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Supplement 1  
1001 Characters

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**TRAVELLER**

*Science-Fiction Adventure in  
the Far Future*

Game Designers' Workshop

1001 Characters  
TRAVELLER, Supplement 1

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This booklet is a supplement to Traveller, GDW's science-fiction  
role-playing game set in the far future.

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Sample file

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Sample file



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# Characters

In the course of *Traveller* adventures, players and referees alike find a need for additional characters, for use as patron encounters, as potential hirelings, to fill special needs, or simply as ordinary encounters. In such situations, the character-generation system in *Traveller* Book 1 will provide such individuals, but can take a bit of time in doing so. This supplement is intended to save time during adventures by providing a variety of pre-generated characters for use by the referee and the adventurers.

This booklet contains 1001 *Traveller* characters, pre-generated for convenience, and complete with service rank, age, cash balance, skills, and mustering out benefits. Each character is numbered consecutively within its service series to facilitate selection using die rolls.

A typical listing in this booklet proceeds as shown below:

Consecutive Number	Service Rank	UPP	Age	Terms	Credit Balance
7	Captain	7777A7	26	2 terms	Cr10,000
	Rifle-1, Pistol-1, Brawling-1 Skills with levels				

The UPP is the *Universal Personality Profile* described in *Traveller* Book 1, page 8. It uses the letters A through F to represent numbers 10 through 15. Terms indicates the the number of terms the character has served in his service. Age equals terms of service times 4 plus the basic 18 year starting age. Skills are drawn from the pool of available skills. The specific weapons skills assigned to each character are somewhat arbitrary; they may be used as stated, or they may be altered to more preferable weapons by the referee if he determines such is warranted.

**Random Selection:** The characters contained here are presented in six chapters corresponding to the six service arms (Navy, Marines, Army, Scouts, Merchants, and Others). Within each chapter, 136 characters are presented. A seventh chapter contains ordinary encounter individuals. Any method which creates random numbers within that range may be used to select characters randomly.

For example, the referee may want a merchant character, and so calls for a number between 10 and 100. When the players have indicated the number, he rolls one die and adds that result to the number. That new number then indicates the specific merchant character selected.

## PLAYER CHARACTERS

The characters presented have been generated generally in conformance with the character generation tables. Characters from the five named services are suitable for use by players as player-characters if they desire. It is not recommended that characters from the Other service be used as player characters.