

Universal Personality Profile (UPP)

The Universal Personality Profile (UPP) is a method of defining each Player Character (PC) or Non-Player Character (NPC) within the Traveller game universe. Initially the Player rolls 2d6 for each Characteristic. In a normal Traveller game the six primary characteristics are: Strength, Dexterity, Endurance, Intelligence, Education and Social Standing. In My Traveller Universe (IMTU) the characteristics are different. I've dropped Education and added Agility, Body Mass, Appearance, Charisma, Determination, Perception and Integrity. These factors are used, along with skills, to determine the results of task rolls. Human PCs and NPCs are limited to characteristics ranging from 2 to 12, with the exception of Social Status (discussed below). Once rolled the Player determines which scores are assigned to which Characteristics. Career fields are often dependent upon having specific Characteristic scores. Each UPP will be notated using the following format:

Noble Title and/or Military Rank / Full Name (& Nickname) / Sex (M/F) / Chronological Age (Physical Age*) / Race / Citizenship / Education (designated by either a two-letter degree designation or the number of years of formal education completed) / **Strength / Dexterity / Agility / Endurance / Body Mass / Appearance / Intelligence / Charisma / Determination / Perception / Integrity / Social Status** / Psionic Aptitude** (or Strength)

Example: Baron Colonel Joe Smith ("Smithy") M48 (42) SI MD 79B787 97767A 7(U)

Notational Reference (2d6)

2 = 2	S = Solomani Culture	HS = High School Diploma
3 = 3	Z = Zhodani Culture	AS = Associate Degree
4 = 4	A = Aslan Culture	BS = Bachelor Degree
5 = 5	V = Viliiani Culture	MS = Masters Degree
6 = 6	D = Darrian Culture	MD = Doctorate of Medicine
7 = 7	W = Sword World	JD = Doctorate of Jurisprudence
8 = 8		PD = Doctorate of Philosophy
9 = 9	I = Imperial Citizenship	(Science / Engineering)
10 = A	Z = Zhodani Citizenship	FD = Fellows Degree
11 = B	D = Darrian Citizenship	(Professor / Scholar)
12 = C	S = Solomani Citizenship	
13 = D	A = Aslan Citizenship	
14 = E	W = Sword World Citizenship	
15 = F	V = Vargr Citizenship	
16 = G		
17 = H	U = Unknown / Untested	
18 = I	V = Varies	

* Chronological Age is the PCs age in years based upon their year of birth, as opposed to Physical Age which is the PCs age less annual stress (each year in a space-borne assignment counts as half a year for physical aging).

** Social Status scores greater than 12 are reserved for nobles.

There are many variations on how to roll-up a PC in Traveller. It's up to the GM to decide which method is best for their game. IMTU, I choose to provide the PC with a positive edge by having them roll 1d6 then add six to the sum. This automatically provides a minimum Characteristic score of 7+. PCs should always be superior to NPCs, with the exception of arch-villain NPCs.

Strength (STR) — Measures the PCs physical power. Used when lifting objects, wrestling with opponents, climbing a rope, etc. DM to *Damage Roll* as a result of body blows and edged or blunt weapons. It includes the amount of weight the PC may carry when encumbered (20 pounds per point). Ranges from 2 to 12 for humans. Females -1. Counts towards total hit points. Some species may have difference standards.

Dexterity (DEX) — Measures the PCs hand-eye coordination, balance, fine motor reflexes, manual accuracy or steadiness when making body blows, using blade weapons, projectile weapons and tools. DM to *Accuracy Roll* with projectile and beam weapons. Measures the PCs coordination and balance in regards to full body acrobatics and other movements (i.e., climbing, jumping). This could also be interpreted as grace in motive when performing dance or acrobatics. Ranges from 2 to 12 for humans. Counts towards total hit points. Some species may have different standard.

Agility (AGI) — Applies to the PCs quickness, speedy reflexes or overall physical reaction time under stress. Determines the number of *Action Points (APs)* available to a PC during one combat round of 6 seconds. Acts as a DM to *Surprise / Combat Initiative Rolls*. Agility also includes the PCs quietness or stealth when needed. Ranges from 2 to 12 for humans. Counts towards total hit points. Some species may have different standards.

Endurance (END) — Measures physical stamina, toughness, fortitude when completing physical tasks such as holding ones breath underwater, marching or running long distances, etc. It also represents ones *Fatigue Rating*, the number of hours a PC may travel at maximum encumbrance without becoming fatigued. Key indicator are overall state of health and physical conditioning. This also translates into a *System Shock Roll*, the degree the PC deals with pain, injected toxins, disease process, exposure to the elements and resuscitation from cryogenic sleep. Ranges from 2 to 12 for humans. Females receive +1. Other species may have different standards. Counts towards total hit points. Some species may have different standards.

Body Mass (BOD) — Indication of the PCs physical size or bulk. Weight and height vary depending on PCs gender and species/races. This does not automatically relate to a higher number indicating higher Strength. Body Mass relate to body types: tall or short and thin or fat. See the Height and Weight tables listed elsewhere. Ranges from 2 to 12 for humans. Females receive -2. Counts towards total hit points. Some species may have different standards.

Appearance (APP) — Indication of PCs physical attractiveness and personal presence based upon societal standards. Appearance includes not only observable beauty, but also acceptable imperfections, grooming, bearing, mannerism, gait (walk) and voice. A character with a low or high Appearance will be noticeable in a crowd. This characteristic is both age and race specific and ranges from 2 to 12 with: 2 = Hideous / 3-5 = Homely / 6-8 = Average / 9-11 = Very Attractive / 12 = Beautiful or Handsome. Females receive +2. Does “not” count towards hit points. This factor only applies to humans; others species will have a different standard.

Intelligence (INT) — Indication of PCs intellect including intellectual capabilities, maturity, judgment, critical reasoning, natural intuition, mental quickness, wisdom, common sense, concentration (ability to focus), organizational skills, adaptability to new ideals or training, personal creativity and imagination. Used as a DM on *Skill Rolls* only during roll-up. Ranges from 2 (moron) to 12 (genius) for all races. Counts towards total memory points.

Charisma (CHA) — Indication of PCs charm, social grace, wit, humor, story-telling abilities, general likeability, sense of enthusiasm, outgoingness, social etiquette, personal presence, command bearing and sex appeal; in short — personality. Used only to influence the actions of NPC's. Ranges from 2 to 12 for all races. Counts towards total memory points.

Determination (DET) — A measure of PCs self-discipline, focus, patience, mental stamina, ego strength, ambition, decisiveness, perseverance, competitiveness, drive, aggressiveness, lass of panic and self-courage in dangerous or stressful situations. A PC with high Determination would have high self-confidence in their abilities and skills and would find it extremely difficult to give up on a task or challenge in spite of the odds. Ranges from 2 to 12 for all races. Some species may have different standards. Counts towards total memory points.

Perception (PER) — A measure of PCs observational powers, awareness, attention to detail and cognitive perceptions (includes a sixth sense, but not psionic powers). This involves using the senses of sight, hearing, taste, touch and smell. A PC with high Perception will consistently notice and remember things regarding a person, place or event that others would normally miss. Ranges from 2 to 12 for humans. Some species may have different standards. Counts towards total memory points.

Integrity (ITY) — A measure of PCs loyalty in their primary relationships and allegiance to an organization or community (or against an opposing organization or community). It defines the PCs allegiance towards, or concern for: the Emperor and the Third Imperium, their Noble Lord (direct political patron), their military service or branch (history and traditions), their unit (team mates) or ship (crew mates), their home (planet, nation, state, city, neighborhood), their family, friends and pets. This also involves the PCs political philosophy, religious faith or moral perspective. The higher the score the more trustworthy the PC is. He values lawfulness, honesty and has a sense of duty or obligation to others. This is analogous to alignment in AD&D. A roll of 2 would suggest the PC is extremely evil and wicked in intent and action, whereas a roll of 12 would suggest the PC is extremely good or righteous. This ability is also used to determine the PCs *Security Clearance Rating*. Every PC starts out with a Security Clearance Rating of 7 and each year a roll is made to either increase or decreased it. Security Clearance influences the promotion process and the granting of permits, data accesses and bank credit limits. Ranges from 2 to 12 for all races. Counts towards total memory points.

Social Status (SOC) — A measure of a character's social position or station but only within the Imperium. It also represents the PCs reputation within their social environment. The higher the Social Status the more famous the character's name or face is; the opposite it also true, the lower the number the more infamous. This characteristic may not apply on frontier worlds or outside the Imperium. Ranges from 2 (wanted criminal or well known prisoner) to 24 (Emperor). This characteristic can change depending on circumstances and setting. Does "not" count towards memory points.

Special Factors

Hit Points (HP) — The maximum number of physical damage points a PC holds at any one time.

Memory Points (MP) — The maximum number of skill points that a PC may retain in long term memory at any one time. If a PCs memory is maxed out, in order to learn another skill, he/she must drop a skill. This can best be explained as forgetfulness / loss of memory over time.