



Benchmark Costs

Benchmark costs provide a standard against which players and referees can understand the value of money in **Traveller**.

Benchmark Costs

THE COSTS OF LIVING

Person		Annual	Month	=30% Housing	=40% Meals	=15% Support	=15% Leisure
Poor Person	Soc = 2	2400	200	60	80	30	30
Average Person	Soc = 7	8400	700	210	280	105	105
Rich Person	Soc = C	14400	1200	360	480	180	180

Basic Formula: Cost of Living = Soc * Cr100 per month.

Each Additional Adult plus 75%.
Each Additional Child plus 50%.
If C6= Charisma, use Charisma.
If C6= Caste, use Caste/2.

SALARIES

Occupation	Monthly Salary	Annual Salary
Citizen	250* Terms	3000* Terms
Scholar (no rank/ part time)	100	1200
Scholar	400* Rank	4800* Rank
Entertainer (ordinary)	25* Fame 1-9.	300* Fame 1- 9.
Entertainer (good)	100* Fame 1-9.	1200* Fame 1- 9.
Entertainer (spectacular)	200* Fame 1-9.	2400* Fame 1- 9.
Entertainer (ordinary)	125* Fame 10-16.	1500* Fame 10-16.
Entertainer (good)	500* Fame 10-16.	6000* Fame 10-16.
Entertainer (spectacular)	2000* Fame 10-16.	24000* Fame 10-16.
Entertainer (ordinary)	250* Fame 17+.	3000* Fame 17+.
Entertainer (good)	1000* Fame 17+.	12000* Fame 17+.
Entertainer (spectacular)	4000* Fame 17+.	48000* Fame 17+.
Scout	200* Term	2400* Term
Merchant (no rank)	100	1200
Merchant Officer	100* Rank	1200* Rank
Spacer	100* Rank	1200* Rank
Spacer Officer	200* Rank	2400* Rank
Soldier	100* Rank	1200* Rank
Soldier Officer	200* Rank	2400* Rank
Elite	200* Rank	2400* Rank
Elite Officer	400* Rank	4800* Rank
Functionary	500* Term	6000* Term

Term is the number of terms spent in the career.

Housing and meals are provided at no cost for Scout, Merchant, Spacer, Soldier, and Elite.

For Entertainers, ordinary/good/spectacular = quality of performance.

WAGES

Skill Level	Annual	Month	Hour
Unskilled Skill 0-1	8,400	700	Cr 4
Novice Skill 1-3	12,600	1050	Cr 6
Competent Skill 3-5	21,000	1750	Cr10
Master Skill 5+	29,400	2450	Cr14

Wages are based on 40 hours per week.
2000 hours per year. 175 hours per month.

Rich World: Increase by 20%.

Poor World: Decrease by 20%.

Industrial World: Increase by 40% (as overtime pay [2 hours per day]).

Professionals: Advocate, Medical, Counsellor earn double the stated rate.

Craftsman: Also earn Cr2 per level of Craftsman.

Hellworld (if not a Mainworld): Pay is doubled for a one-year contract.

LAND GRANTS

An unimproved Land Grant generates income based on the Trade Classifications of the world and equal to Cr10,000 per TC annually (Cr5,000 if there are no TCs).

NOBLE LAND GRANTS

Noble Rank	Soc	Hexes	Non-MW	Where?	Preferred World
Gentleman	A		1	any	any
Knight	B	1	1	homeworld.	any
Baronet	c	2	2	one system	Pre-Ag or Pre-Ri
Baron	C	4	4	one system.	Ag or Ri
Marquis	D	8	8	one subsector	Pre-Ind
Viscount	e	16	16	one subsector	Pre-Hi
Count	E	32	32	one sector	Hi
Duke	F	64	64	one sector	any
Duke	F	128	128	one sector	any
Archduke	G	256	256	one domain	any

Nobles receive Land Grants on the worlds on which they hold fiefs.

Each Hex generates a profit equal to Cr10,000 per Trade Classification per year. A Hex with no TC generates Cr5,000 annually.

Noble Land Grants are cumulative. Each title confers its own Land Grant.

The first hex in any grant is on the noble's homeworld. All subsequent hexes are randomly allocated. For each hex on a mainworld, a noble is also granted one hex on a non-mainworld in the same system.

MERCHANT PROFIT SHARING

Merchant ships maintain profit sharing for their officer crew. The Plan consists of a total of 20 shares. Each crew officer receives one share per level of Rank.

4th Officer	= 1 share.
3rd Officer	= 2 shares.
2nd Officer	= 3 shares.
1st Officer	= 4 shares.
Captain	= 5 shares.

The pool receives 10% of the profits of the ship's operations.

Annual Payouts. Shares are paid out annually before annual maintenance.

