

Converting Characters Between Traveller and Mutants and Death Ray Guns

A. From Traveller Abilities to MDRG Quality:

- 1) Sum Intelligence, Education and Social Standing;
- 2) Divide by 6, round up; then
- 3) Invert the result according to this chart:

Result	Quality
1	6+
2	5+
3	4+
4	3+
5	2+
6	2+

B. From Traveller Abilities to MDRG Combat:

- 1) Sum Strength, Dexterity and Endurance; then
- 2) Divide by 6, round down.

C. From MDRG Quality to Traveller Abilities:

- 1) Invert the Quality number according to this chart:

Quality	Inverse
6+	1
5+	2
4+	3
3+	4
2+*	5
2+*	6

*: For Quality of 2+ roll a d6 to determine if the inverse will be 5 or 6: if you roll a 6 the inverse is 6; all other results mean the inverse is a 5.

- 2) Multiply the inverse number determined above by 6;
- 3) Roll 1d5 and subtract the result; then
- 4) Distribute the final total as points between Intelligence, Education and Social Standing.

D. From MDRG Combat to Traveller Abilities:

- 1) Multiply Combat by 6;
- 2) Roll 1d5 and add the result; then
- 3) Distribute the final total as points between Strength, Dexterity and Endurance.

A Traveller character gets one MDRG advance per Term of Service.

Up to one third (round down, minimum one) of these advances may be used to improve the model's MDRG stats (Quality and Combat) on a one-for-one basis.

The rest of the advances are used to give the model MDRG special abilities representative of the Traveller character. There are no limits on Personality (P) special abilities since each character (PC or NPC) in an adventuring - or rival - group is by definition a personality.