

CAREER BOOK 3

CREDITS

AUTHORS

John Griffiths
Richard Hazlewood

'SOCIAL STANDING' MATERIAL BY

Martin J. Dougherty

COVER ART & INTERIOR ILLUSTRATIONS

Erich Von Hase

EDITOR, INTERIOR DESIGN & LAYOUT

John Griffiths

PLAYTESTERS

John Griffiths
Richard Hazlewood

PROOF READERS

John Griffiths
Richard Hazlewood
Rudolf Stolte



All rights reserved. Reproduction of this work by any means without the written permission of the publisher is expressly forbidden. All significant characters, names, places, items, art and text herein are copyrighted by Spica Publishing.

Parts of this game product has been published under the Open Game Licence. A copy of this licence is shown on the last page of this book. To learn more about the Open Game Licence, please go to www.mongoosepublishing.com.

This material is protected under the copyright laws of the United Kingdom and of the United States. This product is a work of fiction. Any similarity to actual people, organisations, places or events is purely coincidental.

Traveller and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used according to the terms of the Traveller Logo Licence version 1.0c. A copy of this licence can be obtained from Mongoose Publishing. The mention or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Traveller and the Traveller logo are Trademarks owned by Far Future Enterprises, Inc. and are used with permission. The Traveller Main Rulebook is available from Mongoose Publishing.

CONTENTS

INTRODUCTION	3	Family Events	17
Characters & Careers	3	Family Events Table	17
About This Book	3		
Required Materials	3	NEW CAREERS	18
About The Authors	3	Licensed Physician	18
Spica Publishing on the Internet	3	Career Summaries	19
		Assistant	20
ALTERNATIVE BENEFITS TABLES	4	Broker	22
<i>Traveller Core Rulebook</i> Careers	4	Field Researcher	24
<i>Career Book 1</i> Careers	6	Free Trader	26
<i>Career Book 2</i> Careers	7	Inheritor	28
<i>Career Book 3</i> Careers	9	Journalist	30
		Mariner	32
PHYSICAL FEATURES	11	Merchant Marine	34
Height & Mass	11	Physician	36
Skin Tone	12	Privateer	38
Hair & Eye Colour	12	Piratic Guild	40
The Physical Effects of Aging	13	Renaissancer	42
Aging & High Tech Level Living	14	Scientist	44
Careers & Fitness	14	Wastelander	46
Physical Skills	14		
A Note on Physical Features	14	PRE-GENERATED CHARACTERS	48
		The Character Profile	48
FAMILY BACKGROUND	15	01 to 08	49
Social Standing	15	09 to 16	50
Cost Of Living	15	17 to 23	51
The Character's Family	15	24 to 29	52
Family Structure	15	30 to 35	53
Grandparents	16	36 to 42	54
Siblings	16	43 to 48	55
Extended Family Members	16	49 to 54	56

CAREER BOOK 3

SP 0106

© Spica Publishing.

First edition.

February 2012.

Printed and published in the United Kingdom.

1 2 3 4 5

ISBN 978-0-9560893-6-6

SPICA
P U B L I S H I N G

INTRODUCTION

Career Book 3 is the third and final book in *Spica Publishing's* highly successful *Career Book* series. *Career Book 3* brings Referees and players 14 completely new career options for *Traveller* character generation.

CHARACTERS AND CAREERS

Characters are central to any role-playing game; they are the alter-egos of the players in the game universe. Within each game universe, there are many thousands of ways a character can live, work or otherwise occupy their time. This book presents players and Referees with new character generation options that allow players greater choice in the characters they choose to play, and Referees a wider range of sources for generating non-player characters.

Within a science fiction RPG setting, the number and types of careers available to characters (both human and alien) can be massive, and each race or species has its own unique take and influence on careers, often offering skills or benefits not available to other races in similar or identical careers.

All of these careers are suitable for human player or non-player characters; some are more suitable than others for various alien species. Players should discuss their idea of how an alien character should be generated with the Referee responsible for the current game.

ABOUT THIS BOOK

This book is divided into five distinct sections:

Alternative Benefits Tables: The first section provides alternative mustering out benefit tables for all of the careers in the *Traveller Core Rulebook*, and the new careers available in *Career Book 1*, *Career Book 2* and this book, *Career Book 3*.

Physical Features & Family: The second and third sections provide rules for generating a character's physical appearance and family background, including family related events.

New Careers: The fourth section provides 14 new careers. Each career includes a brief description of the career and assignments, character generation tables, ranks (where applicable), and mustering out benefits and mishap and events tables.

Pre-Generated Characters: The fifth section of this book provides 54 pre-generated non-player characters for use in games or campaigns.

REQUIRED MATERIALS

To get the most from this book you will need at least the *Traveller Main Rulebook* by *Mongoose Publishing*, at least two six-sided dice and some pens/pencils and paper or a computer. Referees and players will also find *Career Book 1* and *Career Book 2* from *Spica Publishing* useful.

References to Other Books: In this book, references to specific pages in other *Traveller* books and products are shown as the page number followed by a code for the relevant book, both in italics, thus: 28 *TMB* or (28 *TMB*).

- Traveller Main Book: *TMB*.
- Traveller Book 6 Scoundrel: *SDL*.
- Traveller Supplement 4: *Central Supply Catalogue: CSC*.
- Career Book 1: *CB1*.
- Career Book 2: *CB2*.
- Career Book 3: *CB3*.
- Nemesis Class Pursuit Ship: *NEM*.
- Allies, Contacts, Enemies & Rivals: *ACER*.

Die Throw & Notation Conventions The die throw and notation conventions used in this book are the same as those described on 3 *TMB*.

Tasks and Skills: The rules for tasks (and the use of skills in tasks) in this book are the same as those in the Tasks and Skills chapter on 48 *TMB*.

Injury Table: Wherever this book refers to the use of an Injury table, you can use the Injury table on 37 *TMB* or the alternative Injury table (5 *CB2*).

ABOUT THE AUTHORS

JOHN GRIFFITHS started playing *Traveller* in 1980 whilst at upper school. After working as a postman, he eventually trained as a mental health nurse, having been told the job involved indoor work with no heavy lifting. This turned out to be untrue. He currently works as a manager for a specialist mental health team. John lives with his wife, two young sons and two dogs in the south east of the United Kingdom. He started *Spica Publishing* in 2006.

RICHARD HAZLEWOOD has been playing *Traveller* since 1977. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US airline. He has two grown sons and lives with his wife and two dogs in the mid-western United States.

SPICA PUBLISHING ON THE INTERNET

Get the latest news on *Spica Publishing* products and follow the official *Spica Publishing* blog at our website:

<http://spicapublishing.co.uk/>

You can also join our free forums at:

<http://www.spicapublishing.co.uk/phpbb3/index.php>

ALTERNATIVE BENEFITS TABLES

The following alternative benefit tables are provided for the careers in the *TMB*, *CB1*, *CB2* and *CB3*. These alternative tables are provided for Referees that do not feel that a character should have the same chance to gain a starship as a mustering out benefit as they do a blade. These tables should not be mixed with benefits generated using the standard table format, since the characters created using these tables will be at a disadvantage for high credit benefits.

Using These Tables

These tables are used in exactly the same way as normal mustering out benefit tables (*34 TMB*), except that throws are made using 2d6, not 1d6. All normal DMs for Rank, Gambler skill, and from Mishaps and Events apply, as do any benefit rolls gained or lost from Mishaps and Events.

Cash: The normal limit of three rolls on the Cash table is slightly modified. If a player rolls 13+ (Roll Twice) on one of the cash rolls, then the three roll limit can be exceeded until the player ceases to roll 13+. Rolls resulting in 13+ do not count towards the number of times a player can roll for cash; only rolls that result in the character receiving cash count.

Example: Fred's Agent character has six mustering out benefit rolls and a total DM of +3. He decides to roll three times on the Cash column first. His first roll (no DMs) gets his character Cr 4,000. The second roll (no DMs) results in Cr 10,000. Fred applies all of his character's available DMs to the last cash roll and rolls a total of 14, so Fred gets to roll twice more.

Fred's first extra roll gets his character Cr 30,000, the second extra roll nets the character Cr 7,500. Fred has now made a total of four rolls on the cash table, and his character has a total of Cr 41,500. As Fred did not roll 13+ (Roll Twice) on his last cash roll, he cannot make any further rolls on the cash table.

TRAVELLER CORE RULEBOOK CAREERS

The following alternative benefit tables are for the careers in the *Traveller Core Rulebook*.

AGENT (10 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Combat Implant
5	3,000	+1 Education
6	4,000	Law Enforcement Gear
7	5,000	Weapon
8	7,500	+1 Trust, Network
9	10,000	+1 Intelligence
10	20,000	Ship Share
11	30,000	+1 Social Standing
12	50,000	TAS
13+	Roll Twice	Roll Twice

ARMY (12 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Combat Implant
5	3,000	+1 Intelligence
6	5,000	Weapon
7	10,000	Ship Share
8	10,000	+1 Education
9	20,000	+1 Endurance
10	20,000	Combat Implant
11	20,000	Vehicle
12	30,000	+1 Social Standing
13+	Roll Twice	Roll Twice

CITIZEN (14 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	High Passage
4	2,000	Vehicle
5	3,000	Ship Share
6	5,000	+1 Intelligence
7	10,000	Ally
8	10,000	+1 Education
9	10,000	Weapon
10	20,000	Ally
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

DRIFTER (16 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Mid Passage
5	1,000	Ally
6	2,000	Weapon
7	3,000	Weapon
8	4,000	Weapon
9	5,000	+1 Education
10	6,000	Vehicle
11	7,000	TAS
12	8,000	2 Ship Shares
13+	Roll Twice	Roll Twice

ENTERTAINER (18 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Ally
4	None	Vehicle
5	1,000	+1 Social Standing
6	2,000	+1 Intelligence
7	3,000	Contact
8	4,000	+1 Social Standing
9	5,000	Ship Share
10	6,000	High Passage
11	7,000	2 Ship Shares
12	8,000	+1 Edu, +1 Soc
13+	Roll Twice	Roll Twice

ALTERNATIVE BENEFITS TABLES

TRAVELLER CORE RULEBOOK CAREERS (CONTINUED)

MARINES (20 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Armour
5	2,000	+1 Education
6	5,000	+1 Endurance
7	5,000	Weapon
8	5,000	Armour
9	10,000	+1 Intelligence
10	20,000	Weapon
11	30,000	TAS
12	40,000	+2 Social Standing
13+	Roll Twice	Roll Twice

PSION (158 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ally
5	4,000	Ship Share
6	4,000	Contact
7	6,000	Contact
8	8,000	Weapon
9	10,000	Combat Implant
10	12,000	2 Ship Shares
11	14,000	TAS
12	16,000	10 Ship Shares
13+	Roll Twice	Roll Twice

MERCHANTS (22 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Ship Share
4	2,000	Weapon
5	5,000	Contact
6	10,000	+1 Intelligence
7	20,000	Weapon
8	20,000	Armour
9	20,000	Contact
10	40,000	Ship Share
11	40,000	Free Trader
12	40,000	Free Trader
13+	Roll Twice	Roll Twice

ROGUE (28 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Contact
5	None	+1 Dexterity
6	5,000	Armour
7	10,000	Weapon
8	10,000	+1 Intelligence
9	10,000	Ship Share
10	50,000	Vehicle
11	100,000	2 Ship Shares
12	100,000	Corsair
13+	Roll Twice	Roll Twice

NAVY (24 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Vehicle
5	5,000	Ship Share
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	20,000	2 Ship Shares
10	30,000	TAS
11	50,000	+2 Social Standing
12	50,000	Ship's Boat
13+	Roll Twice	Roll Twice

SCHOLAR (30 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	5,000	Contact
4	5,000	Ally
5	10,000	Ship Share
6	10,000	+1 Intelligence
7	20,000	Scientific Equipment
8	20,000	+1 Education
9	30,000	+1 Social Standing
10	40,000	2 Ship Shares
11	60,000	Lab Ship
12	100,000	Lab Ship
13+	Roll Twice	Roll Twice

NOBILITY (26 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	5,000	Ship Share
4	10,000	Contact
5	20,000	Ally
6	30,000	Ship Share
7	50,000	Weapon
8	60,000	+1 Social Standing
9	70,000	2 Ship Shares
10	100,000	TAS
11	150,000	+1 Social Standing
12	200,000	Yacht
13+	Roll Twice	Roll Twice

SCOUTS (32 TMB)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	10,000	Vehicle
4	20,000	Ally
5	20,000	Contact
6	20,000	+1 Education
7	30,000	Weapon
8	30,000	Weapon
9	30,000	+1 Intelligence
10	50,000	Ship Shares
11	50,000	Scout Ship
12	50,000	Scout Ship
13+	Roll Twice	Roll Twice

Sample file

ALTERNATIVE BENEFITS TABLES

CAREER BOOK 1 CAREERS

The following alternative benefit tables are for the careers in *Career Book 1*.

ADVENTURER (16 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	1,000	Ship Share
5	2,000	High Passage
6	5,000	Ally
7	5,000	Vehicle
8	10,000	Weapon
9	20,000	High Passage
10	30,000	2 Ship Shares
11	50,000	TAS
12	100,000	Scout Ship
13+	Roll Twice	Roll Twice

CORPORATE CITIZEN (24 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Mid Passage
5	5,000	+1 Intelligence
6	10,000	Ally
7	10,000	Weapon
8	10,000	+1 Education
9	20,000	High Passage
10	20,000	Vehicle
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

BOUNTY HUNTER (18 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ally
5	5,000	Vehicle
6	5,000	+1 Education
7	10,000	Weapon
8	10,000	Armour
9	30,000	+1 Intelligence
10	50,000	High Passage
11	100,000	TAS
12	200,000	Scout Ship
13+	Roll Twice	Roll Twice

MILITANT RELIGIOUS (26 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Vehicle
5	1,000	Contact
6	1,000	Ally
7	1,000	Weapon
8	2,000	+1 Education
9	5,000	Mid Passage
10	5,000	Ship Share
11	10,000	High Passage
12	20,000	Ship Share
13+	Roll Twice	Roll Twice

CLERGY (20 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Contact
4	None	Contact
5	1,000	Vehicle
6	2,000	+1 Intelligence
7	2,000	Ally
8	5,000	+1 Education
9	5,000	Ally
10	10,000	Ship Share
11	20,000	TAS
12	50,000	Holy Relic
13+	Roll Twice	Roll Twice

SPACE PATROL (28 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	5,000	Ally
5	5,000	Ship Share
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	20,000	Vehicle
10	30,000	High Passage
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

COLONIST (22 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	1,000	Contact
4	2,000	Ship Share
5	5,000	Mid Passage
6	5,000	+1 Intelligence
7	5,000	Weapon
8	10,000	+1 Education
9	10,000	High Passage
10	20,000	Vehicle
11	50,000	2 Ship Shares
12	100,000	TAS
13+	Roll Twice	Roll Twice

WORKER (30 CB1)

2d6	Cash (Cr)	Other Benefits
2-	None	None
3	None	Weapon
4	None	Contact
5	5,000	Contact
6	5,000	+1 Intelligence
7	5,000	Ally
8	5,000	+1 Education
9	5,000	High Passage
10	5,000	Vehicle
11	10,000	+Ship Share
12	20,000	+1 Social Standing
13+	Roll Twice	Roll Twice

Sample file