vehicle-1

+1 Dexterity

Electronics-1

TERM 2

Survival Roll = 8 (5 required); You survived the term without mishap (2 skills)

Special Duty Roll = 6 (4 required); You were given Special Duties (1 bonus skill)

Reenlistment Roll = 9 (3 required); You have the option of serving another term.

3 skills to add:
Electronics-2
Jack-of-all-Trades-1
Vacc Suit-1

TERM 3

Survival Roll = 9 (5 required); You survived the term without mishap (2 skills)
Special Duty Roll = 11 (4 required); You were given Special Duties (2 bonus skills)
Reenlistment Roll = 6 (3 required); You have the option of serving another term.

4 skills to add:

+1 Dexterity
Instruction-1
Demolitions-1
Pilot-2

TERM 4

Survival Roll = 7 (5 required); You survived the term without mishap (2 skills)
Special Duty Roll = 2 (4 required); You were not given Special Duties.
Reenlistment Roll = 7 (3 required); You have the option of serving another term.

2 skills to add:

Mechanical-1
Electronics-3
Strength Aging Roll = 6 (8+ needed) - your strength has reduced from 6 to 5
Dexterity Aging Roll = 7 (7+ needed) - you avoid the effects of aging
Endurance Aging Roll = 9 (8+ needed) - you avoid the effects of aging

TERM 5

Survival Roll = 10 (5 required); You survived the term without mishap (2 skills)
Special Duty Roll = 5 (4 required); You were given Special Duties (1 bonus skill)
Reenlistment Roll = 5 (3 required); You have the option of serving another term.

3 skills to add:

Pilot-3
Vacc Suit-2
Vacc Suit-3
Strength Aging Roll = 8 (8+ needed) - you avoid the effects of aging
Dexterity Aging Roll = 9 (7+ needed) - you avoid the effects of aging
Endurance Aging Roll = 8 (8+ needed) - you avoid the effects of aging

TERM 6

Survival Roll = 7 (5 required); You survived the term without mishap (2 skills)
Special Duty Roll = 8 (4 required); You were given Special Duties (2 bonus skills)
Reenlistment Roll = 4 (3 required); You have the option of serving another term.

4 skills to add:

Grav Vehicle-2
+1 Endurance
Mechanical-2
Electronics-4
Strength Aging Roll = 9 (8+ needed) - you avoid the effects of aging
Dexterity Aging Roll = 5 (7+ needed) - your dexterity has reduced from 7 to 6
Endurance Aging Roll = 4 (8+ needed) - your endurance has reduced from 10 to 9

TERM 7

Survival Roll = 6 (5 required); You survived the term without mishap (2 skills)
Special Duty Roll = 7 (4 required); You were given Special Duties (1 bonus skill)
Reenlistment Roll = 5 (12 required); Your services are no longer required.

3 skills to add:

Laser Weapons-1

Skill reduced due to Experience limit: Vacc Suit-2

Grav Vehicle-3

Skill reduced due to Experience limit: Electronics-3

+1 Dexterity

Strength Aging Roll = 3 (8+ needed) - your strength has reduced from 5 to 4

Dexterity Aging Roll = 3 (7+ needed) - your dexterity has reduced from 7 to 6

Endurance Aging Roll = 4 (8+ needed) - your endurance has reduced from 9 to 8

MUSTERING OUT (7 rolls)

benefits roll of 3 - +2 Edu

+1 Education

+1 Education

benefits roll of 3 - +2 Edu

+1 Education

+1 Education

benefits roll of 5 - Weapon

chose Laser Pistol

cash roll of 5 - 50000 Cr.

benefits roll of 3 - +2 Edu

+1 Education

+1 Education

benefits roll of 5 - Weapon

chose Snub Pistol

benefits roll of 5 - Weapon

chose Laser Rifle

Character Complete