

**BOOK 1:
CHARACTERS & COMBAT**

TRAVELLER

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CONTENTS

INTRODUCTION	2
TRAVELLER CREATION	7
SKILLS AND TASKS	56
COMBAT	70
EQUIPMENT	76
VEHICLES	115



INTRODUCTION

Traveller is a science fiction roleplaying game of the far future. A multitude of universes await players and you will find *Traveller* is capable of handling almost any kind of science fiction setting, from highly intricate cyberpunk worlds to campaigns spanning entire galaxies where mighty empires clash and suns explode.

If you have a favourite science fiction film or TV show, *Traveller* will be able to replicate it for you, bringing your best-loved futuristic moments to your tabletop.

THE THIRD IMPERIUM

While *Traveller* is intended to be used for any science fiction setting its players devise, the longest running commercially available universe (indeed, one of the oldest roleplaying game settings of all) is the Third Imperium.

Humanity has gone to the stars and found them crowded with other forms of life and other sentient races, and science and technology have advanced vastly over the present day – but the essential nature of humanity is unchanged. Life continues as it does today, only spread out over the sea of stars. A mighty Imperium unites thousands of star systems under a single rule, but it is beset by enemies both internal and external.

The Imperium commands the space between the stars, ensuring that civilisation endures and trade continues. Megacorporations and feudal lords conduct the bulk of this trade, but there will always be a place for the free trader – hardy travellers and adventurers on the fringes of Charted Space, dealing in strange goods and smuggled cargoes, doing whatever they can to make a credit.

While the *Traveller* rules can be used to model almost any science fiction novel, movie or setting, the traditional setting for games is the Third Imperium of Mankind, the third great empire to stretch across the stars. In the Third Imperium setting, the players take on the roles of tramp merchants and mercenaries, wandering the galaxy in search of profit and adventure.

PLAYERS AND TRAVELLERS

Most of the participants in a *Traveller* game will be players. Usually, each player generates a character using the Traveller Creation rules; that character becomes the player's avatar in the game world and is called a

Traveller. These Travellers are the central protagonists of the game and scenarios revolve around their adventures and actions.

Throughout this rulebook, the terms player and Traveller are synonymous. The term character is used to describe those in the game controlled by the referee rather than the players – what are often called non-player characters. However, rules that apply to Travellers are usually applicable to characters and vice versa.

THE REFEREE

One of the participants is the referee, who describes the world around the Travellers, presents them with challenges and dangers, and takes on the role of the supporting cast and the antagonists. The referee creates the basic outline of the scenarios that the Travellers encounter and resolves the results of their actions using the rules in this book as a guideline.

SCENARIOS AND CAMPAIGNS

In a scenario, the Travellers embark on a journey or adventure overseen by the referee. The referee determines what dangers the Travellers will face, from



Traveller Rule Zero

Many roleplaying games have a ‘rule zero’ which marks out a referee’s fiat, the notion that the referee is free to ignore or change any rule to fit in with his campaign. This is true of *Traveller* as well, but it is worth making a special note about this game.

Traveller comprises several ‘mini-games’ such as world creation, trade, and character creation that allows much of the game to run on ‘autopilot’. In many circumstances, the referee is able to make a few rolls on a few tables and generate characters, battles, even a sizeable part of the known universe – this is great news for the busy referee who can then concentrate on the adventure. However, while these tools are in place, the referee should never feel bound by them and has the latitude to ignore any generated results in preference to his own creations.



hostile aliens or criminals to solar flares or automated defence systems, or even political intrigue and deception. The Travellers choose how their characters will react and overcome these obstacles. For example, the Travellers may be hired to bring a cargo from one world to another, but a rival merchant is trying to stop them and has hired a band of mercenaries to attack the Travellers' ship en route. The Travellers have to get the cargo through safely.

A scenario can be a one-off game, using Travellers created by the referee specifically for that game and discarded afterwards, or it can be part of a campaign. A scenario takes one or more game sessions to complete.

A campaign is a series of scenarios, charting the continuing adventures of a group of Travellers, and is the most common form of *Traveller* – mainly because it is the most fun and rewarding! A campaign can be continuous or episodic. In a continuous campaign, each scenario follows on almost immediately from the end of the last one and the fuel, resources and money available to the Travellers is carefully tracked. In an episodic game, there are longer gaps between scenarios, and the game focuses only on the exciting and conflict-filled parts of the Travellers' lives.

CAMPAIGN IDEAS

A few suggestions to get the ball rolling:

The Trader Campaign: The Travellers form the crew of a free trader merchant vessel, taking whatever cargoes they can get to keep their spacecraft aloft and in one piece. Inspiration for games like this could be the TV series *Firefly* or computer games such as *Elite* and *Privateer*.

The Military Campaign: The Travellers are all members of a military unit, usually veterans of similar careers or leaders of a mercenary unit. They participate in campaigns, skirmishes and other military activity. Inspiration could come from the *Honor Harrington* novels, the film *Aliens*, or *Starship Troopers* – the book, animated series or film.

The Explorer Campaign: In a game of this type the Travellers go beyond the borders of Charted Space, looking for objects, planets and civilisations of value or curiosity. The Travellers will have to be highly self-sufficient to survive on their own for long stretches. For inspiration look no further than the original series of *Star Trek*.



The Traveller Campaign: The traditional *Traveller* campaign features a little of everything. The Travellers will go from exploring abandoned alien ziggurats to rescuing missing pets to taking on the local crime lord in a protracted gang war. Inspiration could come from anywhere.

FURTHER READING

Throughout this book, mention is made of other titles available in the *Traveller* series. Each of these books concentrates on a particular aspect of *Traveller*, allowing you to expand your game into new realms of play. However, none are vital or necessary to the game and are presented only for your continued enjoyment – you can explore a huge amount of the galaxy with this *Starter Set* alone!

The other titles mentioned in this book include:

The Traveller Companion: Space is big, and there was only so much we could squeeze into the pages of the *Traveller Starter Set*. Now, for the first time, our writers are truly given free rein to explore all aspects

of science fiction through the *Traveller Companion*, a book dedicated to alternative methods of play, differing technologies and the experimentation of expanded genres. From warp drives to alternate career creation, the *Traveller Companion* is a massive toolkit allowing you to tailor your campaign to exactly how you want it.

High Guard: For campaigns that include a great amount of space travel, *High Guard* is invaluable. Including a complete spacecraft design system, this book allows players and referees to create their own ships from scratch or customise those already designed. As well as featuring a veritable fleet of new ships, *High Guard* also introduces a brand new scale of combat – Capital scale, where giant dreadnoughts and battleships clash across entire star systems.

Tour of the Imperium: From the heart of Capital to the furthest reaches of the Spinward Marches, *Tour of the Imperium* is your entry to the Third Imperium universe, one of the oldest and most celebrated settings of any roleplaying game. Follow the journeys of a variety of



ships as you explore the Imperium from the perspective of the greatest nobles to the seediest underside of the criminal underclass.

Central Supply Catalogue: This book contains all manner of unique items that no self-respecting Traveller should be without. Whether you are looking for a more powerful weapon, sophisticated bugging equipment or the finest in evening wear, this book has it all. Neatly divided into easy to find sections, the Central Supply Catalogue greatly expands the range of equipment and tools available to players.

The Vehicle Handbook: This book contains a complete construction system allowing you to build any vehicle from any universe, from a simple bicycle to advanced power armour, from a floating aircraft carrier to a massive piloted robot. Full rules are also given to completely customise your vehicles and a huge number of ready built designs are included to expand your campaigns.

GAME CONVENTIONS

A quick discussion of terminology and conventions is needed before proceeding. Understanding this section will make your comprehension of the rest of the rulebook much quicker.

Traveller uses two six-sided dice to resolve most actions. Some situations involve fewer or more dice.

1D/2D: To avoid writing ‘roll two six-sided dice and add them together’ over and over again, *Traveller* uses the abbreviation ‘roll 2D’. Where you see ‘roll 2D’ read ‘roll two six-sided dice and add them together’. Sometimes you may also see ‘1D’, ‘3D’ or other numbers of ‘D’. This simply means roll one six-sided die, three six-sided dice, or however many six-sided dice are indicated, and add them together to gain the final result.

2D+3/3D-2: If an addition or subtraction appears after the normal dice abbreviation, that simply means add or subtract the number shown. So, for example, 2D+3 means ‘roll two dice, add them together, and then add three’.

D3: Occasionally, you may see a reference to D3. This means we treat the dice as if they have only three sides each, by dividing the number rolled by two and rounding upwards. So, a roll of 1-2 means one, a roll of 3-4 means two, and a roll of 5-6 means three. If a number appears before the ‘D’ (such as 2D3, for example), this means roll two dice and divide the results of both by two before adding them together.

D66: This is shorthand for a special way of rolling two

six-sided dice. Before rolling nominate one die as the ‘tens’ die and one as the ‘units’ die, to give you a two-digit number between 11 and 66. Some numbers cannot be rolled on a d66 (any number with a 7 or higher in it), giving you a total of 36 possible outcomes.

Rolls: To determine if a Traveller succeeds or fails at a particular task, you must make a roll. A roll is always done by rolling 2D and adding any appropriate Dice Modifiers. If the total is equal to or greater than the target number for that roll, he succeeds. The target number for a roll will always be listed in its description. For example, you may be asked to roll for STR 10+. This would mean roll two dice, add your Strength modifier and get 10 or more to succeed.

Checks: A check is exactly the same as a roll but the Dice Modifier will always be a characteristic or skill. Thus, you will be asked for a characteristic check or skill check. For most characteristic or skill checks, you will need to get an 8 or more after all Dice Modifiers have been applied in order to succeed.

Natural 2/Natural 12: Some rolls refer to a ‘natural’ number – this is the actual number rolled on the dice before any modifiers are applied.

Dice Modifier (DM): A number to be applied to a dice roll before it is used. Dice Modifiers are always followed by a sign, which indicates if the number is to be added to or subtracted from the roll. For example, DM-2 indicates that two is to be subtracted from the roll; DM+4 indicates that four is to be added to the roll.

Rounding: Unless otherwise stated, whenever you are asked to divide in *Traveller*, always round down.

TECHNOLOGY LEVELS

The concept of Technology Levels (Tech Level or TL) runs through *Traveller* in most of its settings. Technology Levels measure the scientific capacity of a world and the complexity and effectiveness of a piece of equipment.

The Technology Level scale starts at 0. In the Third Imperium setting, the most advanced scientists are probing the upper boundaries of TL 15, but most core worlds range between 10 and 13. Out on the fringes of the Imperium in sectors like the Spinward Marches or Trojan Reach, Technology Levels vary wildly. Isolated systems visited only once or twice a generation might have slipped back into the darkness, losing technology to war or disaster. On other worlds, secret research

bases, isolationist colonies or Ancient relics hold scientific secrets of vast worth.

Even on a low-technology world, there might be examples of higher technology. A warlord on a primitive planet might enforce his rule with advanced weapons imported from offworld; colony worlds are often dependent on their sponsor civilisation for supplies and support. Some low-technology worlds are aware of the larger universe, and have consciously decided to reject higher technology.

TL 0 (Primitive): No technology. TL 0 species have only discovered the simplest tools and principles, and are on a par with Earth's Stone Age.

TL 1 (Primitive): Roughly on a par with Bronze or Iron age technology. TL 1 science is mostly superstition, but they can manufacture weapons and work metals.

TL 2 (Primitive): Renaissance technology. TL 2 brings with it a greater understanding of chemistry, physics, biology and astronomy as well as the scientific method.

TL 3 (Primitive): The advances of TL 2 are now applied, bringing the germ of industrial revolution and steam power. Primitive firearms now dominate the battlefield. This is roughly comparable to the early 19th century.

TL 4 (Industrial): The transition to industrial revolution is complete, bringing plastics, radio and other such inventions. Roughly comparable to the late 19th/early 20th century.

TL 5 (Industrial): TL 5 brings widespread electrification, tele-communications and internal combustion. At the high end of the TL, atomics and primitive computing appear. Roughly on a par with the mid-20th century.

TL 6 (Industrial): TL 6 brings the development of fission power and more advanced computing. Advances in materials technology and rocketry bring about the dawn of the space age.

TL 7 (Pre-Stellar): A pre-stellar society can reach orbit reliably and has telecommunications satellites. Computers become common. At the time of writing, humanity is currently somewhere between TL 7 and TL 8.

TL 8 (Pre-Stellar): At TL 8, it is possible to reach other worlds in the same system, although terraforming or full colonisation are not within the culture's capacity. Permanent space habitats become possible. Fusion power becomes commercially viable.

TL 9 (Pre-Stellar): The defining element of TL 9 is the development of gravity manipulation, which makes space travel vastly safer and faster. This research leads to development of the jump drive, which occurs near the end of this Tech Level. TL 9 cultures can colonise other worlds, although travelling to a colony is often a one-way trip.

TL 10 (Early Stellar): With the advent of commonly

available jump drives, nearby systems are opened up. Orbital habitats and factories become common. Interstellar travel and trade lead to an economic boom. Colonies become much more viable.

TL 11 (Early Stellar): The first true artificial intelligences become possible, as computers are able to model synaptic networks. Grav-supported structures reach to the heavens. Jump 2 travel becomes possible, allowing easier travel beyond the one jump stellar mains.

TL 12 (Average Stellar): Weather control revolutionises terraforming and agriculture. Man-portable plasma weapons and carrier-mounted fusion guns make the battlefield untenable for unarmoured combatants. Jump 3 travel is developed.

TL 13 (Average Stellar): The battle dress appears on the battlefield in response to the new weapons. Cloning of body parts becomes easy. Advances in hull design and thruster plates means that spacecraft can easily go underwater. Jump 4 travel.

TL 14 (Average Stellar): Fusion weapons become man-portable. Flying cities appear. Jump 5 travel.

TL 15 (High Stellar): Black globe generators suggest a new direction for defensive technologies, while the development of synthetic anagathics means that the human lifespan is now vastly increased. Jump 6 travel.

Higher Technology Levels exist (indeed, there is no theoretical upper limit) and may appear in other settings or be discovered by pioneering scientists within the Third Imperium.



TRAVELLER CREATION

Traveller uses a unique method to create characters ready for play. Instead of choosing a class and various skills or abilities, in *Traveller* you start off as a bright-eyed 18 year old with the whole universe at your feet. You will then decide what kind of career you might want to engage in and then watch as your Traveller's life unfolds – very possibly in a completely different direction!

When you have finished this process, you will be ready for play with a Traveller who has history and a full career (successful or otherwise) behind him. They will now be ready for the next phase of their life, one full of excitement and adventure...

It should be noted that there are no 'super' characters in *Traveller*. This game is very much based around the idea of putting ordinary people in extraordinary situations, and of playing with the cards that the universe has dealt to you. Be ready to make the best of what you get – much like real life (though real life tends to lack starships, exploding suns and eight foot tall intelligent lion-like aliens).

So, another player may end up with a battle-hardened marine who can shoot out a fox's eye at a hundred paces with any weapon in Charted Space, but your failed rock star who never managed to get anywhere in his career may well have more to contribute to the group. After all, not every problem can be solved with a gun. In fact, in *Traveller*, a gun may cause more issues than it solves.

CREATION SUMMARY

A Traveller's abilities and skills are determined by their training and past experience. Traveller creation begins with rolling characteristics, six values that describe your initial physical and mental capabilities. After determining characteristics and a few background skills from adolescent life, it is time to embark on a career. Each Traveller goes through one or more four-year career terms, which grant various skills and benefits. There are risks associated with each career – serving a tour of duty in the Imperial Marines may give a Traveller a good grounding in combat and weapons use, but there is always the risk of injury in battle. A term spent in a corporation is unlikely to get the Traveller



Group Creation

It is common in roleplaying games for players to create their characters before play begins, so everyone turns up on the first day of a campaign ready to go. It is rare for us to say this but, in *Traveller*, this is the Wrong Thing to do. Traveller creation is intended as a group activity, partly because of the Connections Rule but also because it was specifically designed to be done within a group activity, with players able to see how one another's Travellers are progressing and get a deeper understanding of what they were doing before the campaign begins.

So, treat Traveller creation as a kind of 'mini' game that takes place in the first session of every new campaign. Your enjoyment of *Traveller* will increase greatly, we promise you!



injured or killed, but will not usually provide skills valuable in combat.

In addition to skills, Travellers pick up benefits such as cash, equipment, or contacts from a career. However, there are limits on how many career terms a Traveller can go through – the risks of aging or injury mount up over time, and some Travellers will move between two or three careers in their lives. At some point, you will decide to leave your career for a new life of adventure before your Traveller gets too old.

While going through a career, you can establish ties between your Traveller and those of the other players, so everyone will be old friends (or rivals!) before play begins. You will also be able to pick a campaign package after everyone has finished creating their Travellers, which will allow you to fill any gaps in the group's skill range.

Basic Traveller generation should be done by all players at the same time as a group activity, going through each term together. For alternate forms of Traveller creation such as point allocation systems, consult the *Traveller Companion*.

CHARACTERISTICS

Every person and creature in *Traveller* has several characteristics that describe their base mental and physical potential. The basic characteristics for humans are shown opposite.

Rolling Characteristics

To determine your Traveller's characteristics, roll 2D one after another, and assign the scores in any order you wish to the six characteristics, starting with Strength. Record them on your character sheet.

For each characteristic, determine its Dice Modifier on the Characteristic Modifier table below.

Characteristic Modifiers

Characteristic Score	Dice Modifier
0	-3
1-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15+	+3

Throughout your career, you may find your characteristics change.

The maximum score for a characteristic is 15 for an unaugmented human character. There are exceptions to this, but they will be covered later for specific rules and circumstances.

SKILLS

Skills are the most important aspect of a Traveller, and are discussed in detail on page 56. A Traveller's proficiency in any skill is denoted by their level in that skill.

BACKGROUND

SKILLS

Before embarking on your careers, you receive a number of background skills equal to your Education DM +3 (so, 0 to 6, depending on your Education score), chosen from the list below. This represents the knowledge you have picked up during adolescence and will allow you to function at a basic level in a technological society.

Admin 0	Electronics 0	Science 0
Animals 0	Flyer 0	Seafarer 0
Art 0	Language 0	Streetwise 0
Athletics 0	Mechanic 0	Survival 0
Carouse 0	Medic 0	Vacc Suit 0
Drive 0	Profession 0	

Physical Characteristics

Strength (STR): A Traveller's physical strength, fitness and forcefulness.

Dexterity (DEX): Physical co-ordination and agility, reflexes.

Endurance (END): A Traveller's stamina, determination and ability to sustain damage.

Mental Characteristics

Intellect (INT): A Traveller's intelligence and quickness of mind.

Education (EDU): A measure of a Traveller's learning and experience.

Social Standing (SOC): A Traveller's place in society.



At this point, you are eighteen years old and ready to take on the universe!



Where do I Come From?

While knowledge of a Traveller's homeworld is not necessary, it is a very nice tool to start shaping the character of one from the outset. Background skills can be picked to help suggest the kind of world the Traveller grew up on. For example, a Traveller coming from a naturalistic, agricultural world may well have Animals, Seafarer and Survival skills, whereas one whose childhood was spent in an asteroid belt would likely have Vacc Suit, Electronics and Flyer, representing a life in space surrounded by high technology.

This is by no means compulsory, but you may find the Traveller you create starts to come alive much faster during creation.



CAREERS

Next, your Traveller engages in one or more career terms, representing their previous experiences and adventures before the start of the campaign. Each career term lasts for four years, even if a Traveller fails a Survival roll or is forced to leave a career.

At many points during a career, a Traveller will have to make a dice roll of some sort. Most of these rolls are based on characteristics – simply roll 2D, add the DM from the listed characteristic, and try to get a total higher than or equal to the listed value.

So, a roll of INT 8+ means ‘roll 2D, add your Intellect DM, and you succeed if you roll an 8 or more’.



Social Standing and Nobility

Travellers with a high Social Standing are the cream of their civilisations and may be very well known on their world and possibly across vast swathes of Charted Space. However, while the Third Imperium maintains a system of nobility that is recognised across most of its worlds, not everyone with a high Social Standing necessarily has a noble title – or is even a noble at all. Nobles of very high rank have many duties and obligations that may preclude them from a life of adventure. After all, a typical duke will reign over many worlds and players will generally want to explore the universe rather than be engaged in constant administration.

If the group includes a Traveller with a high Social Standing, we recommend one of the following courses.

- Sons, daughters and more distant relations to a named noble may carry a great deal of social weight without actually having a title themselves (though they may well inherit later, depending on how far down the succession order they are).
- The Traveller may well be a high-ranking noble – but has been deposed or otherwise ousted from their position. Perhaps they will someday regain their seat, or maybe they will spend the rest of their life trying to escape those who removed them.
- Social Standing need not be tied to nobility – celebrities will also command a high score in this characteristic. A Traveller’s career might point the way to why a Social Standing is so high, perhaps as a war hero or famous writer. However, it is also possible that the Traveller is simply known for being known, much like some celebrities on this world.

If a title is desired, the following table provides a suitable link between specific noble titles and Social Standing.



A few rolls are skill checks, where you add any levels in that skill. For example, a roll of Gunner 8+ would mean ‘roll 2D, add your Gunner skill level, and get 8 or more to succeed’.

Note that later in the rules, you are able to add further modifiers to checks like this (for example, when using the Gunner skill to shoot, you can often add your DEX DM). However, these other modifiers are never applied during character creation.

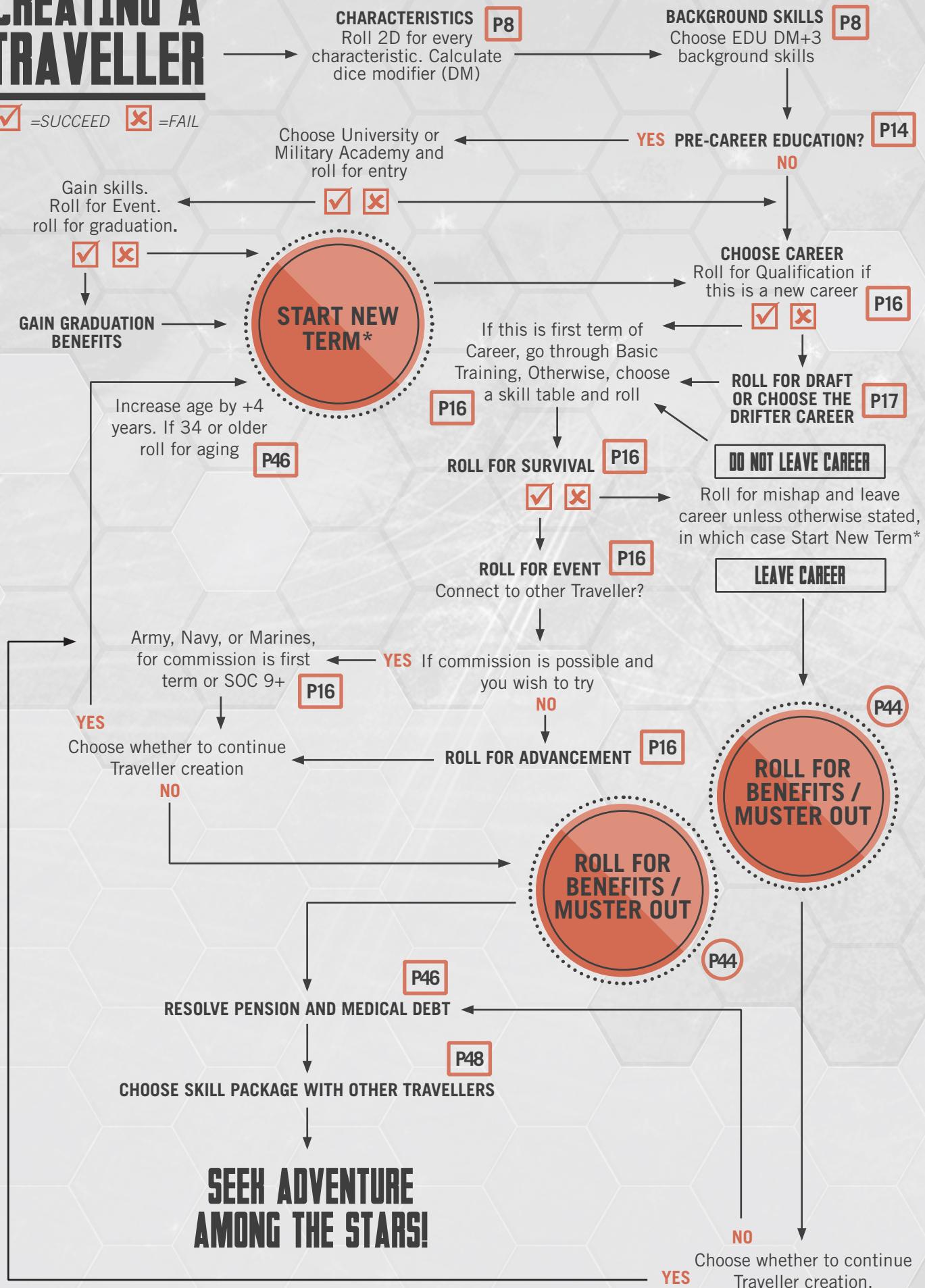
In each career, there are three assignments, representing different aspects of the career. Pick one of these assignments when you enter the career.

Noble Titles

Social Standing	Possible Titles
11	Knight
12	Baron
13	Marquis
14	Count
15	Duke

CREATING A TRAVELLER

=SUCCEED =FAIL





People you know: During your career, you may meet many Allies, Contacts, Enemies, and Rivals. Remember them, as they may appear in a later adventure.

Name: We recommend naming your Traveller before anything else. Trust us on this!

Armour: This provides protection against attacks and, sometimes, radiation. See page 94 for more details.

NAME: Dzaeth Dar	AGE: 43
PADS: -	
SPECIES: Vargr	
SPECIES TRAITS: Bite, Heightened Senses	
HOMEWORLD: -	

Species: Are you an alien? See page 50

CHARACTERISTICS



Characteristics: Roll 2D for each and then consult Page 8 to determine their Dice Modifiers (DM)

PSI: <input type="radio"/>	DM: <input type="radio"/>
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SKILLS

Skills: This section shows what you can do, Skills and Tasks are covered on Page 56.

Athletics (dexterity)	70	Engineer ()	
Athletics (endurance)		Engineer ()	
Athletics (strength)		Explosives	
Art ()		Flyer (wing)	I
Art ()		Flyer ()	
Art ()		Flyer ()	
Astrogation ()	I	Gambler	
Broker		Gunner (turret)	
Carouse		Gunner (artillery)	
Deception		Gun Combat (archaic)	
Diplomat		Gun Combat (energy)	
Drive ()		Gun Combat (slug)	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Bite	-	Melee	1D	-	-	-
Stunner	I0	5	2D+3	15	100	Stun, zero-g
Rapier	3	Melee	2D-1	2	-	-
Body Pistol	8	5	2D	-	6	

EQUIPMENT		MASS
Mobile Comm (TL8)		-
Power Pack x3		IR Goggles
Magazine x2		-

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Cloth (TL7)	-	15	10	-

FINANCES

PENSION Cr 2,000 / year

DEBT Cr _____

CASH ON HAND Cr 9,920

MONTHLY SHIP PAYMENTS Cr _____

LIVING COST Cr 1,500 / month

ALLIES, CONTACTS, ENEMIES, RIVALS

Study Period: During down time and long voyages, you will have the chance to study new skills.

STUDY PERIOD
TRAINING IN SKILL: _____
WEEKS: _____ / 24
STUDY PERIODS COMPLETED: _____

Finances: You may earn a lot of money during your Career, but it can disappear quickly!

Weapons: Weapons can be gained during creation or purchased while adventuring. See page 116 for their characteristics.

AUGMENTS

TYPE TL IMPROVEMENT

Augments: There are biological and cybernetic implants that improve your Traveller. Augments are covered on page 99.

Equipment: Anything that you carry that is not armour or a weapon is noted here. A full list of equipment can be found on page 91.

ARMOUR

NAME: Dzaeth Dar
RADS: -
SPECIES: Vargr
SPECIES TRAITS: Bite, Heightened Senses
HOMeworld: -

AGE: 43

CHARACTERISTICS

STRENGTH	4 DM -1	DEXTERITY	9 DM +1	ENDURANCE	3 DM -1
INTELLECT	12 DM +2	EDUCATION	5 DM -1	SOCIAL	7 DM +0
PSI:		DM	<input type="radio"/>		

SKILLS

Admin	Drive ()	Heavy Weapons ()	Profession ()
Advocate	Electronics (sensors)	Heavy Weapons ()	Profession ()
Animals (handling)	Electronics ()	Investigate	Profession ()
Animals (training)	Electronics ()	Jack of all Trades	Recon
Animals (veterinary)	Engineer ()	Language ()	Science ()
Athletics (dexterity) 0	Engineer ()	Language ()	Science ()
Athletics (endurance)	Engineer ()	Language ()	Science ()
Athletics (strength)	Explosives	Leadership	Seafarer ()
Art ()	Flyer (wing) 1	Mechanic 1	Seafarer ()
Art ()	Flyer ()	Medic	Stealth
Art ()	Flyer ()	Melee () 0	Steward
Astrogation 1	Gambler	Melee ()	Streetwise 0
Broker	Gunner (turret)	Navigation	Survival
Carouse	Gunner (artillery) 0	Persuade	Tactics (naval) 1
Deception	Gun Combat (archaic)	Pilot (small craft) 3	Tactics (military)
Diplomat	Gun Combat (energy) 0	Pilot (spacecraft) 1	Vacc Suit 1
Drive ()	Gun Combat (slug)	Pilot (capital ships)	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Bite	-	Melee	1D	-	-	-
Stunner	10	5	2D+3	15	100	Stun, zero-G
Rapier	3	Melee	2D-1	2	-	-
Body Pistol	8	5	2D	-	6	-

ALLIES, CONTACTS, ENEMIES, RIVALS

Enemy: John Lee

FINANCES

PENSION
Cr 2,000 /year

DEBT

Cr _____

CASH ON HAND

Cr 9,920

MONTHLY SHIP PAYMENTS

Cr _____

LIVING COST

Cr 1,500 /month

STUDY PERIOD

TRAINING IN SKILL: _____

WEEKS: _____ / 24

STUDY PERIODS COMPLETE: _____

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

MASS	MASS	MASS	MASS
Mobile Comm (TL8)	-	IR Goggles	-
Power Pack x3	-		
Magazine x2	-		

TOTAL CARRIED MASS

PRE CAREER EDUCATION

Before a Traveller embarks on a lifelong career, there are educational options that may be worth considering. These are going to university or attending a military academy.

This usually takes place in a Traveller's first term (in place of a career), though it can be delayed up until the third term if a term or two in a career is desired. From term four and onwards, pre-career education is no longer available.

A Traveller can select university or military academy education, making a roll for successful entry. If this is failed, the Traveller must immediately attempt entry into a career and, failing that, be drafted as normal. Further attempts can be made in terms two and three if desired but only one attempt can be made for entry to one of these pre-career options in any one term.



Once successful entry has been achieved, the Traveller will gain any skills noted and roll on the Events table opposite. Upon successful graduation, one or more benefits will be awarded. Unlike a career, there is no mustering out or gaining of anything else other than the benefits listed. If graduation is not achieved, then no benefits are gained though the Traveller may still have earned some skills during this time.

After successful graduation, a Traveller may attempt to enter a career of their choice as normal, though they may have earned bonuses or automatic entry to certain careers, as listed under graduation benefits.

UNIVERSITY

Most worlds have one or more universities within their major settlements but even citizens of the most remote system can engage in university education through the use of computer networks and interstellar communications. A university education will channel a character's efforts into a narrow range of skills but there are few other ways to become more skilful within them so quickly.

Entry: EDU 7+

DM-1 if in Term Two, DM-2 if in Term Three
DM+1 if SOC 9+

Skills: Choose a level 0 and a level 1 skill from the following list;

Admin, Advocate, Animals (training or veterinary), Art (any), Astrogation, Electronics (any), Engineer (any), Language (any), Medic, Navigation, Profession (any), Science (any).

Increase EDU by +1

Graduation: INT 7+. If 11+ is rolled, graduate with honours.

Graduation Benefits

- Increase the skills chosen above to level 1 and level 2 respectively.
- Increase EDU by an additional +2
- Graduation grants DM+1 (DM+2 if graduation was with honours) to qualify for the following careers; Agent, Army, Citizen (corporate), Entertainer (journalist), Marines, Navy, Scholar, Scouts.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university. Success will mean the Traveller enters the career at officer rank (O1). If graduation was with honours, DM+2 is granted on this first Commission roll.

MILITARY ACADEMY

For those who are looking to dedicate their lives to military service, there is no better option than joining an academy to round out an education. This is a popular choice for those coming from ‘military’ families or those having grown up never considering anything other than a life in uniform. A term within a military academy can set a recruit’s career for great things, so competition to gain one of the limited number of open student slots is fierce.

Before joining a military academy, you must decide whether it is an academy of the Army, Marines, or Navy.

Entry: Army END 8+, Marines END 9+, Navy INT 9+ DM-2 if in Term Two, DM-4 if in Term Three

Skills: Gain all Service Skills of the military career the academy is tied to at level 0, as with basic training.

Graduation: INT 8+. DM+1 if END 8+, DM+1 if SOC 8+. If 11+ is rolled, graduate with honours.

Graduation Benefits

- If entering the same military career the academy is tied to, select any three Service Skills and increase them to level 1.
- Increase EDU by an additional +1.
- If the Traveller graduated with honours, increase SOC by +1 as well.
- Graduation allows automatic entry into the military career the academy is tied to, so long as it is the first career attempted by the Traveller after graduation.
- Graduation allows a Commission roll to be taken before the first term of a military career, so long as it is the first career chosen after university, with DM+2. Success will mean the Traveller enters the career at officer rank (O1). If graduation was with honours, the Traveller will automatically pass this roll.

If a Traveller attends a military academy but fails to graduate, they may still automatically enter the military career the academy is tied to, so long as they did not roll 2- on the graduation roll. If they choose to enter this career, they may not make a Commission roll in the first term.

EVENTS DURING PRE CAREER EDUCATION

For any term a Traveller spends in pre-career education, roll on the following table to generate an event. As with career events, other Travellers may be linked to with the connections rule – perhaps they even spent time in the same university or academy!

2D	Event
2	You are approached by an underground (and highly illegal) psionic group who sense potential in you. You may test your PSI and attempt to enter the Psion career in any subsequent term.
3	Your time in education is not a happy one and you suffer a deep tragedy; perhaps you become hopelessly addicted to drink or drugs, a failed romance leaves you in tatters, or a fatal accident involving a close friend shakes your confidence. You crash and fail to graduate.
4	A supposedly harmless prank goes wrong and someone gets hurt, physically or emotionally. Roll SOC 8+. If you succeed, gain a Rival. If you fail, gain an Enemy. If you roll 2, you must take the Prisoner career in your next term.
5	Taking advantage of youth, you party as much as you study. Gain Carouse 1.
6	You become involved in a tightly knit clique or group and make a pact to remain friends forever, wherever in the galaxy you may end. Gain D3 Allies.
7	Life Event. Roll on the Life Events table (see page 44).
8	You join a political movement. Roll SOC 8+. If successful, you become a leading figure. Gain one Ally within the movement but gain one Enemy in wider society.
9	You develop a healthy interest in a hobby or other area of study. Gain any skill of your choice, with the exception of Jack-of-all-Trades, at level 0.
10	A newly arrived tutor rubs you up the wrong way and you work hard to overturn their conclusions. Roll 9+ on any skill you have learned during this term. If successful, you provide a truly elegant proof that soon becomes accepted as the standard approach. Gain a level in the skill you rolled on and the tutor as a Rival.
11	War comes and a wide-ranging draft is instigated. You can either flee and join the Drifter career next term or be drafted (roll 1D: 1-3 Army, 4-5 Marine, 6 Navy). Either way, you do not graduate this term. However, if you roll SOC 9+, you can get enough strings pulled to avoid the draft and complete your education – you may attempt graduation normally and are not drafted.
12	You gain wide-ranging recognition of your initiative and innovative approach to study. Increase your SOC by +1.

CAREER DESCRIPTIONS

Each career in this chapter has the following sections.

Qualification

This is what you need to roll to enter that career.

If you fail this check, you cannot enter your chosen career this term. You must either submit to the Draft or take the Drifter career for this term.

You suffer DM-1 to qualification rolls for each previous career you have entered.

If you leave a career, you cannot return to it in the next term.

The Draft and the Drifter career are exceptions to this rule – you can be Drafted into a career you were previously in but got ejected from and the Drifter career is always open. Also see Changing Assignments on page 18 for another exception.

Skills and Training

Each career has four or five types of skill table associated with it – Personal Development, Service Skills, Specialist Skills (divided into three sub-tables corresponding to assignments), Officer Skills and Advanced Education. In each term you spend in a career, pick one of these tables and roll 1D to see which skill you increase.

You may only roll on the Advanced Education or Commissioned tables if you have the listed requirement (usually EDU 8+ or a certain Rank).

Skills can be listed with or without an associated level. If no rank is listed, then you gain that skill at level 1 if you do not have it already, or increases its level by +1 if you are already trained in that field. If a rank is listed, then you gain the skill at that level so long as it is higher than your current level in that skill.

For example, Gambler 0 would mean you receive the Gambler skill at level 0. This is of benefit to you only if you have no Gambler skill.

Vacc Suit would mean you increase your Vacc Suit skill by +1, or gain it at level 1 if you have no Vacc Suit skill to begin with. If you have Vacc Suit 0, it increases to 1, if you have Vacc Suit 2 it rises to 3, and so on.

Streetwise 1 would mean you get the Streetwise skill at level 1. If your Streetwise skill is already 1 or more, then this is of no benefit to you. If you have no Streetwise skill, or it is only at 0, you jump straight to Streetwise 1.

Skill Limits

A skill may never be increased beyond level 4 during Traveller creation. Once a skill has reached level 4, any additional increases are lost. In addition, a Traveller may never have a total number of skill levels higher than three times his combined INT and EDU.

Basic Training

For your first career *only*, you get all the skills listed in the Service Skills table at Level 0 as your basic training. For any subsequent careers, you may pick any *one* skill listed in the Service Skills table at Level 0 as your basic training.

Citizens and Drifters are an exception to this. They both use their appropriate assignment skill table for basic training.

Survival

Each career has a survival roll. If you fail this roll, you must then roll on the Mishap Table. This mishap will force you to leave the career immediately unless otherwise stated. You will also lose the Benefit roll for the current term. A natural 2 on the survival roll is always a failure.

Events

If you are still in your career after resolving the survival roll, roll on the career's Events Table to see what interesting things befall you this term.

Commission

This only applies to the military careers of Army, Navy and Marines. A Traveller who succeeds at a commission roll becomes a Rank 1 officer in that career, and uses the officer Rank Table from then on. A Traveller may attempt a commission roll once per term, and trying for commission is optional.

You may only attempt to gain a commission in your first term unless your SOC is 9 or higher, in which case you may try for a commission in any term. However, there is DM-1 applied to a commission roll for every term after the first.

If you obtain a commission after having already advanced several ranks, you become a Rank 1 officer as normal but you may add your two final ranks together for the purposes of determining Benefits and pensions when you leave the career.

Some events give a bonus DM to advancement rolls (see below), or grant automatic advancement. You can apply these DMs to commission rolls also. If you gain a commission, you may not roll for advancement in the same term.

Advancement

Each career has an advancement roll. The advancement roll is mandatory.

If you make a successful advancement roll, then you move to the next rank and gain an extra roll on any of the Skills and Training Tables for this career. You also get any bonuses listed for your new rank. You may only attempt to advance once per term.

If your advancement roll is equal to or less than the number of terms you have spent in this career, then you cannot continue in this career after this term. Either your services are no longer required, or events have caused you to leave, or perhaps you are simply bored and want a new challenge.

If you roll a natural 12, then you *must* continue in this career. You are too valuable to lose and will be strong-armed into staying.

Ranks and Bonuses

You begin at Rank 0 in a new career. Each time you succeed with an advancement roll, you move up to the next rank. Ranks are most important for military careers, such as the Army or Navy, but every career has its own internal hierarchies and levels of authority and responsibility. However, not all ranks have a title like the military.

Some ranks have bonuses associated with them, such as extra skills. These are acquired immediately upon attaining the rank.

Benefits

When you leave a career for any reason, you gain material benefits from that career, representing money, equipment and influence acquired during your years of work. There are two tables for this in each career – Cash and Benefits. You may only roll on Cash tables a maximum of three times in your lifetime, regardless of how many careers or Benefit rolls you accumulate.

You receive one Benefit roll per full term served. Leaving due to a mishap means you lose the Benefit roll for that term, but you still gain the benefit rolls for previous terms in that career.

If you reached rank 1 or 2, you get an extra Benefit roll when leaving that career.

If you reached rank 3 or 4, you get two extra Benefit rolls, and if you reached rank 5 or 6, you get three extra Benefit rolls and may also apply DM+1 to all rolls on the Cash and Benefits tables. Benefits are described more fully on page 44.



The Connections Rule

During Traveller creation, the aim is to not only create interesting histories for Travellers through career decisions, events and mishaps, but also to ensure Travellers know one another before the campaign begins. This avoids every campaign starting with the words ‘right, you all meet at a starport...’ In *Traveller*, you will all know one another to some degree and can get stuck into exploration straight away.

If two players agree, then any event rolled for one Traveller can involve another. Only one Traveller needs to have rolled the specific event, though you will find it more exciting if Travellers can link events together (this is why it is best to create Travellers as a group activity, going through terms one by one together).

If an event can be linked between two Travellers in this way, then you *both* get one extra skill of your choice. You may gain a maximum of two free skills from the connections rule, and each connection must be with a different Traveller. For each connection you make, you may gain any skill, but cannot bring a skill above Level 3 using this rule nor may you take the Jack-of-all-Trades skill.

For example, Erik is serving as an Agent, and he rolls an undercover mission (Event number 8 on the Agent Event Table). Erik’s player suggests that Erik could have met Kathya while on this mission, and Kathya’s player agrees. They then discuss exactly what happened during the mission and this begins to form previous history for both Travellers. Both Erik and Kathya will then gain an extra skill because of this.



DRIFTERS AND THE DRAFT

You may attempt to enlist in one career each term if you are not continuing with an existing career. If you fail to qualify for a new career, you have two options. You can either apply to the Draft, and be randomly sent to one of the military services, or you may spend that term travelling through Charted Space as a Drifter, without career or purpose. A Traveller may only enter the Draft once in their lifetime.

Draft Table

ID	Career (assignment)
1	Navy (any)
2	Army (any)
3	Marine (any)
4	Merchant (merchant marine)
5	Scout (any)
6	Agent (law enforcement)

CHANGING CAREERS

A Traveller may get forced out of a career due to a mishap or event, or may simply choose to leave voluntarily to pursue a more exciting or more lucrative life elsewhere.

To enter a new career, a Traveller need only make the appropriate qualification roll at the start of a new term. If they fail, they must either submit to the draft (if they have not already done so earlier in life) or become a Drifter.

Changing Assignments

Instead of a whole new career, a Traveller may instead be interested in focussing on another aspect of their existing career by changing their assignment.

For assignments in the Army, Marine, Navy, Nobility, Rogue, Scholar, or Scout career, this simply requires a qualification roll. If this is unsuccessful, the Traveller continues in the career with the same assignment they had before without penalty. If the qualification roll is made, the Traveller now adopts the new assignment and continues in the career, retaining their rank.

New assignments in the Agent, Citizen, Entertainer, and Merchant careers are considered to be new careers. Upon voluntarily leaving the career (a change in assignment cannot be done if you have been ejected from the career – no one will hire you!), Benefit rolls are made as normal and a qualification roll is necessary to enter the assignment. If this is failed, the Traveller must enter the draft or become a Drifter.

If the attempt to change assignment is successful, the career begins afresh with the new assignment, with the Traveller starting at rank 0.



Contacts, Allies, Rivals and Enemies

Over the course of their careers, Travellers will have made friends and foes, and established ties with various non-player characters who may play a part in future adventures. There are four categories of such associates.

CONTACTS

These are individuals the Traveller knows and has had friendly dealings with in the past. They have useful skills or positions, and may be willing to aid the Traveller.

ALLIES

These are like contacts, but are willing to help the Traveller and will actively go out of their way to provide aid.

Both Allies and Contacts can be Patrons.

RIVALS

These are people who hate or oppose the Traveller, and will attempt to interfere or harass them.

ENEMIES

These are even worse than Rivals – a Rival will normally work within the law, but an Enemy wants the Traveller dead, imprisoned or otherwise doomed.

When you gain an associate from a random event, note it on your character sheet. You can give as much detail as you wish, from the sketchy ('Rival in Navy') to the detailed ('Captain Harrick, the Pride of Sylea, is my Rival, because I disobeyed his orders while on a mission. He had me drummed out of the Navy, damn him! I'll yet have my revenge on him!')

Other Travellers can be Contacts, Allies or even Rivals, and doing this qualifies for taking advantage of the Connections rule.



Career Summary Table

Career	Assignment	Qualification	Survival	Advancement	Page
Agent		INT 6+			20
	Law Enforcement		END 6+	INT 6+	
	Intelligence		INT 7+	INT 5+	
	Corporate		INT 5+	INT 7+	
Army		END 5+			22
	Support		END 5+	EDU 7+	
	Infantry		STR 6+	EDU 6+	
	Cavalry		DEX 7+	INT 5+	
Citizen		EDU 5+			24
	Corporate		SOC 6+	INT 6+	
	Worker		END 4+	EDU 8+	
	Colonist		INT 7+	END 5+	
Drifter		AUTOMATIC			26
	Barbarian		END 7+	STR 7+	
	Wanderer		END 7+	INT 7+	
	Scavenger		DEX 7+	END 7+	
Entertainer		DEX or INT 5+			28
	Artist		SOC 6+	INT 6+	
	Journalist		EDU 7+	INT 5+	
	Performer		INT 5+	DEX 7+	
Marine		END 6+			30
	Support		END 5+	EDU 7+	
	Star Marine		END 6+	EDU 6+	
	Ground Assault		END 7+	EDU 5+	
Merchant		INT 4+			32
	Merchant Marine		EDU 5+	INT 7+	
	Free Trader		DEX 6+	INT 6+	
	Broker		EDU 5+	INT 7+	
Navy		INT 6+			34
	Line/Crew		INT 5+	EDU 7+	
	Engineer/Gunner		INT 6+	EDU 6+	
	Flight		DEX 7+	EDU 5+	
Noble		SOC 10+			36
	Administrator		INT 4+	EDU 6+	
	Diplomat		INT 5+	SOC 7+	
	Dilettante		SOC 3+	INT 8+	
Rogue		DEX 6+			38
	Thief		INT 6+	DEX 6+	
	Enforcer		END 6+	STR 6+	
	Pirate		DEX 6+	INT 6+	
Scholar		INT 6+			40
	Field Researcher		END 6+	INT 6+	
	Scientist		EDU 4+	INT 8+	
	Physician		EDU 4+	EDU 8+	
Scout		INT 5+			42
	Courier		END 5+	EDU 9+	
	Surveyor		END 6+	INT 8+	
	Explorer		END 7+	EDU 7+	

1

AGENT

Law enforcement agencies, corporate operatives, spies, and others who work in the shadows.

Qualification: INT 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Law Enforcement: You are a police officer or detective.

Intelligence: You work as a spy or saboteur.

Corporate: You work for a corporation, spying on rival organisations.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Law Enforcement	END 6+	INT 6+
Intelligence	INT 7+	INT 5+
Corporate	INT 5+	INT 7+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr2000	INT +1
3	Cr5000	Ship Share
4	Cr7500	Weapon
5	Cr10000	Combat Implant
6	Cr25000	SOC +1 or Combat Implant
7	Cr50000	TAS Membership

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Gun Combat	Streetwise	Advocate
2	DEX +1	Drive	Language
3	END +1	Investigate	Explosives
4	Melee	Flyer	Medic
5	INT +1	Recon	Vacc Suit
6	Athletics	Gun Combat	Electronics
1D	LAW ENFORCEMENT	INTELLIGENCE	CORPORATE
1	Investigate	Investigate	Investigate
2	Recon	Recon	Electronics (computers)
3	Streetwise	Electronics (comms)	Stealth
4	Stealth	Stealth	Carouse
5	Melee	Persuade	Deception
6	Advocate	Deception	Streetwise

RANKS AND BONUSES

RANK	LAW ENFORCEMENT	SKILL OR BONUS
0	Rookie	—
1	Corporal	Streetwise 1
2	Sergeant	—
3	Detective	—
4	Lieutenant	Investigate 1
5	Chief	Admin 1
6	Commissioner	SOC +1

RANKS AND BONUSES CONT...

RANK	INTELLIGENCE/CORPORATE	SKILL OR BONUS
0	—	—
1	Agent	Deception 1
2	Field Agent	Investigate 1
3	—	—
4	Special Agent	Gun Combat 1
5	Assistant Director	—
6	Director	—

MISHAPS TABLE

ID	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A criminal or other figure under investigation offers you a deal. Accept, and you leave this career without further penalty (although you lose the Benefit roll as normal). Refuse, and you must roll twice on the Injury Table and take the lower result. You gain an Enemy and one level in any skill you choose.
3	An investigation goes critically wrong or leads to the top, ruining your career. Roll Advocate 8+. If you succeed, you may keep the Benefit roll from this term. If you roll 2, you must take the Prisoner career in your next term.
4	You learn something you should not know, and people want to kill you for it. Gain an Enemy and Deception 1.
5	Your work ends up coming home with you, and someone gets hurt. Choose one of your Contacts, Allies or family members, and roll twice on the Injury Table for them, taking the lower result.
6	Injured. Roll on the Injury Table.

EVENTS TABLE

ID	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	An investigation takes on a dangerous turn. Roll Investigate 8+ or Streetwise 8+. If you fail, roll on the Mishap Table. If you succeed, increase one of these skills by one level: Deception, Jack-of-all-Trades, Persuade or Tactics.
4	You complete a mission for your superiors, and are suitably rewarded. Gain DM+1 to any one Benefit roll from this career.
5	You establish a network of contacts. Gain D3 Contacts.
6	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
7	Life Event. Roll on the Life Events Table.
8	You go undercover to investigate an enemy. Roll Deception 8+. If you succeed, roll immediately on the Rogue or Citizen Events Table and make one roll on any Specialist skill table for that career. If you fail, roll immediately on the Rogue or Citizen Mishap Table.
9	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
10	You are given specialist training in vehicles. Gain one of Drive 1, Flyer 1, Pilot 1 or Gunner 1.
11	You are befriended by a senior agent. Either increase Investigate by one level or DM+4 to an Advancement roll thanks to their aid.
12	Your efforts uncover a major conspiracy against your employers. You are automatically promoted.

Members of the planetary armed fighting forces. Soldiers deal with planetary surface actions, battles and campaigns. Such individuals may also be mercenaries for hire.

Qualification: END 5+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

Support: You are an engineer, cook or in some other role behind the front lines.

Infantry: You are one of the Poor Bloody Infantry on the ground.

Cavalry: You are one of the crew of a gunship or tank.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Infantry	STR 6+	EDU 6+
Cavalry	INT 7+	INT 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr2000	Combat Implant
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr10000	Weapon
5	Cr10000	Armour
6	Cr20000	END +1 or Combat Implant
7	Cr30000	SOC +1

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Drive or Vacc Suit	Tactics (military)	Tactics (military)
2	DEX +1	Athletics	Electronics	Leadership
3	END +1	Gun Combat	Navigation	Advocate
4	Gambler	Recon	Explosives	Diplomat
5	Medic	Melee	Engineer	Electronics
6	Melee	Heavy Weapons	Survival	Admin
ID	SUPPORT	INFANTRY	CAVALRY	
1	Mechanic	Gun Combat	Mechanic	
2	Drive or Flyer	Melee	Drive	
3	Profession	Heavy Weapons	Flyer	
4	Explosives	Stealth	Recon	
5	Electronics (comms)	Athletics	Heavy Weapons (vehicle)	
6	Medic	Recon	Electronics (sensors)	

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Private	Gun Combat 1
1	Lance Corporal	Recon 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	—
6	Sergeant Major	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Major	Tactics (military) 1
4	Lieutenant Colonel	—
5	Colonel	—
6	General	SOC 10 or SOC +1, whichever is higher

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain them as an Enemy as they have you removed from the service.
3	You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to battle against guerrilla fighters and rebels. You are discharged because of stress, injury or because the government wishes to bury the whole incident. Increase Recon or Survival by one level but also gain the rebels as an Enemy.
4	You discover that your commanding officer is engaged in some illegal activity, such as weapon smuggling. You can join their ring and gain them as an Ally before the inevitable investigation gets you discharged, or you can co-operate with the military police – the official whitewash gets you discharged anyway but you may keep your Benefit roll from this term of service.
5	You are tormented by or quarrel with an officer or fellow soldier. Gain that officer as a Rival as they drive you out of the service.
6	Injured. Roll on the Injury Table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are assigned to a planet with a hostile or wild environment. Gain one of Vacc Suit 1, Engineer 1, Animals (riding or training) 1 or Recon 1.
4	You are assigned to an urbanised planet torn by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
5	You are given a special assignment or duty in your unit. Gain DM+1 to any one Benefit roll.
6	You are thrown into a brutal ground war. Roll EDU 8+ to avoid injury; if you succeed, you gain one level in Gun Combat or Leadership.
7	Life Event. Roll on the Life Events Table.
8	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
9	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain DM+2 to your next Advancement check.
10	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
11	Your commanding officer takes an interest in your career. Either gain Tactics (military) 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You display heroism in battle. You may gain a promotion or a commission automatically.

Individuals serving in a corporation, bureaucracy or industry, or who are making a new life on an untamed planet.

Qualification: EDU 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

- Corporate:** You are an executive or manager in a large corporation.
Worker: You are a blue collar worker on an industrial world.
Colonist: You are building a new life on a recently settled world that still needs taming.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Corporate	SOC 6+	INT 6+
Worker	END 4+	EDU 8+
Colonist	INT 7+	END 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr2000	Ship Share
2	Cr5000	Ally
3	Cr10000	INT +1
4	Cr10000	Gun
5	Cr10000	EDU +1
6	Cr50000	Two Ship Shares
7	Cr100000	TAS Membership

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	EDU +1	Drive	Art
2	INT +1	Flyer	Advocate
3	Carouse	Streetwise	Diplomat
4	Gambler	Melee	Language
5	Drive	Steward	Electronics (computers)
6	Jack-of-all-Trades	Profession	Medic

ID	CORPORATE	WORKER	COLONIST
1	Advocate	Drive	Animals
2	Admin	Mechanic	Athletics
3	Broker	Electronics	Jack-of-all-Trades
4	Electronics (computers)	Engineer	Drive
5	Diplomat	Profession	Survival
6	Leadership	Science	Recon

RANKS AND BONUSES

RANK	CORPORATE	SKILL OR BONUS
0	—	—
1	—	—
2	Manager	Admin 1
3	—	—
4	Senior Manager	Advocate 1
5	—	—
6	Director	SOC +1

RANKS AND BONUSES CONT...

RANK	WORKER	SKILL OR BONUS	RANK	COLONIST	SKILL OR BONUS
0	—	—	0	—	—
1	—	—	1	—	—
2	Technician	Profession 1	2	Settler	Survival 1
3	—	—	3	—	—
4	Craftsman	Mechanic 1	4	Explorer	Navigation 1
5	—	—	5	—	—
6	Master Technician	Engineer 1	6	—	Gun Combat 1

MISHAPS

1D MISHAP

- | | |
|---|--|
| 1 | Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result. |
| 2 | You are harassed and your life ruined by a criminal gang. Gain the gang as an Enemy. |
| 3 | Hard times caused by a lack of interstellar trade costs you your job. Lose one SOC. |
| 4 | Your business is investigated by the planetary authorities (or your colony suffers interference from interests offworld). Co-operate, and the business or colony is shut down, but you gain DM+2 to the Qualification check for your next career as a reward for your aid. Refuse, and gain an Ally. |
| 5 | A revolution, attack or other unusual event throws your life into chaos, forcing you to leave the planet. Roll Streetwise 8+. If you succeed, increase any skill you have by one level. |
| 6 | Injured. Roll on the Injury Table. |

EVENTS

2D EVENT

- | | |
|----|--|
| 2 | Disaster! Roll on the Mishap Table, but you are not ejected from this career. |
| 3 | Political upheaval strikes your homeworld, and you are caught up in the revolution. Gain either Advocate 1, Persuade 1, Explosives 1 or Streetwise 1. Roll whichever skill you chose 8+. If you succeed you come out on the winning side, and gain DM+2 to your next Advancement roll. Fail, and you suffer DM-2 to your next Survival roll. |
| 4 | You spend time maintaining and using heavy vehicles, either as part of your job or as a hobby. Increase Mechanic, Drive, Electronics, Flyer or Engineer by one level. |
| 5 | Your business expands, your corporation grows, or the colony thrives. Gain DM+1 to any one Benefit roll. |
| 6 | You are given advanced training in a specialist field. Roll EDU 10+ to gain any one skill of your choice at level 1. |
| 7 | Life Event. Roll on the Life Events Table. |
| 8 | You learn something you should not have – a corporate secret, a political scandal – which you can profit from illegally. If you choose to do so, then you gain DM+1 to a Benefit roll from this career and gain Streetwise 1, Deception 1 or a criminal Contact. If you refuse, you gain nothing. |
| 9 | You are rewarded for your diligence or cunning. Gain DM+2 to your next Advancement check. |
| 10 | You gain experience in a technical field as a computer operator or surveyor. Increase Electronics or Engineer by one level. |
| 11 | You befriend a superior in the corporation or the colony. Gain an Ally. Either gain Diplomat 1 or DM+4 to your next Advancement roll thanks to their aid. |
| 12 | You rise to a position of power in your colony or corporation. You are automatically promoted. |

DRIFTER

Wanderers, hitchhikers and travellers, drifters are those who roam the stars without obvious purpose or direction.

Qualification: Automatic

ASSIGNMENTS

Choose one of the following.

Barbarian: You live on a primitive world without the benefits of technology.

Wanderer: You are a space bum, living hand-to-mouth in slums and spaceports across the galaxy.

Scavenger: You work as a belter (asteroid miner) or on a salvage crew.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Barbarian	END 7+	STR 7+
Wanderer	END 7+	INT 7+
Scavenger	DEX 7+	END 7+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	None	Contact
2	None	Weapon
3	Cr1000	Ally
4	Cr2000	Weapon
5	Cr3000	EDU +1
6	Cr4000	Ship Share
7	Cr8000	Two Ship Shares

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS
1	STR +1	Athletics
2	END +1	Melee (unarmed)
3	DEX +1	Recon
4	Language	Streetwise
5	Profession	Stealth
6	Jack-of-all-Trades	Survival

ID	BARBARIAN	WANDERER	SCAVENGER
1	Animals	Drive	Pilot (small craft)
2	Carouse	Deception	Mechanic
3	Melee (blade)	Recon	Astrogation
4	Stealth	Stealth	Vacc Suit
5	Seafarer (personal or sails)	Streetwise	Profession
6	Survival	Survival	Gun Combat

RANKS AND BONUSES

RANK	BARBARIAN	SKILL OR BONUS
0	—	—
1	—	Survival 1
2	Warrior	Melee (blade) 1
3	—	—
4	Chieftain	Leadership 1
5	—	—
6	Warlord	—

RANKS AND BONUSES CONT...

RANK	WANDERER	SKILL OR BONUS
0	—	—
1	—	Streetwise 1
2	—	—
3	—	Deception 1
4	—	—
5	—	—
6	—	—

RANK	SCAVENGER	SKILL OR BONUS
0	—	—
1	—	Vacc Suit 1
2	—	—
3	—	Profession (belter) 1 or Mechanic 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D MISHAP

- 1 Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
- 2 Injured. Roll on the Injury Table.
- 3 You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
- 4 You suffer from a life-threatening illness. Reduce your END by 1.
- 5 Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy. In addition, roll 2D. If you roll 2, you must take the Prisoner career in your next term.
- 6 You do not know what happened to you. There is a gap in your memory.

EVENTS

2D EVENT

- 2 Disaster! Roll on the Mishap Table, but you are not ejected from this career.
- 3 A patron offers you a chance at a job. If you accept, you gain DM+4 to your next Qualification roll, but you owe that patron a favour.
- 4 You pick up a few useful skills here and there. Gain one level of Jack-of-all-Trades, Survival, Streetwise or Melee (any).
- 5 You manage to scavenge something of use. Gain DM+1 to any one Benefit roll.
- 6 You encounter something unusual. Go to the Life Events Table and have an Unusual Event.
- 7 Life Event. Roll on the Life Events Table.
- 8 You are attacked by enemies. Gain an Enemy if you do not have one already, and roll either Melee 8+, Gun Combat 8+ or Stealth 8+ to avoid a roll on the Injury Table.
- 9 You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D:
On a 1-2, you are injured or arrested; either roll on the Injury Table or take the Prisoner career in your next term.
On 3-4, you survive, but gain nothing.
On a 5-6, you succeed. Gain DM+4 to one Benefit roll.
- 10 Life on the edge hones your abilities. Increase any skill you already have by one level.
- 11 You are forcibly drafted. Roll for the Draft next term.
- 12 You thrive on adversity. You are automatically promoted.

ENTERTAINER

Individuals who are involved with the media, whether as reporters, artists or celebrities.

Qualification: DEX or INT 5+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

- Artist:** You are a writer, holographer or other creative.
Journalist: You report on local or galactic events for a news feed, the TAS or other organisation.
Performer: You are an actor, dancer, acrobat, professional athlete or other public performer.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Artist	SOC 6+	INT 6+
Journalist	EDU 7+	INT 5+
Performer	INT 5+	DEX 7+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	None	Contact
2	None	SOC +1
3	Cr10000	Contact
4	Cr10000	SOC +1
5	Cr40000	INT +1
6	Cr40000	Two Ship Shares
7	Cr80000	SOC +1 and EDU +1

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	DEX +1	Art	Advocate
2	INT +1	Carouse	Broker
3	SOC +1	Deception	Deception
4	Language	Drive	Science
5	Carouse	Persuade	Streetwise
6	Jack-of-all-Trades	Steward	Diplomat

ID	ARTIST	JOURNALIST	PERFORMER
1	Art	Art (holography or write)	Art (performer or instrument)
2	Carouse	Electronics	Athletics
3	Electronics (computers)	Drive	Carouse
4	Gambler	Investigate	Deception
5	Persuade	Recon	Stealth
6	Profession	Streetwise	Streetwise

RANKS AND BONUSES

RANK	ARTIST	SKILL OR BONUS
0	—	—
1	—	Art 1
2	—	—
3	—	Investigate 1
4	—	—
5	Famous Artist	SOC +1
6	—	—

RANKS AND BONUSES CONT...

RANK	JOURNALIST	SKILL OR BONUS
0	—	—
1	Freelancer	Electronics (comms) 1
2	Staff Writer	Investigate 1
3	—	—
4	Correspondent	Persuade 1
5	—	—
6	Senior Correspondent	SOC +1

RANK	PERFORMER	SKILL OR BONUS
0	—	—
1	—	DEX +1
2	—	—
3	—	STR +1
4	—	—
5	Famous Performer	SOC +1
6	—	—

MISHAPS

1D MISHAP

- Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
- You expose or are involved in a scandal of some sort.
- Public opinion turns on you. Reduce your SOC by 1.
- You are betrayed by a peer. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy.
- An investigation, tour, project or expedition goes wrong, stranding you far from home. Gain one of Survival 1, Pilot 1, Persuade 1 or Streetwise 1.
- You are forced out because of censorship or controversy. What truth did you get too close to? You gain DM+2 to the Qualification roll for your next career.

EVENTS

2D EVENT

- Disaster! Roll on the Mishap Table, but you are not ejected from this career.
- You are invited to take part in a controversial event or exhibition. Roll Art or Investigate 8+. If you succeed, gain one SOC. If you fail, lose one SOC.
- You are a part of your homeworld's celebrity circles. Gain one of Carouse 1, Persuade 1, Steward 1 or a Contact.
- One of your works is especially well received and popular, making you a minor celebrity. Gain DM+1 to any one Benefit roll.
- You gain a patron in the arts. Gain DM+2 to your next Advancement check and an Ally.
- Life Event. Roll on the Life Events Table.
- You have the opportunity to criticise or even bring down a questionable political leader on your homeworld. If you refuse and support the leader, you gain nothing. If you accept, gain an Enemy and roll Art or Persuade 8+. If you succeed, gain one level in any skill you already have. If you fail, increase a skill anyway and roll on the Mishap table.
- You go on a tour of the sector, visiting several worlds. Gain D3 Contacts.
- One of your pieces of art is stolen, and the investigation brings you into the criminal underworld. Gain one of Streetwise 1, Investigate 1, Recon 1 or Stealth 1.
- As an artist, you lead a strange and charmed life. Go to the Life Events Table and have an Unusual Event.
- You win a prestigious prize. You are automatically promoted.

Members of the armed fighting forces carried aboard starships, marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the navy and supplement ground forces such as the army.

Qualification: END 6+
DM-1 for every previous career
DM-2 if you are aged 30 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

- Support:** You are a quartermaster, engineer or battlefield medic in the marines.
Star Marine: You are trained to fight boarding actions and capture enemy vessels.
Ground Assault: You are kicked out of a spacecraft in high orbit and told to ‘capture that planet’.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Support	END 5+	EDU 7+
Star Marine	END 6+	EDU 6+
Ground Assault	END 7+	EDU 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr2000	Armour
2	Cr5000	INT +1
3	Cr5000	EDU +1
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr30000	Armour or END +1
7	Cr40000	SOC +2

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Athletics	Medic	Electronics
2	DEX +1	Vacc Suit	Survival	Tactics
3	END +1	Tactics	Explosives	Admin
4	Gambler	Heavy Weapons	Engineer	Advocate
5	Melee (unarmed)	Gun Combat	Pilot	Vacc Suit
6	Melee (blade)	Stealth	Navigation	Leadership

ID	SUPPORT	STAR MARINE	GROUND ASSAULT
1	Electronics	Vacc Suit	Vacc Suit
2	Mechanic	Athletics	Heavy Weapons
3	Drive or Flyer	Gunner	Recon
4	Medic	Melee (blade)	Melee (blade)
5	Heavy Weapons	Electronics	Tactics (military)
6	Gun Combat	Gun Combat	Gun Combat

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Marine	Gun Combat (any) 1 or Melee (blade) 1
1	Lance Corporal	Gun Combat (any) 1
2	Corporal	—
3	Lance Sergeant	Leadership 1
4	Sergeant	—
5	Gunnery Sergeant	END +1
6	Sergeant Major	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Lieutenant	Leadership 1
2	Captain	—
3	Force Commander	Tactics 1
4	Lieutenant Colonel	—
5	Colonel	SOC 10 or SOC +1, whichever is higher
6	Brigadier	—

MISHAPS

1D	MISHAP
1	Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A mission goes wrong; you and several others are captured and mistreated by the enemy. Due to your injuries, you are discharged early. Gain your jailer as an Enemy and reduce your STR and DEX by one because of your injuries.
3	A mission goes wrong and you are stranded behind enemy lines. Increase Stealth or Survival by one level but, due to the mission's failure, you are ejected from the service.
4	You are ordered to take part in a black ops mission that goes against your conscience. If you refuse you are ejected from the service. If you accept you may stay with the marines but gain the lone survivor as an Enemy.
5	You are tormented by or quarrel with an officer or fellow marine. Gain that character as a Rival as he drives you out of the service.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Trapped behind enemy lines, you have to survive on your own. Gain one of Survival 1, Stealth 1, Deception 1 or Streetwise 1.
4	You are assigned to the security staff of a space station. Increase Vacc Suit or Athletics (dexterity) by one level.
5	You are given advanced training in a specialist field. Roll EDU 8+ to gain any one skill of your choice at level 1.
6	You are assigned to an assault on an enemy fortress. Roll Melee or Gun Combat 8+ and gain Tactics (military) or Leadership if you succeed. If you fail, you are injured and lose 1 point from any physical characteristic.
7	Life Event. Roll on the Life Events Table.
8	You are on the front lines of a planetary assault and occupation. Gain one of Recon 1, Gun Combat 1, Leadership 1 or Electronics (comms) 1
9	A mission goes disastrously wrong due to your commander's error or incompetence, but you survive. If you report your commanding officer for their failure then you gain DM+2 to your next Advancement roll and gain the officer as an Enemy. If you say nothing and protect them, gain them as an Ally.
10	You are assigned to a black ops mission. Gain DM+2 to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Either gain Tactics 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You display heroism in battle. You may gain a promotion or a commission automatically.

MERCHANT

Members of a commercial enterprise. Merchants may crew the ships of the huge trading corporations, or they may work for independent free traders who carry chance cargoes and passengers between worlds.

Qualification: INT 4+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Merchant Marine: You work on one of the massive cargo haulers run by the Imperium or the megacorporations.

Free Trader: You are part of the crew of a tramp trader.

Broker: You work in a planetside brokerage or starport.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Merchant Marine	EDU 5+	INT 7+
Free Trader	DEX 6+	INT 6+
Broker	EDU 5+	INT 7+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr1000	Blade
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr20000	Gun
5	Cr20000	Ship Share
6	Cr40000	Free Trader
7	Cr40000	Free Trader

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Drive	Engineer
2	DEX +1	Vacc Suit	Astrogation
3	END +1	Broker	Electronics
4	INT +1	Steward	Pilot
5	Language	Electronics	Admin
6	Streetwise	Persuade	Advocate

ID	MERCHANT MARINE	FREE TRADER	BROKER
1	Pilot	Pilot (spacecraft)	Admin
2	Vacc Suit	Vacc Suit	Advocate
3	Athletics	Deception	Broker
4	Mechanic	Mechanic	Streetwise
5	Engineer	Streetwise	Deception
6	Electronics	Gunner	Persuade

RANKS AND BONUSES

RANK	MERCHANT MARINE	SKILL OR BONUS
0	Crewman	—
1	Senior Crewman	Mechanic 1
2	4 th Officer	—
3	3 rd Officer	—
4	2 nd Officer	Pilot 1
5	1 st Officer	SOC +1
6	Captain	—

RANKS AND BONUSES CONT...

RANK	FREE TRADER	SKILL OR BONUS
0	—	—
1	—	Persuade 1
2	—	—
3	Experienced Trader	Jack-of-all-Trades 1
4	—	—
5	—	—
6	—	—

RANK	BROKER	SKILL OR BONUS
0	—	—
1	—	Broker 1
2	—	—
3	Experienced Broker	Streetwise 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D MISHAP

- 1 Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
- 2 You are bankrupted by a rival. You lose all Benefits from this career, and gain the other trader as a Rival.
- 3 A sudden war destroys your trade routes and contacts, forcing you to flee that region of space. Gain Gun Combat 1 or Pilot 1.
- 4 Your ship or starport is destroyed by criminals. Gain them as an Enemy.
- 5 Imperial trade restrictions force you out of business. You may take the Rogue career for your next term without needing to roll for qualification.
- 6 A series of bad deals and decisions force you into bankruptcy. You salvage what you can. You may take a Benefit roll for this term as well as any others you are entitled to.

EVENTS

2D EVENT

- 2 Disaster! Roll on the Mishap Table, but you are not ejected from this career.
- 3 You are offered the opportunity to smuggle illegal items onto a planet. If you accept, roll Deception 8+ or Persuade 8+ to gain Streetwise 1 and an extra Benefit roll. If you refuse, you gain an Enemy in the criminal sphere.
- 4 Gain any one of these skills, reflecting your time spent dealing with suppliers and spacers: Profession 1, Electronics 1, Engineer 1, Animals 1 or Science 1.
- 5 You have a chance to risk your fortune on a possibility lucrative deal. You may gamble a number of Benefit rolls and roll Gambler 8+ or Broker 8+. If you succeed, you gain half as many Benefit rolls as you risked, rounding up. If you fail, you lose all the rolls risked. Either way, gain one level in whichever skill you used.
- 6 You make an unexpected connection outside your normal circles. Gain a Contact.
- 7 Life Event. Roll on the Life Events Table.
- 8 You are embroiled in legal trouble. Gain one of Advocate 1, Admin 1, Diplomat 1 or Investigate 1, then roll 2D. If you roll 2, you must take the Prisoner career in your next term.
- 9 You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
- 10 A good deal ensures you are living the high life for a few years. Gain DM+1 to any one Benefit roll.
- 11 You befriend a useful ally in one sphere. Gain an Ally and either gain a level in Carouse or DM+4 to your next Advancement roll thanks to their aid.
- 12 Your business or ship thrives. You are automatically promoted.

Members of the interstellar navy which patrols space between the stars. The navy has the responsibility for the protection of society from foreign powers and lawless elements in the interstellar trade channels.

Qualification: INT 6+
DM-1 for every previous career
DM-2 if you are aged 34 or more

Commission: SOC 8+

ASSIGNMENTS

Choose one of the following.

Line/Crew: You serve as a general crewman or officer on a ship of the line.

Engineer/Gunner: You serve as a specialist technician on a starship.

Flight: You are a pilot of a shuttle, fighter or other light craft.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Line/Crew	INT 5+	EDU 7+
Engineer/Gunner	INT 6+	EDU 6+
Flight	DEX 7+	EDU 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr1000	Personal Vehicle or Ship Share
2	Cr5000	INT +1
3	Cr5000	EDU +1 or two Ship Shares
4	Cr10000	Weapon
5	Cr20000	TAS Membership
6	Cr50000	Ship's Boat or two Ship Shares
7	Cr50000	SOC +2

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER (COMMISSIONED ONLY)
1	STR +1	Pilot	Electronics	Leadership
2	DEX +1	Vacc Suit	Astrogation	Electronics
3	END +1	Athletics	Engineer	Pilot
4	INT +1	Gunner	Drive	Melee (blade)
5	EDU +1	Mechanic	Navigation	Admin
6	SOC +1	Gun Combat	Admin	Tactics (naval)

ID	LINE/CREW	ENGINEER/GUNNER	FLIGHT
1	Electronics	Engineer	Pilot
2	Mechanic	Mechanic	Flyer
3	Gun Combat	Electronics	Gunner
4	Flyer	Engineer	Pilot (small craft)
5	Melee	Gunner	Astrogation
6	Vacc Suit	Flyer	Electronics

RANKS AND BONUSES

RANK	ENLISTED	SKILL OR BONUS
0	Crewman	—
1	Able Spacehand	Mechanic 1
2	Petty Officer, 3 rd class	Vacc Suit 1
3	Petty Officer, 2 nd class	—
4	Petty Officer, 1 st class	END +1
5	Chief Petty Officer	—
6	Master Chief	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BONUS
1	Ensign	Melee (blade) 1
2	Sublieutenant	Leadership 1
3	Lieutenant	—
4	Commander	Tactics (naval) 1
5	Captain	SOC 10 or SOC +1, whichever is higher
6	Admiral	SOC 12 or SOC +1, whichever is higher

MISHAPS

1D MISHAP

- Severely injured in action (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
- Placed in the frozen watch (cryogenically stored on board ship) and revived improperly. Reduce STR, DEX or END by 1 due to muscle wastage. You are not ejected from this career.
- During a battle, defeat or victory depends on your actions. You must make an 8+ roll using a skill that depends on your branch: Electronics (sensors) or Gunner if you are crew, Mechanic or Vacc Suit if you are engineer/gunner, and Pilot (small craft or spacecraft) or Tactics (naval) if you are flight. If you fail, the ship suffers severe damage and you are blamed for the disaster. You are court-martialled and discharged. If you succeed, your efforts ensure that you are honourably discharged. You still leave the career, but may keep your Benefit roll from this term.
- You are blamed for an accident that causes the death of several crew members. If you were responsible, then you gain one free roll on the Skills and Training table before you are ejected from this career as your guilt drives you to excel. If you were not, then gain the officer who blamed you as an Enemy, but you keep your Benefit roll from this term.
- You are tormented by or quarrel with an officer or fellow crewman. Gain that character as a Rival, as they force you out of the Navy.
- Injured. Roll on the Injury Table.

EVENTS

2D EVENT

- Disaster! Roll on the Mishap Table, but you are not ejected from this career.
- You join a gambling circle on board. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
- You are given a special assignment or duty on board ship. Gain DM+1 to any one Benefit roll.
- You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already have.
- Your vessel participates in a notable military engagement. Gain one of Electronics 1, Engineer 1, Gunner 1 or Pilot 1.
- Life Event. Roll on the Life Events Table.
- Your vessel participates in a diplomatic mission. Gain one of Recon 1, Diplomat 1, Steward 1 or a Contact.
- You foil an attempted crime on board, such as mutiny, sabotage, smuggling or conspiracy. Gain an Enemy, but also gain DM+2 to your next Advancement roll in the Navy.
- You have the opportunity to abuse your position for profit. If you do so, gain an extra Benefit roll from this term. Refuse, and you get DM+2 to your next Advancement roll.
- Your commanding officer takes an interest in your career. Either gain Tactics (naval) 1 or DM+4 to your next Advancement roll thanks to their aid.
- You display heroism in battle, saving the whole ship. You automatically pass your next promotion or commission roll.

Individuals of the upper class who perform little consistent function, but often have large amounts of ready money.

Qualification: SOC 10+
DM -1 for every previous career
Automatic qualification if your SOC is 10 or higher

ASSIGNMENTS

Choose one of the following.

Administrator: You serve in the planetary government or even ruled over a fiefdom or other domain.

Diplomat: You are a diplomat or other state official.

Dilettante: You are known for being known and have absolutely no useful function in society.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Administrator	INT 4+	EDU 6+
Diplomat	INT 5+	SOC 7+
Dilettante	SOC 3+	INT 8+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr10000	Ship Share
2	Cr10000	Two Ship Shares
3	Cr50000	Blade
4	Cr50000	SOC +1
5	Cr100000	TAS Membership
6	Cr100000	Yacht
7	Cr200000	SOC +1 and Yacht

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Admin	Admin
2	DEX +1	Advocate	Advocate
3	END +1	Electronics	Language
4	Gambler	Diplomat	Leadership
5	Gun Combat	Investigate	Diplomat
6	Melee	Persuade	Art

ID	ADMINISTRATOR	DIPLOMAT	DILETTANTE
1	Admin	Advocate	Carouse
2	Advocate	Carouse	Deception
3	Broker	Electronics	Flyer
4	Diplomat	Steward	Streetwise
5	Leadership	Diplomat	Gambler
6	Persuade	Deception	Jack-of-all-Trades

RANKS AND BONUSES

RANK	ADMINISTRATOR	SKILL OR BONUS
0	Assistant	—
1	Clerk	Admin 1
2	Supervisor	—
3	Manager	Advocate 1
4	Chief	—
5	Director	Leadership 1
6	Minister	—

RANKS AND BONUSES CONT...

RANK	DIPLOMAT	SKILL OR BONUS	RANK	DILETTANTE	SKILL OR BONUS
0	Intern	—	0	Wastrel	—
1	3 rd Secretary	Admin 1	1	—	—
2	2 nd Secretary	—	2	Ingrate	Carouse 1
3	1 st Secretary	Advocate 1	3	—	—
4	Counsellor	—	4	Black Sheep	Persuade 1
5	Minister	Diplomat 1	5	—	—
6	Ambassador	—	6	Scoundrel	Jack-of-all-Trades 1

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A family scandal forces you out of your position. Lose one SOC.
3	A disaster or war strikes. Roll Stealth 8+ or Deception 8+ to escape unhurt. If you fail, roll on the Injury Table.
4	Political manoeuvrings usurp your position. Increase Diplomat or Advocate by one level and gain a Rival.
5	An assassin attempts to end your life. Roll END 8+. If you fail, roll on the Injury Table.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are challenged to a duel for your honour and standing. If you refuse, reduce your SOC by 1. If you accept, roll Melee (blade) 8+. If you succeed, gain one SOC. If you fail, roll on the Injury Table and reduce your SOC by one. Either way, gain one level in Melee (blade), Leadership, Tactics (any) or Deception.
4	Your time as a ruler or playboy gives you a wide range of experiences. Gain one of Animals (riding) 1, Art 1, Carouse 1, or Streetwise 1.
5	You inherit a gift from a rich relative. Gain DM+1 to any one Benefit roll.
6	You become deeply involved in politics on your world of residence, becoming a player in the political intrigues of government. Gain one level in Advocate, Admin, Diplomacy or Persuade, but also gain a Rival.
7	Life Event. Roll on the Life Events Table.
8	A conspiracy of nobles attempts to recruit you. If you refuse, gain the conspiracy as an Enemy. If you accept, roll Deception 8+ or Persuade 8+. If you fail, roll on the Mishap Table as the conspiracy collapses. If you succeed, Gain one level of Deception, Persuade, Tactics or Carouse.
9	Your reign is acclaimed by all as being fair and wise – or in the case of a dilettante, you sponge off your family's wealth a while longer. Gain either a jealous relative or an unhappy subject as an Enemy. Gain DM+2 to your next Advancement check.
10	You manipulate and charm your way through high society. Gain one level of Carouse, Diplomat, Persuade or Steward, as well as a Rival and an Ally.
11	You make an alliance with a powerful and charismatic noble, who becomes an Ally. Either gain one level of Leadership or DM+4 to your next Advancement roll thanks to their aid.
12	Your efforts do not go unnoticed by the Imperium. You are automatically promoted.

Criminal elements familiar with the rougher or more illegal methods of attaining goals.

Qualification: DEX 6+
DM-1 for every previous career

ASSIGNMENTS

Choose one of the following.

Thief: You steal from the rich and give to... well, yourself, actually.

Enforcer: You are a leg breaker, thug or assassin for a criminal group.

Pirate: You are a space-going corsair.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Thief	INT 6+	DEX 6+
Enforcer	END 6+	STR 6+
Pirate	DEX 6+	INT 6+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	None	Ship Share
2	None	Weapon
3	Cr10000	INT +1
4	Cr10000	1D Ship Shares
5	Cr50000	Armour
6	Cr100000	DEX +1
7	Cr100000	2D Ship Shares

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	Carouse	Deception	Electronics
2	DEX +1	Recon	Navigation
3	END +1	Athletics	Medic
4	Gambler	Gun Combat	Investigate
5	Melee	Stealth	Broker
6	Gun Combat	Streetwise	Advocate

ID	THIEF	ENFORCER	PIRATE
1	Stealth	Gun Combat	Pilot
2	Electronics	Melee	Astrogation
3	Recon	Streetwise	Gunner
4	Streetwise	Persuade	Engineer
5	Deception	Athletics	Vacc Suit
6	Athletics	Drive	Melee

RANKS AND BONUSES

RANK	THIEF	SKILL OR BONUS
0	—	—
1	—	Stealth 1
2	—	—
3	—	Streetwise 1
4	—	—
5	—	Recon 1
6	—	—

RANKS AND BONUSES CONT...

RANK	ENFORCER	SKILL OR BONUS	RANK	PIRATE	SKILL OR BONUS
0	—	—	0	Lackey	—
1	—	Persuade 1	1	Henchman	Pilot 1 or Gunner 1
2	—	—	2	Corporal	—
3	—	Gun Combat 1 or Melee 1	3	Sergeant	Gun Combat 1 or Melee 1
4	—	—	4	Lieutenant	—
5	—	Streetwise 1	5	Leader	Engineer 1 or Navigation 1
6	—	—	6	Captain	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Arrested. You must take the Prisoner career in your next term.
3	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy. In addition, roll 2D. If you roll 2, you must take the Prisoner career in your next term.
4	A job goes wrong, forcing you to flee off-planet. Gain one of Deception 1, Pilot (small craft or spacecraft) 1, Athletics (dexterity) 1 or Gunner 1.
5	A police detective or rival criminal forces you to flee and vows to hunt you down. Gain an Enemy.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are arrested and charged. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, gain an Enemy and take the Prisoner career in your next term. If you hired a lawyer, gain the lawyer as a Contact and lose a Benefit roll.
4	You are involved in the planning of an impressive heist. Gain Electronics 1 or Mechanic 1.
5	One of your crimes pays off. Gain DM+2 to any one Benefit roll, and gain your victim as an Enemy.
6	You have the opportunity to backstab a fellow rogue for personal gain. If you do so, gain DM+4 to your next Advancement check. If you refuse, gain them as an Ally.
7	Life Event. Roll on the Life Events Table.
8	You spend months in the dangerous criminal underworld. Gain one of Streetwise 1, Stealth 1, Melee 1 or Gun Combat 1.
9	You become involved in a feud with a rival criminal organisation. Roll Stealth or Gun Combat 8+. If you fail, roll on the Injury Table. If you succeed, gain an extra Benefit roll.
10	You are involved in a gambling ring. Gain Gambler 1. You may wager any number of Benefit rolls. Roll Gambler 8+; if you fail, lose all the wagered Benefit rolls. If you succeed, gain half as many Benefit rolls as you wagered (round up).
11	A crime lord considers you his protégé. Either gain Tactics (military) 1 or DM+4 to your next Advancement roll thanks to their aid.
12	You commit a legendary crime. You are automatically promoted.

Individuals trained in technological or research sciences who conduct scientific investigations into materials, situations and phenomena, or who practise medicine.

Qualification: INT 6+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following.

Field Researcher: You are an explorer or field researcher, equally at home in the laboratory or wilderness.

Scientist: You are a researcher in some corporation or research institution, or a mad scientist in an orbiting laboratory.

Physician: You are a doctor, healer or medical researcher.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Field Researcher	END 6+	INT 6+
Scientist	EDU 4+	INT 8+
Physician	EDU 4+	EDU 8+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr5000	INT +1
2	Cr10000	EDU +1
3	Cr20000	Two Ship Shares
4	Cr30000	SOC +1
5	Cr40000	Scientific Equipment
6	Cr60000	Lab. Ship
7	Cr100000	Lab Ship

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 10)
1	INT +1	Drive	Art
2	EDU +1	Electronics	Advocate
3	SOC +1	Diplomat	Electronics
4	DEX +1	Medic	Language
5	END +1	Investigate	Engineer
6	Language	Science	Science

ID	FIELD RESEARCHER	SCIENTIST	PHYSICIAN
1	Electronics	Admin	Medic
2	Vacc Suit	Engineer	Electronics
3	Navigation	Science	Investigate
4	Survival	Science	Medic
5	Investigate	Electronics	Persuade
6	Science	Science	Science

RANKS AND BONUSES

RANK	FIELD RESEARCHER	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANKS AND BONUSES CONT...

RANK	SCIENTIST	SKILL OR BONUS
0	—	—
1	—	Science 1
2	—	Electronics (computers) 1
3	—	Investigate 1
4	—	—
5	—	Science 2
6	—	—

RANK	PHYSICIAN	SKILL OR BONUS
0	—	—
1	—	Medic 1
2	—	—
3	—	Science 1
4	—	—
5	—	Science 2
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	A disaster leaves several injured, and others blame you, forcing you to leave your career. Roll on the Injury Table twice, taking the higher result, and gain a Rival.
3	The planetary government interferes with your research for political or religious reasons. If you continue with your work openly, increase Science by one level and gain an Enemy. If you continue with your work secretly, increase Science by one level and reduce your SOC by 2. This mishap does not cause you to leave this career.
4	An expedition or voyage goes wrong, leaving you stranded in the wilderness. Gain Survival 1 or Athletics (dexterity or endurance) 1. By the time you find your way home, your job is gone.
5	Your work is sabotaged by unknown parties. You may salvage what you can and give up (leave the career but retain this term's Benefit roll) or start again from scratch (lose all Benefit rolls from this career but you do not have to leave).
6	A rival researcher blackens your name or steals your research. Gain a Rival but you do not have to leave this career.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	You are called upon to perform research that goes against your conscience. Accept, and you gain an extra Benefit roll, a level in each of any two Science skill specialties and D3 Enemies.
4	You are assigned to work on a secret project for a patron or organisation. Gain one of Medic 1, Science 1, Engineer 1, Electronics 1 or Investigate 1.
5	You win a prestigious prize for your work, garnering both the praise and envy of your peers. Gain DM+1 to any one Benefit roll.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any one skill of your choice at level 1.
7	Life Event. Roll on the Life Events Table.
8	You have the opportunity to cheat in some fashion, advancing your career and research by stealing another's work, using an alien device, taking a shortcut and so forth. If you refuse, you gain nothing. If you accept, roll Deception 8+ or Admin 8+. If you succeed, you gain DM+2 to any one Benefit roll and may increase any skill by one level, but also gain an Enemy. If you fail, gain an Enemy and lose one Benefit roll from this career.
9	You make a breakthrough in your field. Gain DM+2 to your next Advancement check.
10	You become entangled in a bureaucratic or legal morass that distracts you from your work. Gain one of Admin 1, Advocate 1, Persuade 1 or Diplomat 1.
11	You work for an eccentric but brilliant mentor, who becomes an Ally. Either increase Science by one level or DM+4 to your next Advancement roll thanks to their aid.
12	Your work leads to a considerable breakthrough. You are automatically promoted.

Members of the exploratory service. Scouts explore new areas, map and survey known or newly discovered areas, and maintain communication ships which carry information and messages between the worlds of the galaxy.

Qualification: INT 5+
DM -1 for every previous career

ASSIGNMENTS

Choose one of the following.

Courier: You are responsible for shuttling messages and high value packages around the galaxy.

Surveyor: You visit border worlds and assess their worth.

Explorer: You go wherever the map is blank, exploring unknown worlds and uncharted space.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Courier	END 5+	EDU 9+
Surveyor	END 6+	INT 8+
Explorer	END 7+	EDU 7+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	Cr20000	Ship Share
2	Cr20000	INT +1
3	Cr30000	EDU +1
4	Cr30000	Weapon
5	Cr50000	Weapon
6	Cr50000	Scout Ship
7	Cr50000	Scout Ship

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Pilot (small craft or spacecraft)	Medic
2	DEX +1	Survival	Navigation
3	END +1	Mechanic	Seafarer
4	INT +1	Astrogation	Explosives
5	EDU +1	Vacc Suit	Science
6	Jack-of-all-Trades	Gun Combat	Jack-of-all-Trades

ID	COURIER	SURVEYOR	EXPLORER
1	Electronics	Electronics	Electronics
2	Flyer	Persuade	Pilot
3	Pilot (spacecraft)	Pilot	Engineer
4	Engineer	Navigation	Science
5	Athletics	Diplomat	Stealth
6	Astrogation	Streetwise	Recon

RANKS AND BONUSES

RANK	TITLE	SKILL OR BONUS
0	—	—
1	Scout	Vacc Suit 1
2	—	—
3	Senior Scout	Pilot 1
4	—	—
5	—	—
6	—	—

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Psychologically damaged by your time in the scouts. Reduce your INT or SOC by 1.
3	Your ship is damaged, and you have to hitch-hike your way back across the stars to the nearest scout base. Gain 1D Contacts and D3 Enemies.
4	You inadvertently cause a conflict between the Imperium and a minor world or race. Gain a Rival and Diplomat 1.
5	You have no idea what happened to you – they found your ship drifting on the fringes of friendly space.
6	Injured. Roll on the Injury Table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table, but you are not ejected from this career.
3	Your ship is ambushed by enemy vessels. Either run, and roll Pilot 8+ to escape, or treat with them and roll Persuade 10+ to bargain with them. If you fail the check, then your ship is destroyed and you may not re-enlist in the Scouts at the end of this term. If you succeed, you survive and gain Electronics (sensors) 1. Either way, gain an Enemy.
4	You survey an alien world. Gain one of Animals (riding or training) 1, Survival 1, Recon 1 or Science 1.
5	You perform an exemplary service for the scouts. Gain DM+1 to any one Benefit roll.
6	You spend several years jumping from world to world in your scout ship. Gain one of Astrogation 1, Electronics 1, Navigation 1, Pilot (small craft) 1 or Mechanic 1.
7	Life Event. Roll on the Life Events Table.
8	When dealing with an alien race, you have an opportunity to gather extra intelligence about them. Roll either Electronics 8+ or Deception 8+. If you succeed, gain an Ally in the Imperium and DM+2 to your next Advancement roll. If you fail, roll on the Mishap Table, but you are not ejected from this career.
9	Your scout ship is one of the first on the scene to rescue the survivors of a disaster. Roll either Medic 8+ or Engineer 8+. If you succeed, gain a Contact and DM+2 to your next Advancement check. If you fail, gain an Enemy.
10	You spend a great deal of time on the fringes of Charted Space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact in an alien race and one level in any skill of your choice. If you fail, roll on the Mishap Table but you are not ejected from this career.
11	You serve as the courier for an important message from the Imperium. Either gain one level of Diplomat or DM+4 to your next Advancement roll.
12	You discover a world, item or information of worth to the Imperium. You are automatically promoted.

LIFE EVENTS

Even in the distant future, humans are still people (in fact, some non-humans are also people...). They work, they quarrel, they get sick, they fall in love, they complain about their in-laws... in short, life goes on. If you roll up a Life Event on the Events table during your career, roll on the Life Event Table.

BENEFITS

In the course of a Traveller's career, he may manage to save some money. He may also acquire equipment and other benefits from his previous employers – a scout might be mustered out of the service with a reserve scout ship, for example, or a marine might get to keep his combat armour and so on. These are determined by Benefit rolls.

Benefits are gained when a Traveller leaves a career. A Traveller gets one Benefit roll for every full term served in that career. You also get extra Benefit rolls if you reached a high rank.

Life Event Table

2D	Event
2	Sickness or Injury: You are injured or become sick. Roll on the Injury Table.
3	Birth or Death: Someone close to you dies, like a friend or family member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, relative, godparent, etc).
4	Ending of Relationship: A romantic relationship involving you ends. Badly. Gain a Rival or Enemy.
5	Improved Relationship: A romantic relationship involving you deepens, possibly leading to marriage or some other emotional commitment. Gain an Ally.
6	New Relationship: You become involved in a romantic relationship. Gain an Ally.
7	New Contact: You gain a new Contact.
8	Betrayal: You are betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	Travel: You move to another world. You gain DM+2 to your next Qualification roll.
10	Good Fortune: Something good happens to you; you come into money unexpectedly, have a lifelong dream come true, get a book published or have some other stroke of good fortune. Gain DM+2 to any one Benefit roll.
11	Crime: You commit or are the victim (or are accused) of a crime. Lose one Benefit roll or take the Prisoner career in your next term.
12	Unusual Event: Something weird happens. Roll 1D. 1 – Psionics: You encounter a Psionic institute. You may immediately test your Psionic Strength and, if you qualify, take the Psion career in your next term. See page 72 of <i>Book 2: Spacecraft & Worlds</i> for more details. 2 – Aliens: You spend time among an alien race. Gain Science 1 and a Contact among an alien race. 3 – Alien Artefact: You have a strange and unusual device from an alien culture that is not normally available to humans. 4 – Amnesia: Something happened to you, but you do not know what it was. 5 – Contact with Government: You briefly came into contact with the highest echelons of the Imperium – an Archduke or the Emperor, perhaps, or Imperial intelligence. 6 – Ancient Technology: You have something older than the Imperium, or even something older than humanity.

Benefits of Rank

Highest Rank Reached	Bonus Benefit Rolls
1-2	1
3-4	2
5-6	3, and DM+1 to all Benefit rolls in this career

There are two columns for Benefit rolls in each career – the Cash column and the Other Benefits column. You may only roll on the Cash column a maximum of three times across all your careers.

Cash Benefits

A Traveller with the Gambler skill gains DM+1 to all rolls on Cash columns.

If the Traveller has any money left, they may purchase personal equipment worth up to Cr2000 before they start adventuring. More expensive items can be bought in play, but Travellers will have to seek them out. Any

left-over money can be converted into cash, trade goods or just saved.

Other Benefits

When you leave a career in good standing with your previous employers, you are permitted to keep various pieces of equipment or even shares of a vessel. Different careers give different benefits.

Armour: Select any type of armour with a limit of Cr10000 and TL 12. If you roll this benefit again, then you can either select another type of armour with the same limits or trade your original in for armour with a limit of Cr 25000.

Ally: Gain an Ally.

Blade: Select any blade weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another blade or one level in the Melee (blades) skill.

Characteristic Increases: Increase the listed characteristic by the amount shown, up to your racial maximum. Human characters are limited to a score of 15. Characteristic increases above 15 are lost, with the exception of SOC increases – every point of excess SOC becomes a Ship Share.

Combat Implant: Gain any augmentations (see page 84) with a limit of Cr50000 and TL 12. If you roll this benefit again, then you may either take a different Augmentation or increase the one you already possess by one level (this may take it above the credit and TL limit).

Contact: Gain a Contact.

Free Trader: You receive a free trader with 25% of the mortgage paid off on it. This free trader is identical to the one on page 44 of *Book 2: Spacecraft & Worlds* but you must roll 1D times on the Spacecraft Quirks table on page 40 of *Book 2: Spacecraft & Worlds*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the free trader will have no mortgage and it will be all yours! Alternatively, you may select a Far Trader (Page 42 of *Book 2: Spacecraft & Worlds*) instead.

Gun: Select any common or military ranged weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another weapon or one level in the appropriate Gun Combat skill for a weapon already received as a benefit.

Lab Ship: You receive a lab ship with 25% of the mortgage paid off on it. This lab ship is identical to the one on page 46 of *Book 2: Spacecraft & Worlds* but you must roll 1D times on the Old Ships Table on page 40

of *Book 2: Spacecraft & Worlds*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the lab ship will have no mortgage and it will be all yours!

Personal Vehicle: You receive a personal vehicle, such as a ground car or air/raft. You can choose exactly what type of vehicle this is but it may not be armed and has a limit of Cr300000 and TL 10. If you roll this benefit again, gain a level of Drive or Flyer.

Scientific Equipment: Gain any one piece of scientific equipment with a limit of Cr2000 and TL 12. If you roll this benefit again, take another piece of scientific equipment or gain one level in Electronics or Science.

Scout Ship: You receive a scout ship. You have full use of the ship and can modify it as you see fit, but it still belongs to the Scout Service and can (and will!) be recalled back into service as needed. This means you will be expected to complete missions for the Scout Service from time to time. If you roll this Benefit more than once, re-roll the result.

Ship's Boat: You receive a ship's boat or other small craft with a limit of MCr10 and TL 12. If you roll this benefit again, gain Pilot (small craft).

Ship Shares: You obtain one or more ship shares that can be put towards obtaining a ship. Each share is worth MCr1 but cannot be redeemed for cash.

Weapon: Select any weapon with a limit of Cr1000 and TL 12. If you roll this benefit again, you may take another weapon or one level in the appropriate Melee or Gun Combat skill for a weapon already received as a benefit.

TAS Membership: You are a member of the Traveller's Aid Society (TAS), a private organisation that maintains hostels and facilities at all class A and B starports in many parts of human space. Facilities are available (at reasonable cost) to members and their guests. Receipt of membership in the Traveller's Aid Society as a benefit may be construed as a reward for heroism or extraordinary service to the Society rather than an official benefit from a career. Membership is for life and is not transferable.

Membership may also be purchased for MCr1, although it is possible for an application to be 'black-balled' by an existing member. The Traveller's Aid Society is an exclusive organisation, made up of those who are truly citizens of the galaxy, not just a single world.

The TAS invests its membership fees and other incomes; it uses its capital and return to provide benefits to its members. Every two months, it pays dividends in the

form of one high passage to each member. This passage may be used, retained or sold.

Membership may only be received once per Traveller. If you roll this benefit gain, gain two ship shares instead.

Yacht: You receive a yacht with 25% of the mortgage paid off on it. This yacht is identical to the one on page 62 of *Book 2: Spacecraft & Worlds* but you must roll 1D times on the Old Ships Table on page 40 of *Book 2: Spacecraft & Worlds*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the yacht will have no mortgage and it will be all yours! Alternatively, you may select a Safari Ship instead (See page 52 of *Book 2: Spacecraft & Worlds*).

SHIP SHARES

Ship shares represent contacts, credit rating, savings and favours owed that a Traveller can put towards ownership of a space vessel, worth roughly one million credits. Travellers can pool their ship shares towards the use of a vessel, but cannot trade ship shares for cash. It is very unlikely that the Travellers will be able to own anything but the smallest starship outright at the start of the game, so most crews end up working to support a mortgage on their spacecraft. The more ship shares that a group of Travellers can put together, the bigger a ship they can afford.

See the Spacecraft Operations chapter, page 18 of *Book 2: Spacecraft & Worlds* (for more on ship mortgages and how ship shares can be applied against them).



Ships with Benefits

There are several ways of starting a Traveller with a ship after completing some careers, though it is difficult. However, for simplicity and campaign balance, only one Traveller may start with a ship in their possession before the campaign begins. If two or more Travellers have gained ships, you should debate who actually gets a ship. The other players will receive an additional pension of Cr25000 every year for every time they rolled a ship as a benefit. This represents part ownership in a commercial vessel and the dividends received on the investment.

While individual ship shares cannot be redeemed for cash either, if they are not used to help purchase a ship the Traveller will instead receive an additional pension of Cr1000 every year (they might not be in possession of the ship, but it is somewhere out there in the galaxy, earning dividends for those who invested in it, possibly many years ago).



TRAVELLERS AID SOCIETY

PENSIONS

A Traveller that leaves a career (other than Scout, Rogue, Prisoner or Drifter) after at least 5 terms is considered to have retired and receives a pension. This pension is paid at the beginning of each year, effective upon leaving the service, and may be collected at any class A or B starport.

Terms	Pay
5	Cr10000
6	Cr12000
7	Cr14000
8	Cr16000
9+	+Cr2000 per term beyond 8

AGEING & INJURIES

Ageing and injuries can both reduce characteristics before play begins. There are ways to ameliorate the effects of both ageing and injuries. Travellers can prolong their youth using anagathics (drugs that slow the ageing process), but these are hard to find, expensive, illegal, socially unacceptable on many worlds or just plain unavailable. Injuries can be healed using medical care.

Both drugs and medical care are expensive, and will drain a Traveller's finances. A Traveller must keep track of how much money they spend on anagathics and medical care while they are engaged in a career – it must all be paid for!

Ageing

The effects of ageing begin when a Traveller reaches 34 years of age (at the end of their fourth career term). At the end of the fourth term, and at the end of every term thereafter, the Traveller must roll 2D on the Ageing Table. Use the Traveller's total number of terms as a negative DM on this table; the older you are, the heavier the effects of ageing will weigh upon you.

The Traveller may choose which characteristics are affected by ageing.

Ageing Crisis: If any characteristic is reduced to 0, then the Traveller suffers an ageing crisis. The Traveller dies unless they pay 1D x Cr10000 for medical care, which will bring any characteristics back up to 1. The Traveller automatically fails any Qualification rolls from now on.

Anagathics: At the start of any career term, a Traveller can start taking anagathics by rolling SOC 10+ (if you roll 2 exactly, you must instead go straight to the Prisoner career in this term). While using anagathic drugs, the Traveller effectively does not age – add the number of terms since the Traveller started taking anagathics as a positive DM to rolls on the ageing table. If a Traveller stops taking anagathics for any reason in the future, then he must roll immediately on the Ageing Table as the shock of his system beginning to age again strikes.

Anagathics have two drawbacks. First, the combined risk of trying to obtain a reliable supply and the disruption to his biochemistry means the Traveller must make two Survival checks in each term instead of one. If either or both checks are failed, the Traveller suffers a mishap.

Second, the drugs cost 1D x Cr200,000 for each term the Traveller uses the drugs. These costs are paid out of the Traveller's eventual cash benefits. If the Traveller cannot pay these bills, they go into debt – see Medical Debt on page 50.

Ageing and Anagathics During Play: If your campaign lasts long enough, Travellers will have to make further ageing rolls every four years. Travellers may also seek out anagathic drugs during a campaign – in fact, if a Traveller started using anagathics during creation, they may be driven to seek them out as a matter of necessity, or be faced with suddenly ageing rapidly. See Anagathic Drugs on page 94 for more details.

Ageing Table

2D Effects of Ageing

-6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
-5	Reduce three physical characteristics by 2
-4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
-3	Reduce one physical characteristic by 2, reduce two physical characteristic by 1
-2	Reduce three physical characteristics by 1
-1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

Injuries

Travellers wounded in combat or accidents during creation must roll on the Injury Table to see how bad their injuries are.

Injury Table

1D Injury

1	Nearly killed – reduce one physical characteristic by 1D, reduce two other physical characteristics by 2
2	Severely injured – reduce one physical characteristic by 1D
3	Missing Eye or Limb – reduce STR or DEX by 2
4	Scarred – you are scarred and injured. Reduce any physical characteristic by 2
5	Injured. Reduce any physical characteristic by 1
6	Lightly Injured. No permanent effect

Medical Care: If you have been injured, then medical care may be able to undo the effects of damage. Some worlds have the technology to clone or rebuild damaged organs; others specialise in transplants or cybernetic replacements. Regardless of the technique used, medical care is expensive.

The restoration of a lost characteristic costs Cr5000 per point.

If you were injured in the service of an organisation, then a portion of your medical care may be paid for. Roll 2D on the table below, adding your Rank as a DM.

SKILLS PACKAGES

As a group, all Travellers select one of the following skill packages. These are collections of basic skills you will often use while adventuring. Taking a skill package ensures your group will at least have basic competency in the situations that will come up in the campaign.

When you have collectively decided which skill package is most suitable for the style of play and campaign you will be embarking upon, each Traveller takes it in turns to select an item from the package. Keep going until all skills have been selected.

TRAVELLER SKILL PACKAGE

This is an all-round skill package, good for a campaign where the Travellers are trading one week and blowing things up the next.

Skills: Pilot 1, Deception 1, Electronics 1, Gunner 1, Gun Combat 1, Persuade 1, Stealth 1, Medic 1

MERCENARY SKILL PACKAGE

This skills package focuses on ground combat and is aimed at combat-heavy games.

Skills: Electronics 1, Medic 1, Leadership 1, Heavy Weapons 1, Gun Combat 1, Gun Combat 1, Stealth 1, Recon 1

TRADER SKILL PACKAGE

This skills package is for campaigns where trading and commerce are the primary activities of the Travellers.

Skills: Pilot 1, Electronics 1, Medic 1, Streetwise 1, Broker 1, Advocate 1, Diplomat 1, Astrogation 1

STARSHIP SKILL PACKAGE

This is for campaigns where the Travellers will spend almost all their time on spacecraft.

Skills: Pilot 1, Gunner 1, Engineer 1, Mechanic 1, Electronics 1, Medic 1, Tactics (naval) 1, Astrogation 1

EXPLORER SKILLS PACKAGE

For campaigns where the Travellers are operating on the fringe of Charted Space, dealing with new worlds and ancient relics.

Skills: Pilot 1, Astrogation 1, Electronics 1, Survival 1, Recon 1, Gun Combat 1, Stealth 1, Medic 1

DIPLOMAT SKILL PACKAGE

For campaigns where the Travellers are government operatives and ambassadors.

Skills: Advocate 1, Diplomat 1, Persuade 1, Stealth 1, Streetwise 1, Deception 1, Electronics 1, Admin 1

INVESTIGATOR SKILL PACKAGE

For campaigns centering on solving crimes and investigating mysteries.

Skills: Advocate 1, Admin 1, Investigate 1, Persuade 1, Stealth 1, Streetwise 1, Electronics 1, Deception 1, Gun Combat 1

CRIMINAL SKILL PACKAGE

For campaigns involving crime and elaborate heists.

Skills: Pilot 1, Electronics 1, Stealth 1, Deception 1, Persuade 1, Streetwise 1, Broker 1, Medic 1



Medical Bills

Career	Roll of 4+	Roll of 8+	Roll of 12+
Army/Navy/Marine	75%	100%	100%
Agent/Noble/ Scholar/Entertainer/ Merchant/Citizen	50%	75%	100%
Scout/Rogue/Drifter	0%	50%	75%

For example, Morn suffers an injury during his career as a barbarian, reducing his STR by 2. He has the limb regrown at a starport hospital, at the cost of Cr10000. He has to pay this entire amount himself – but he has no money. Morn starts the game with a Cr10000 debt to the hospital.

Medical Debt

After you have finished creating your Traveller but before the campaign begins, you must pay any outstanding costs from medical care or anagathic drugs out of your Benefits. Any debt left is hanging over you at the start of the game and you can be sure it will be collected, likely with interest.

WHY ARE YOU TRAVELLING?

The final step of creation is to choose your Traveller's initial goal – why is he travelling? The lure of the unknown? The chance to strike it rich? Running from their past? Loyalty to another Traveller?

At this stage of creation, you have guided your Traveller from their teenage years to the present day. Who are they? How has their past shaped their beliefs? What cause are they willing to fight for? Do they have any odd tics or habits? What do they want?

ALIENS

Up to now, we have only considered human Travellers. However, many *Traveller* universes also contain numerous non-human sophonts – aliens.

Other universes will detail the aliens that can be Travellers and the *Traveller Companion* adds more than can be used in any universe, but to get you started, here are two commonly found in the Third Imperium; the Aslan and Vargr.

Creating Alien Travellers

Alien Travellers are created in the same way as humans, but with the following two differences.

- Aliens have modifiers applied to some of their characteristics as soon as they are rolled. This may take them above the normal maximum of 15 but cannot take a characteristic to less than 1.
- Aliens have traits, or special rules, that mark them as different.

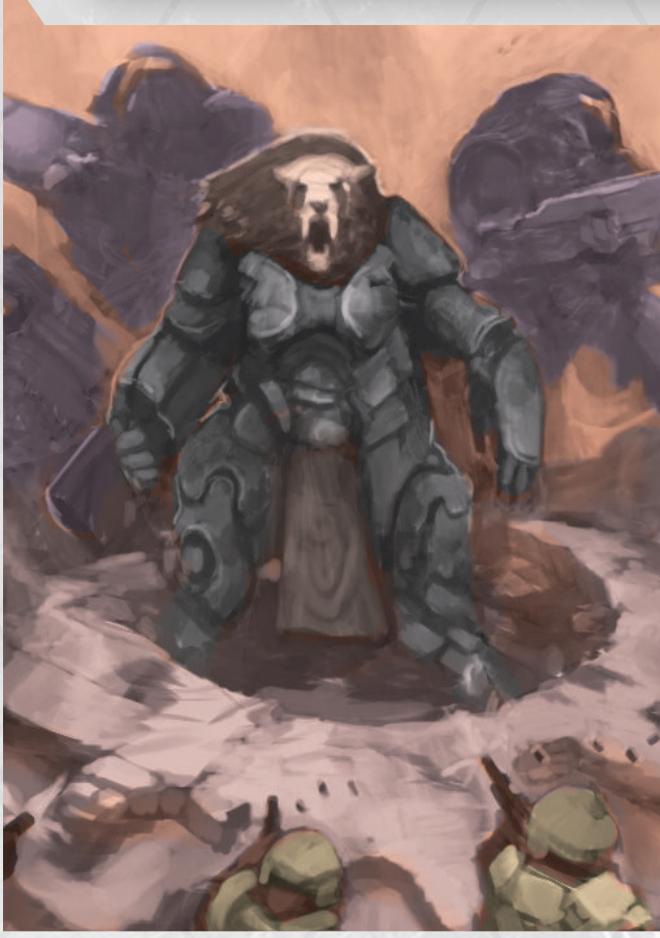
Both of these are detailed for each alien race in their descriptions.

You can find out more on playing aliens in the *Traveller Companion*, but presented here are everything you need to create Aslan and Vargr characters in the Third Imperium. It should be noted that while aliens have their own cultures and societies that can powerfully affect their career choices (some aliens even have their own unique careers), those created with this book are assumed to have grown up within the Third Imperium itself, among humans and adopting human ways, and so they use the same careers detailed in this chapter.

Aslan

The Aslan are the youngest of the great powers, an expansionist race of feuding clans and predatory warriors, eager to seize all the universe has to offer. Aslan are descended from four-limbed carnivorous pouncer stock which was originally near the top of the food chain in the forests of their homeworld, Kusyu. True to their pouncer ancestry, Aslan are capable of short bursts of speed somewhat greater than that manageable by humans. They also have slightly superior hearing and night vision. Otherwise, they are one of the most human-like of all alien races, excepting, of course, the Vargr (who are, after all, genetically-altered mammalian stock originally from Earth).

Early Terran explorers regarded the Aslan as 'lion-like', and the simile has stuck ever since, although the Aslan bear only a passing resemblance to terrestrial lions. Nonetheless, this early misnomer has influenced a great deal of human thinking about the Aslan, including terminology (the use of pride to translate *ahriy*, for instance) and ascribed behaviour – which is not at all leonine.



CHARACTERISTICS

Aslan Travellers have the following modifiers applied to their characteristics: STR+2, DEX-2

TRAITS

Aslan Travellers all possess the following traits.

Dewclaw: All Aslan have a dewclaw which can be extended to make for a vicious close combat weapon. The dewclaw uses the Melee (natural) skill and does 1D+2 damage.

Heightened Senses: Aslan have better night vision, hearing and sense of smell than humans. All Aslan receive DM+1 to any Recon and Survival checks they have to make.

Vargr

The Vargr are the only major race to have been uplifted by the Ancients, a fact that the Vargr are extremely proud of. They are typically seen by other races as aggressive pirates and scavengers but the Vargr actually have a diverse culture that is deeply rooted in their pack mentality and the desire for companionship, charisma and loyalty. Their

constant struggle for charisma and leadership results in a culture fuelled by conflict and change.

The Vargr are descended from carnivore/chaser stock; genetically engineered by the Ancients circa -300,000 from the genus Canis. The carnivores were transplanted from Terra to Lair/Grnouf in the Provence sector. The Vargr bear a close resemblance to their canine ancestry, as can be seen by their muzzle, tail and fur, though several anatomical modifications were made by the Ancients to the canine body structure. Vargr adopt a digitigrade stance (putting their weight on their toes rather than the soles of their feet) and many have a slight stoop.

CHARACTERISTICS

Vargr Travellers have the following modifiers applied to their characteristics: STR-1, DEX+1, END-1

TRAITS

Vargr Travellers all possess the following traits.

Bite: All Vargr possess pronounced canines which make for a nasty close combat weapon. This bite uses the Melee (natural) skill and does 1D+1 damage.

Heightened Senses: Vargr have better hearing and sense of smell than humans. All Vargr receive DM+1 to any Recon and Survival checks they have to make. However, their eyesight is worse in darkness and they suffer DM-1 to any skill check requiring sight in dark conditions.





The Universal Personality Profile

Travellers may be precisely defined using the Universal Personality Profile (the UPP), which expresses characteristics in a specific sequence, using hexadecimal (base 16) notation. In hexadecimal notation, the digits 0 through 9 are represented by common numbers; the digits 10 to 15 are represented by letters A through F. The highest single digit in base 16 is 15, denoted as F. Characteristics are listed as a string of six digits, in order of Strength, Dexterity, Endurance, Intellect, Education and Social Standing.

A Traveller who is average in all respects would have a UPP of 777777. If, however, he was highly intelligent, his UPP might be 777B77 (the B for Intellect indicating an Intellect of 11).

The UPP and hexadecimal notation was extensively used in earlier editions of *Traveller*, especially when listing large numbers of non-player characters, and you may find this information useful if you use older editions of *Traveller* books with this one.



POST CAREER EDUCATION

Once a Traveller leaves his career and begins to wander the stars, he will have every opportunity for adventure and excitement. All these possibilities may leave the Traveller thinking he is not adequately prepared for this life and the idea of continuing his education may come to mind.

Education in the far future is accessible to everyone and ranges from finding teachers in remote star systems who grant secret knowledge, to a plethora of distance learning courses that Travellers can diligently follow to increase their skills and abilities.

This is all handled by training, which gives a Traveller the opportunity to increase existing skills and learn new ones.

TRAINING

In order to train for a new skill, or improve an existing one, a Traveller must commit to a Study Period. A Study Period is equal to 8 weeks (or 2 months) of study and practice. These weeks within a Study Period need not be consecutive, but each week must be fully dedicated to study with at least eight hours per day spent learning and practicing.

If this cannot be achieved, if the Traveller is interrupted on the third day of a week and must perform a task for a patron, for example, then any training performed that week is wasted. Make a note for every week of training that is completed – an area for this has been set aside on the Traveller character sheet.

Once 8 weeks of training and learning have been accumulated, over any length of total time, a Study Period has been completed.

At this point, the Traveller must succeed at an Average (8+) EDU check.

Success indicates the Traveller has learned something and if they were attempting to learn a brand new skill at level 0, they can now add that to his character sheet.

Failure indicates the Traveller has learned nothing new or useful but may try again after another successful Study Period.

To improve skills to the next higher level, the Traveller must accumulate a number of successful Study Periods equal to the level of skill they are trying to reach. For example, if a Traveller had Electronics (computers) 1 and was trying to learn Electronics (computers) 2, this would require two successful Study Periods.

Many Travellers take the opportunity of week-long jump travel to study, learning new skills during what might otherwise be a dull journey.

It is important to note that failing a Study Period does not necessarily mean the Traveller has not understood the study materials, just that they failed to get anything useful out of them. A Traveller failing their EDU check while studying Science (physics) during jump travel, for example, might find the Captain of the ship is constantly ordering them to clean the cargo deck, they might be distracted by a hobby or new vid show, or they might just be spending their time sitting in their bunk eating Sugary Puff sandwiches while reading What Space Bike? Magazine when they really should be studying...

Limitations

Remember, your Traveller may have a maximum number of skill levels equal to three times his combined INT and EDU score. If they already have this many skills after leaving a career, any additional skills may only be learned to level 0.

Exceptions

There are a number of exceptions that must be kept in mind when learning new skills.

- The Jack-of-all-Trades skill may never be learned or improved.
- The Athletics skill may be learned or improved but does not use EDU. Instead, use the appropriate physical characteristics (STR, DEX or END). Any physical characteristic can be used to gain Athletics 0.



Prisoner Careers

The Prisoner is a special career that Travellers cannot enter voluntarily. Instead, they may be forced to spend time in this career through various events and mishaps in other careers. A Traveller is free to pick a new assignment in the career every term.

Leaving the Prisoner Career

A Traveller may not normally leave or be ejected from this career – not even mishaps will force them to leave. Instead, they have a value called a Parole Threshold. At the end of each term in the prisoner career, if the Traveller's Advancement roll is greater than their Parole Threshold, it means their prison sentence has come to an end and they leave this career. Otherwise, they may *not* leave this career and must continue in it for another term.

A Traveller's Parole Threshold starts at 1D+4. A Traveller's Parole Threshold can never go above 12.

Anagathics

Travellers may not use Anagathics in prison.



PRISONER

Every society has its bad apples and even in the far future punishments usually take place within faceless institutions where criminals can be conveniently forgotten.

Qualification: Special. One does not ‘qualify’ for prison; you got sentenced there for a crime you may or may not have committed.

ASSIGNMENTS

Choose one of the following.

Inmate: You just try to get through your time in prison without getting into trouble.

Thug: You are part of a gang in prison, terrorising the other inmates.

Fixer: You can arrange anything – for the right price.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Inmate	END 7+	STR 7+
Thug	STR 8+	END 6+
Fixer	INT 9+	END 5+

MUSTERING OUT BENEFITS

ID	CASH	BENEFITS
1	None	Contact
2	None	Blade
3	Cr100	Gain Deception, Persuade or Stealth
4	Cr200	Ally
5	Cr500	Gain Melee, Recon or Streetwise
6	Cr1000	STR +1 or END +1
7	Cr2500	Gain Deception, Persuade and Stealth

SKILLS AND TRAINING

ID	PERSONAL DEVELOPMENT	SERVICE SKILLS
1	STR +1	Athletics
2	Melee (unarmed)	Deception
3	END +1	Profession
4	Jack-of-all-Trades	Streetwise
5	EDU +1	Melee (unarmed)
6	Gambler	Persuade

ID	INMATE	THUG	FIXER
1	Stealth	Persuade	Investigate
2	Melee (unarmed)	Melee (unarmed)	Broker
3	Streetwise	Melee (unarmed)	Deception
4	Survival	Melee (blade)	Streetwise
5	Athletics (strength)	Athletics (strength)	Stealth
6	Mechanic	Athletics (strength)	Admin

RANKS AND BONUSES

RANK	SKILL OR BONUS
0	Melee (unarmed) 1
1	—
2	Athletics 1
3	—
4	Advocate 1
5	—
6	END +1

MISHAPS

1D	MISHAP
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	You are accused of assaulting a prison guard. Parole Threshold +2.
3	A prison gang persecutes you. You may choose to fight back if you wish, but if you do not, you lose <i>all</i> Benefit rolls from your prison career. If you fight back, roll Melee (unarmed) 8+. Fail, and you must roll twice on the Injury Table and take the lower result. Succeed, and you gain an Enemy and raise Parole Threshold by +1.
4	A guard takes a dislike to you. Gain an Enemy and raise your Parole Threshold by +1.
5	Disgraced. Word of your criminal past reaches your homeworld. Lose 1 SOC.
6	Injured. Roll on the Injury table.

EVENTS

2D	EVENT
2	Disaster! Roll on the Mishap Table. However, you are not ejected from this career.
3	You have the opportunity to escape the prison. If you take this opportunity, roll either Stealth 10+ or Deception 10+. Succeed, and you leave this career. Fail, and raise your Parole Threshold by +2.
4	You are assigned to difficult or backbreaking labour. Roll END 8+. If you fail, increase your Parole Threshold by +1. Succeed, and you may reduce your Parole Threshold by 1 and gain any one of the following skills: Athletics (any) 1, Mechanic 1, or Melee (unarmed) 1.
5	You have the opportunity to join a gang. Make a Persuade or Melee check to do so. If you fail, you gain an Enemy. Succeed, and you must raise your Parole Threshold by +1, but you gain DM+1 to all Survival rolls in this career and may gain any one of the following skills: Deception 1, Persuade 1, Melee (unarmed) 1 or Stealth 1.
6	Vocational Training. Roll EDU 8+ to gain any one skill except Jack-of-all-Trades.
7	Prison Event. <ol style="list-style-type: none">1. Riot. A riot engulfs the prison. Roll 1D. On a 1-2, you are injured – roll on the Injury table. On a 5-6, you are able to loot something useful; gain an extra Benefit roll this term.2. New Contact. You make friends with another inmate; gain them as a Contact.3. New Rival. You gain a new rival among the inmates or guards.4. Transferred. You are moved to a different prison. Re-roll your Parole Threshold.5. Good Behaviour. Reduce your Parole Threshold by -2.6. You are attacked by another prisoner. Roll Melee (unarmed) 8+. If you fail, roll on the Injury table.
8	Parole hearing. Reduce your Parole Threshold by -1.
9	You have the opportunity to hire a new lawyer. He costs Cr1000 x his Advocate skill squared. Roll 2D + your lawyer's Advocate skill; on an 8+, reduce your Parole Threshold by 1D.
10	Special Duty. You are given a special responsibility in the prison. Gain one of Admin, Advocate, Electronics (computers) or Steward.
11	The warden takes an interest in your case. Reduce your Parole Threshold by -2.
12	Heroism. You have the opportunity to save a guard or prison officer. If you take the risk, roll 2D. On a 7 or less, roll on the Injury table. On 8+, gain an Ally and reduce your Parole Threshold by -2.

SKILLS AND TASKS

Every Traveller will acquire a variety of skills during creation that will indicate the tasks he is good at performing.

If a Traveller has no level in a skill at all (Skill -), then he is untrained and will suffer DM-3 when trying to use that skill.

If a Traveller has zero level in a skill (Skill 0), then he is competent in using that skill, but probably has had little experience in actually using it. He does not get any bonus from his skill ranks when using that skill from his rank, but at least avoids the penalty for being untrained.

If a Traveller has one or more levels in a skill (Skill 1, Skill 2, and so on etc.) then he is trained in that skill. Each level represents several years of experience using that skill, and grants DM+1 per level to all skill checks using that skill. A Traveller with level 2-3 in a skill is a skilled professional in that field. A Traveller with level 4 or 5 is probably both well-respected and well-known in his field.

For example, a Traveller with Medic 1 may be a paramedic or nurse, while another Traveller with Medic 2 might be a doctor. If a Traveller had Medic 3, they would likely be a very well-regarded doctor with many years of practice under their belt. A Traveller with Medic 4 or 5 would be at least world-renowned, and may well be known across several star systems for his expertise.

Specialties

Some skills have specialities – specialised, more focussed forms of that skill. A Traveller picks a speciality when he gains level 1 in a skill that has two or more specialities.

For example, a Traveller might have Engineer 0, allowing him to make Engineer skill checks without the unskilled penalty. He might then gain a level in Engineer, at which point he would need to choose a speciality. For Engineer, this is a choice between jump drive, manoeuvre drive, power plant and electronics.

If he choose jump drives, he would record this on his character sheet as Engineer (jump drive) 1. He would then make all Engineer checks involving jump drives at DM+1, but would still make all other Engineer checks

at DM+0 (in other words, with no penalty). A Traveller can have multiple specialities in a skill – he might have Engineer (jump drive) 1 and Engineer (power plant) 2. He would therefore make checks related to jump drives with DM+1, checks related to power plants with DM+2, and all other Engineer checks with DM+0.

TASK CHECKS

Most actions undertaken by Travellers do not require a skill check. A player does not have to roll Athletics to run through a forest, or roll Electronics (computers) to access information from his ship's library. Some actions will require the Traveller to have a particular skill, but will still not require a roll. A Traveller with Flyer 0, for example, can fly an air/raft under normal conditions without having to make a roll.

The referee should only call for checks when:

- The Travellers are in danger.
- The task is especially difficult or hazardous.
- The Travellers are under the pressure of time.
- Success or failure is especially important or interesting.

MAKING CHECKS

To make a check, the Traveller rolls 2D and includes any appropriate Dice Modifiers (DM). If the total is 8 or more, the Traveller succeeds.

The most common forms of task checks are characteristic checks and skill checks.

Characteristic Checks

The Traveller adds his characteristic DM. For example:

- When forcing open a sealed door on a derelict ship, a Traveller would use his STR Dice Modifier.
- When balancing on a narrow beam, a Traveller would use his DEX Dice Modifier.
- When trying to endure a long trek through the desert, a Traveller would use his END Dice Modifier.
- When trying to decipher an alien puzzle-box, a Traveller uses his INT Dice Modifier.
- When attempting to remember some trivia or piece of common knowledge, a Traveller uses his EDU Modifier.

- When trying to impress a guard with his wealth or position, a Traveller uses his SOC Dice Modifier.

Skill Checks

For a skill check, the Traveller adds both his skill level and an appropriate characteristic DM. The combination of skill and characteristic varies depending on the situation:

- Shooting a gun would use the appropriate Gun Combat skill and the Traveller's DEX Dice Modifier.
- Repairing a damaged gun might use Gun Combat and EDU.
- Trying to work out what sort of gun caused a particular wound might use Gun Combat and INT (or perhaps Investigate and INT).
- Hiding from an enemy soldier would call for Stealth and DEX, while staying still for a long time to avoid detection would be a Stealth plus END check.
- Just generally carousing at a party might use Carouse on its own, without any particular characteristic. If the Traveller wants to beat someone in a drinking contest, then he might use Carouse and END; spotting who is out of place at a party would be Carouse and INT, and snubbing someone might use Carouse and SOC.

If a Traveller does not have any levels in a skill used in a check, he suffers DM-3 on the check for being unskilled.

To summarise;

To make a normal (Average) skill check, a Traveller rolls 2D + his Skill Level + his Characteristic DM + any other relevant DMs, and must get a total of 8 or more to succeed.

For example, Kathya (DEX 10, Stealth 0), Erik (DEX 6, Stealth 2) and Morn (DEX 12, no Stealth) are all trying to sneak down a corridor. Kathya has DEX DM+1, and while she gets no DM from only having level zero Stealth, she at least avoids the unskilled penalty. Her final modifier is DM+1; she rolls 2D+1 and tries to get 8 or more. Erik has DEX DM+0, but has level 2 Stealth. His final modifier is DM+2; he rolls 2D+2 and tries to get 8 or more. Morn is more dexterous than either of his companions, with his DEX DM+2. However, he has no Stealth skill at all, and so suffers DM-3 for being unskilled. His final modifier is DM-1, so he rolls 2D-1 and tries to get 8 or more.

TASK DIFFICULTIES

Some tasks are easier or harder to complete than others and so far we have just looked at Average checks that need 8+ to succeed. When the referee decides a task should be either easier or harder, he may change the target number needed for the check.

Simple tasks are trivial for everyone. A Simple task might be requesting weather data from a standard tourist computer system, ordering a meal in a language you





Calling for Task Checks

Often, if the Travellers have the requisite skills the referee can just assume they succeed. For example, if the Travellers are trying to find an informant in a city you could keep calling for Streetwise or Carouse checks until they succeed, but that is dull. You will just have the Traveller rolling dice until they can move on. However, if failure carries a consequence – say, a failed check will result in the Travellers picking up a false rumour – then it is a good time to call for a skill check.

Which Characteristic?

The characteristic that applies to a skill check will be obvious in most cases – balancing atop a wall is patently a DEX-based check, while using brute force to disable a mechanism is governed by STR. The main area of overlap is between INT and EDU. The former covers inspiration, improvisation and pure reasoning, while the latter is for trained responses and known solutions. For example, a brilliant but unschooled mechanic might fix a ship using Engineer and INT, while a trained mechanic might follow the procedure in the book by rolling Engineer and EDU. Some checks can be attempted with either characteristic, but no amount of EDU will help you deal with a totally unfamiliar problem, and no amount of INT will let a Traveller know some piece of trivia or technical information unless he has learned it beforehand.



know well, or sneaking up on a drugged guard. Simple tasks require a 2 or more to be rolled for the check if, indeed, they are rolled for at all.

Easy tasks are trivial for a trained professional, and simple for an amateur. An Easy task might be hiking cross-country for a few hours, holding a ship in perfectly level flight, or activating an unfamiliar device that has a clear and simple interface. Easy tasks require a 4 or more to be rolled for the check.

A **Routine** task is trivial for a trained professional, and relatively easy even for an amateur. A Routine task might be hitting a prone victim in melee, landing a ship in optimum conditions with computer assistance, translating a newspaper and so on. Routine tasks require a 6 or more to be rolled for the check.

An **Average** task is a moderate obstacle to a trained professional. Shooting a gun accurately at range,

plotting the jump calculations for a starship, repairing a damaged circuit board or finding a buyer for a cargo bay full of machine parts on an industrial world are all examples of Average tasks, which require the normal 8 or more to be rolled for the check

A **Difficult** task is difficult even for a trained professional. Examples might be making an accurate shot in the middle of a ferocious storm, defending a client in court when he is clearly guilty, hacking into a secure computer network, or spotting the flash of sunlight reflecting off a sniper's scope. Difficult tasks require a 10 or more to be rolled for the check.

Very Difficult tasks are hard for a trained professional, and nearly impossible for an amateur. They require a 12 or more to be rolled for the check.

Formidable tasks are exceptionally hard, such as performing surgery on a alien of radically different biology, hacking a military-grade computer network, disarming a terrorist bomb, or convincing a city of superstitious natives that you are a peaceful trader and not a demon from the outer darkness when you do not speak a word of their language. Formidable tasks require a 14 or more to be rolled for the check.

These difficulties are summarised in the Task Difficulty table

Task Difficulty

Difficulty	Target Number
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+

For example, Erik (INT 9, Carouse 1) is trying to find information about a mysterious ship that landed at the starport. He goes to a bar frequented by travellers and spacers, hoping to pick up on a rumour. This is a Carouse check, and the referee says that it is a Difficult (10+) task. Erik has one level of Carouse, which gives him DM+1, an INT of 9 (for an additional DM+1), giving him a final of DM+2. He rolls 2D+2 and tries to get 10 or more.

Note that if no difficulty is listed for a check, you can always assume it is Average (8+).

BOON AND BANE

The task difficulty levels allow a referee to pre-plan the skill and characteristic checks Travellers will need to succeed in during an adventure. However, there will likely be situations that arise that will make things either easier or harder for the Travellers. This is where Boons and Banes come in.

If a Traveller has help, such as good tools, competent aids or other beneficial circumstances, he receives a Boon. This means he rolls an extra dice during a check and discards the lowest.

If a Traveller is hindered in a check, such as with poor tools, a dimly lit environment or other negative circumstances, he receives a Bane. This means he rolls an extra dice during a check and discards the highest.

A Traveller can only be under the influence of one Boon or Bane during any one check. If he receives both a Boon and a Bane for the same check, they will cancel out and he will roll no extra dice. At the same time, if he receives multiple Boons or Banes, he will only be subject to one.

EFFECT

For most situations, the only thing that needs to be determined is whether or not the Traveller succeeds. If the Traveller's total throw after applying all Dice Modifiers equals or exceeds the target difficulty (eight or more for an Average check), he succeeds. If it is less, he fails.

Often, though, it is important to know how well the Traveller did – or how bad. To do this, subtract the target number from dice roll of the check, including any modifiers. This margin of success (or failure) is the Effect which can be consulted on the Effect Results Table. This is also used in combat to calculate damage (see page 74).

For example, if a Traveller rolls a 4 and a 3 for an Average (8+) check, then applies DM+3 for a total of 10, his Effect is (10 – 8) 2.

OPPOSED CHECKS

If two or more Travellers are opposing one another directly in a task, or if a Traveller is directly opposing a non-player character, an opposed check is made. Both Travellers or characters make their task checks as normal, with the winner being the character with the highest Effect.

Effect Results Table

Effect	Success or Failure
-6 or less	Exceptional Failure: The Traveller failed as completely as it is possible to fail. Anything that can go wrong goes wrong. If attempting to repair a device, the device is further damaged or even destroyed. In a social situation, the Traveller gets into further trouble.
-2 to -5	Average Failure: The Traveller has failed the task.
-1	Marginal Failure: The Traveller has almost succeeded, and the referee may permit him to scrape a success if he takes a significant consequence. A Traveller trying to jump across a chasm hangs onto the far side by his fingernails but can only pull himself up if he drops his backpack. A Traveller trying to land a ship can bring it down safely but the ship may never fly again. A Traveller hacking a computer gets in but the security programs can trace his location.
0	Marginal Success: The Traveller barely succeeds at the task, and may have to accept a condition on his success. He fixes the engine but it will overheat. He finds a buyer for the goods but the buyer is an untrustworthy criminal.
1 to 5	Average Success: The Traveller succeeds normally.
6 or more	Exceptional Success: The Traveller succeeds in an impressive and elegant fashion.

MULTIPLE TASKS

A Traveller can try to do two or more things at once, like firing a spacecraft's weapons while also flying, or disarming a bomb while hiding from guards. For every extra thing the Traveller is doing, the level of difficulty for each task is made one level harder. So, an Easy task becomes Routine, while a Very Difficult task becomes Formidable.

TIMEFRAMES

Each task has a random timeframe of one to six time units. The unit depends on the task – shooting someone or throwing a punch takes 1D seconds, while prepping an air/raft for flight might take 1D minutes, looking for rumours on the street might take 1D hours, and repairing a damaged component on a ship might take 1D x 10 hours.

Some sample timeframes are listed in the Timeframes Table. The referee can use these examples for his own checks and actions.

Timeframes Table

Timeframe	Increment	Example Action
1D Seconds	One second	Shooting, punching, jumping
1D Combat Rounds	Combat round (six seconds)	Hurrying jump calculations
1D x 10 Seconds	Ten seconds	Rerouting power, opening a comms channel
1D Minutes	One minute	Applying first aid, basic technical tasks
1D x 10 Minutes	Ten minutes	More complex technical tasks, searching an area thoroughly
1D Hours	One hour	Building a shelter, moving through the wilderness
1D x 4 Hours	Four hours	Researching a problem
1D x 10 Hours	Ten hours	Repairing a damaged ship
1D Days	One day	Combing a city for a missing person

Going Faster or Slower

You can choose, before you roll, to move up or down one level on the Timeframes Table. Moving up (reducing the time increment) inflicts DM-2 on your check for each level; moving down and increasing the time taken gives you DM+2 on your check for each level.

For example, Kathya is trying to fix a damaged jump engine in the middle of a battle. Repairing the engine would normally take 1D hours, but an enemy ship is closing fast and they need to jump as soon as possible. Kathya therefore decides to increase the difficulty and suffer a DM-2 to her check in order to reduce the time by one step. Instead of 1D hours, it will only take 1D x 10 minutes. She rolls a 3 for the timeframe, so it takes her 30 minutes to repair the engines.

The ship jumps successfully, but the engine needs more repairs. A week later, when they emerge from hyperspace, Kathya overhauls the engine. This time, there is no time pressure, so she opts to increase the

time taken from 1D hours to 1D x 4 hours to make the task easier, giving her DM+2. She rolls a 3 for the timeframe again, so it takes her 12 hours to repair the engines properly.

TASK CHAINS

Often, Travellers will find themselves performing a series of interlinked tasks or working as a group.

Finding a buyer for a cargo of illegal goods, for example, calls for a Streetwise check to find a fence, then a Broker check to negotiate a price. The result of the Streetwise check could conceivably influence the quality and competence of the fence, which will affect the Broker check.

Alternatively, when coming up with a plan to attack a fortress, the Travellers would begin with a Recon check to scope the place out, then a Tactics check to find weak spots in its defences, then Stealth and Electronics rolls to get past the security system. The quality of information gleaned from the Recon check will certainly have an impact on the tactics the Travellers choose to adopt, and this in turn will make their Stealth checks easier or harder, and so on.

When tasks are linked together like this they are called task chains and the result of one check can give a DM to the next – for better or worse. The DM gleaned from one check and then applied to the next is shown on the Task Chain table.

Task Chain

Previous Check	DM to Current Check	Previous Check	DM to Current Check
Failed With Effect -6 or less	-3	Succeeded With Effect 0	+0
Failed With Effect -2 to -5	-2	Succeeded With Effect 1 to 5	+1
Failed With Effect -1	-1	Succeeded With Effect 6 or more	+2

For example, Erik and Kathya are trying to locate a hidden base on an icy moon. Erik has Electronics (computers), and suggests trying to augment their ship's scanners. Kathya has the Electronics (Sensors) skill, and stays on the bridge while Erik goes down to the Electronics (sensors) pods with his toolkit.



Difficulty, Boon/Bane and DMs

There are three factors that can affect a check in *Traveller*; Task Difficulty, Boons and Banes, and Dice Modifiers. However, all three are used in very specific circumstances and referees should use the following principles when applying them.

Difficulty: Before any other factors are taken into account, the referee should set the difficulty of a task, based on how hard he believes the task should be without any exterior effects. For example, making a phone call is a Simple task, and remains so, even if a Traveller is hanging upside down from a spacecraft flying through a storm.

Dice Modifiers: In general, these should be regarded as being ‘hard-wired’ into the rules, and only applied if they are listed in a *Traveller* rulebook or supplement.

Boon and Bane: If an exterior factor is influencing the task, for better or worse, then a Boon or Bane is applied to the check. Making a phone call while hanging upside down from a spacecraft is a good example of a Bane being applied...

In the vast majority of cases, a referee simply need set a Task Difficulty and then decide whether a Boon or Bane need be applied. Any necessary Dice Modifiers will be suggested by the rules.



Firstly, Erik makes his Engineer (electronics) check. He gets an Effect of 5, which grants DM+1 to the next task in the chain. Kathya will now make her Sensors check with DM+1 thanks to Erik’s efforts.

Chains of linked task checks can be formed.

To continue the previous example, if Morn were then to use his Science (geology) skill to determine which of the heat traces from Kathya’s sensor readings were the

result of natural geological activity, and which were heat exhausts from a hidden base, then Kathya’s Sensors check would be the previous check in the chain leading to his Science (geology) check, and so her Effect would grant a DM for his check.

Travellers need not rely on one another to create a task chain. One Traveller working diligently on something that requires multiple task chains can potentially link them together if the referee agrees that one can affect another.

Each Skill is described using the following format.

Description: What the skill does.

Specialities: If the skill has several specialities, they are listed here. When a Traveller reaches level 1 in a skill, he must take a speciality in that skill. When he gains another level in the skill, he may increase that speciality to level 2, or take a different speciality. Some skills have no specialities.

Common Checks: Common uses for the skill, and what time increment, characteristic DM and difficulty are associated with those uses.

Admin

This skill covers bureaucracies and administration of all sorts, including the navigation of bureaucratic obstacles or disasters. It also covers tracking inventories, ship manifests and other records.

Avoiding Close Examination of Papers: Average (8+) Admin check (1D x 10 seconds, EDU or SOC).

Dealing with Police Harassment: Difficult (10+) Admin check (1D x 10 minutes, EDU or SOC).

Advocate

Advocate gives a knowledge of common legal codes and practises, especially interstellar law. It also gives the Traveller experience in oratory, debate and public speaking, making it an excellent skill for lawyers and politicians.

Arguing in Court: Opposed Advocate check (1D days, EDU or SOC).

Debating an Argument: Opposed Advocate check (1D x 10 minutes, INT).

Animals

This skill, rare on industrialised or technologically advanced worlds, is for the care of animals.

SPECIALITIES

- **Handling:** The Traveller knows how to handle an animal and ride those trained to bear a rider. Unusual animals raise the difficulty of the check.
Riding a Horse into Battle: Difficult (10+) Animals (handling) check (1D seconds, DEX). If successful, the Traveller can control the horse for a number of minutes equal to the Effect before needing to make another check.
- **Veterinary:** The Traveller is trained in veterinary medicine and animal care.
Applying Medical Care: See the Medic skill on page 67, but use the Animals (veterinary) skill.

- **Training:** The Traveller knows how to tame and train animals.

Taming a Strange Alien Creature: Formidable (14+) Animals (training) check (1D days, INT).

Art

The Traveller is trained in a type of creative art.

SPECIALITIES

- **Performer:** The Traveller is a trained actor, dancer or singer at home on the stage, screen or holo.
Performing a Play: Average (8+) Art (performer) check (1D hours, EDU).
Convincing a Person you are Actually Someone Else: Art (performer) check (INT) opposed by Recon check (INT).
- **Holography:** Recording and producing aesthetically pleasing and clear holographic images.
Surreptitiously Switching on Your Recorder While in a Secret Meeting: Formidable (14+) Art (holography) check (1D seconds, DEX).
- **Instrument:** Playing a particular musical instrument, such as a flute, piano or organ.
Playing a Concerto: Difficult (10+) Art (instrument) check (1D x 10 minutes, EDU).
- **Visual Media:** Making artistic or abstract paintings or sculptures in a variety of media.
Making a Statue of Someone: Difficult (10+) Art (visual media) check (1D days, INT).
- **Write:** Composing inspiring or interesting pieces of text.
Rousing the People of a Planet by Exposing Their Government's Corruption: Difficult (10+) Art (write) check (1D hours, INT or EDU).
Writing the New Edition of Traveller: Formidable (14+) Art (write) check (1D months, INT).

Astrogation

This skill is for plotting the courses of starships and calculating accurate jumps. See Spacecraft Operations chapter (page 18 of *Book 2: Spacecraft & Worlds*).

Plotting Course to a Target World Using a Gas Giant for a Gravity Slingshot: Difficult (10+) Astrogation check (1D x 10 minutes, EDU).

Plotting a Standard Jump: Easy (4+) Astrogation check (1D x 10 minutes, EDU), with DM- equal to the Jump distance.

Athletics

The Traveller is a trained athlete and is physically fit. The Athletics skill effectively augments a Traveller's physical characteristics; whatever you can do with Strength alone you can also add your Athletics (strength) DM to, for example. Athletics is also the principal skill used in adverse gravitational environments, specifically Athletics (dexterity) in low or zero-G, and Athletics (strength) in high-G locations.

SPECIALITIES

- **Dexterity:** Climbing, Juggling, Throwing. For alien races with wings, this also includes flying.
Climbing: Difficulty varies. Athletics (dexterity) check (1D x 10 seconds, DEX). So long as he succeeds, the Traveller's Effect is usually irrelevant unless he is trying to do something while climbing, in which case the climbing is part of a task chain or multiple action.
Sprinting: Average (8+) Athletics (dexterity) check (1D seconds, DEX). If the Traveller does nothing but sprint flat out he can cover 24 + Effect metres with every check. Avoiding obstacles while sprinting requires another Athletics (dexterity) check (Difficult, because he is performing a multiple action).
High Jumping: Average (8+) Athletics (dexterity) check (1D seconds, DEX). The Traveller jumps a number of metres straight up equal to the Effect halved.
Long Jumping: Average (8+) Athletics (dexterity) check (1D seconds, DEX). The Traveller jumps a number of metres forward equal to the Effect with a running start.
Righting Yourself When Artificial Gravity Suddenly Fails on Board a Ship: Average (8+) Athletics (dexterity) check (1D seconds, DEX).
- **Endurance:** Long-distance running, hiking
Long-distance Running: Average (8+) Athletics (endurance) check (1D x 10 minutes, END).
Long-distance Swimming: Average (8+) Athletics (endurance) check (1D x 10 minutes, END).
- **Strength:** Feats of strength, weight-lifting.
Arm Wrestling: Opposed Athletics (strength) check (1D minutes, STR).
Feats of Strength: Average (8+) Athletics (strength) check (1D x 10 seconds, STR).
Performing a Complicated Task in a High Gravity Environment: Difficult (10+) Athletics (strength) check (1D seconds, STR).

Broker

The Broker skill allows a Traveller to negotiate trades and arrange fair deals. It is heavily used when trading (see the Trade chapter on page 82 of *Book 2: Spacecraft & Worlds*).

Negotiating a Deal: Average (8+) Broker check (1D hours, INT).

Finding a Buyer: Average (8+) Broker check (1D hours, SOC).

Carouse

Carousing is the art of socialising; having fun, but also ensuring other people have fun, and infectious good humour. It also covers social awareness and subterfuge in such situations.

Drinking Someone Under the Table: Opposed Carouse check (1D hours, END). Difficulty varies by liquor.

Gathering Rumours at a Party: Average (8+) Carouse check (1D hours, SOC).

Deception

Deception allows a Traveller to lie fluently, disguise himself, perform sleight of hand and fool onlookers. Most underhanded ways of cheating and lying fall under deception.

Convincing a Guard to let you Past Without ID: Very Difficult (12+) Deception check (1D minutes, INT). Alternatively, oppose with a Recon check.

Palming a Credit Chit: Average (8+) Deception check (1D seconds, DEX).

Disguising Yourself as a Wealthy Noble to Fool a Client: Difficult (10+) Deception check (1D x 10 minutes, INT or SOC). Alternatively, oppose with a Recon check.

Diplomat

The Diplomat skill is for negotiating deals, establishing peaceful contact and smoothing over social faux pas. It includes how to behave in high society and proper ways to address nobles. It is a much more formal skill than Persuade.

Greeting the Emperor Properly: Difficult (10+) Diplomat check (1D minutes, SOC).

Negotiating a Peace Treaty: Average (8+) Diplomat check (1D days, EDU).

Transmitting a Formal Surrender: Average (8+) Diplomat check (1D x 10 seconds, INT).

Drive

This skill is for controlling ground vehicles of various types. There are several specialities.

SPECIALITIES

- **Hovercraft:** Vehicles that rely on a cushion of air and thrusters for motion.
Manoeuvring a Hovercraft Through a Tight Canal: Difficult (10+) Drive (hovercraft) check (1D minutes, DEX).
- **Mole:** For controlling vehicles that move through solid matter using drills or other earth-moving technologies, such as plasma torches or cavitation.
Surfacing in the Right Place: Average (8+) Drive (mole) check (1D x 10 minutes, INT).
Precisely Controlling a Dig to Expose a Vein of Minerals: Difficult (10+) Drive (mole) check (1D x 10 minutes, DEX).
- **Track:** For tanks and other vehicles that move on tracks.
Manoeuvring (or Smashing, Depending on the Vehicle) Through a Forest: Difficult (10+) Drive (tracked) check (1D minutes, DEX).
Driving a Tank into a Cargo Bay: Average (8+) Drive (tracked) check (1D x 10 seconds, DEX).
- **Walker:** Vehicles that use two or more legs to manoeuvre.
Negotiating Rough Terrain: Difficult (10+) Drive (walker) check (1D minutes, DEX).
- **Wheel:** For automobiles and similar groundcars.
Driving a Groundcar in a Short Race: Opposed Drive (wheeled) check (1D minutes, DEX). Longer races use END instead of DEX.
Avoiding an Unexpected Obstacle on the Road: Average (8+) Drive (wheeled) check (1D seconds, DEX).

Electronics

This skill is used to operate electronic devices such as computers and ship-board systems. Higher levels represent the ability to repair and create electronic devices and systems. There are several specialities.

SPECIALITIES

- **Comms:** The use of modern telecommunications; opening communications channels, querying computer networks, jamming signals and so on, as well as the proper protocols for communicating with starports and other spacecraft.
Requesting Landing Privileges at a Starport: Routine (6+) Electronic (comms) check (1D minutes, EDU).
Accessing Publicly Available but Obscure Data Over Comms: Average (8+) Electronic (comms) check (1D x 10 minutes, EDU).
Bouncing a Signal off Orbiting Satellite to Hide Your Transmitter: Difficult (10+) Electronics (comms) check (1D x 10 minutes, INT).

Jamming a Comms System: Opposed Electronics (comms) check (1D minutes, INT). Difficult (10+) for radio, Very Difficult (12+) for laser, and Formidable (14+) for masers. A Traveller using a comms system with a higher Technology Level than his opponent gains DM+1 for every TL of difference.

- **Computers:** Using and controlling computer systems, and similar electronics and electrics.
Accessing Publicly Available Data: Easy (4+) Electronics (computers) check (1D minutes, INT or EDU).
Activating a Computer Program on a Ship's Computer: Routine (6+) Electronics (computers) check (1D x 10 seconds, INT or EDU).
Searching a Corporate Database for Evidence of Illegal Activity: Difficult (10+) Electronics (computers) check (1D hours, INT).
Hacking into a Secure Computer Network: Formidable (14+) Electronics (computers) check (1D x 10 hours, INT). Hacking is aided by Intrusion programs and made more difficult by Security programs. The Effect determines the amount of data retrieved; failure means the targeted system may be able to trace the hacking attempt.
- **Remote Ops:** Using telepresence to remotely control drones, missiles, robots and other devices.
Using a Mining Drone to Excavate an Asteroid: Routine (6+) Electronics (remote ops) check (1D hours, DEX).
- **Sensors:** The use and interpretation of data from electronic sensor devices, from observation satellites and remote probes to thermal imaging and densitometers.
Making a Detailed Sensor Scan: Routine (6+) Electronics (sensors) check (1D x 10 minutes, INT or EDU).
Analysing Sensor Data: Average (8+) Electronics (sensors) check (1D hours, INT).

Engineer

The Engineer skill is used to operate and maintain spacecraft and advanced vehicles. Engineer can be used to make repairs on damaged systems on spacecraft and advanced vehicles. For repairs on simpler machines and systems, use the Mechanic skill.

SPECIALITIES

- **M-drive:** Maintaining and operating a spacecraft's manoeuvre drive, as well as its artificial gravity.
Overcharging a Thruster Plate to Increase a Ship's agility: Difficult (10+) Engineer (m-drive) check (1D minutes, INT).
Estimating a Ship's Tonnage From its Observed Performance: Average (8+) Engineer (m-drive) check (1D x 10 seconds, INT).



- **J-drive:** Maintaining and operating a spacecraft's Jump drive.
Making a Jump: Easy (4+) Engineer (j-drive) check (1D x 10 minutes, EDU).
- **Life Support:** Covers oxygen generators, heating and lighting and other necessary life support systems.
Safely Reducing Power to Life Support to Prolong a Ship's Battery Life: Average (8+) Engineer (life support) check (1D minutes, EDU).
- **Power:** Maintaining and operating a spacecraft's power plant.
Monitoring an Enemy ship's Power Output to Determine its Capabilities: Difficult (10+) Engineer (power) check (1D minutes, INT).

Explosives

The Explosives skill covers the use of demolition charges and other explosive devices, including assembling or disarming bombs. A failed Explosives check with an Effect of -4 or less can result in a bomb detonating prematurely.

Planting Charges to Collapse a Wall in a Building: Average (8+) Explosives check (1D x 10 minutes, EDU).

Planting a Breaching Charge: Average (8+) Explosives check (1D x 10 seconds, EDU). The damage from the explosive is multiplied by the Effect.

Disarming a Bomb Equipped with Anti-Tamper Trembler Detonators: Formidable (14+) Explosives check (1D minutes, DEX).

Flyer

The various specialities of this skill cover different types of flying vehicles. Flyers only work in an atmosphere; vehicles that can leave the atmosphere and enter orbit generally use the Pilot skill.

SPECIALITIES

- **Airship:** Used for airships, dirigibles and other powered lighter than air craft.
- **Grav:** This covers air/rafts, grav belts and other vehicles that use gravitic technology.
- **Ornithopter:** For vehicles that fly through the use of flapping wings.
- **Rotor:** For helicopters, tilt-rotors and aerodynes.
- **Wing:** For jets, vectored thrust aircraft and aeroplanes using a lifting body.

Landing Safely: Routine (6+) Flyer check (1D minutes, DEX).

Racing Another Flyer: Opposed Flyer check (1D x 10 minutes, DEX).

Gambler

The Traveller is familiar with a wide variety of gambling games, such as poker, roulette, blackjack, horse-racing, sports betting and so on, and has an excellent grasp of statistics and probability. Gambler increases the rewards from Benefit Rolls, giving the Traveller DM+1 to his cash rolls if he has Gambler 1 or better.

A Casual Game of Poker: Opposed Gambler check (1D hours, INT).

Picking the Right Horse to Bet On: Average (8+) Gambler check (1D minutes, INT).

Gunner

The various specialities of this skill deal with the operation of ship-mounted weapons in space combat. See Spacecraft Operations chapter on page 18 of *Book 2: Spacecraft & Worlds* for more details. Most Travellers have smaller ships equipped solely with turret weapons.

SPECIALITIES

- **Turret:** Operating turret-mounted weapons on board a ship.
Firing a Turret at an Enemy Ship: Average (8+) Gunner (turret) check (1D seconds, DEX).
- **Ortillery:** A contraction of Orbital Artillery – using a ship's weapons for planetary bombardment or attacks on stationary targets.
Firing Ortillery: Average (8+) Gunner (ortillery) check (1D minutes, INT).
- **Screen:** Activating and using a ship's energy screens like Black Globe generators or meson screens.
Activating a Screen to Intercept Enemy Fire: Difficult (10+) Gunner (screen) check (1D seconds, DEX).
- **Capital:** Operating bay or spinal mount weapons on board a ship.
Firing a Spinal Mount Weapon: Average (8+) Gunner (capital) check (1D minutes, INT).

Gun Combat

The Gun Combat skill covers a variety of ranged weapons. See Combat chapter for details on using guns in combat.

SPECIALITIES

- **Archaic:** For primitive weapons that are not thrown, such as bows and blowpipes.
- **Energy:** Using advanced energy weapons like laser pistols or plasma rifles.
- **Slug:** Weapons that fire a solid projectile such as the autorifle or gauss rifle.

Firing a Gun: Average (8+) Gun Combat check (1D seconds, DEX).

Heavy Weapons

The Heavy Weapons skill covers man-portable and larger weapons that cause extreme property damage, such as rocket launchers, artillery and large plasma weapons.

SPECIALITIES

- **Artillery:** Fixed guns, mortars and other indirect-fire weapons.

- **Man Portable:** Missile launchers, flamethrowers and man portable fusion and plasma.
- **Vehicle:** Large weapons typically mounted on vehicles or strongpoints such as tank guns and autocannon.

Firing an Artillery Piece at a Visible Target: Average (8+) Heavy Weapons (artillery) check (1D seconds, DEX).

Firing an Artillery Piece Using Indirect Fire: Difficult (10+) Heavy Weapons (artillery) check (1D x 10 seconds, INT).

Investigate

The Investigate skill incorporates keen observation, forensics, and detailed analysis.

Searching a Crime Scene For Clues: Average (8+) Investigate check (1D x 10 minutes, INT).

Watching a Bank of Security Monitors in a Starport, Watching for a Specific Criminal: Difficult (10+) Investigate check (1D hours, INT).

Jack-of-All-Trades

The Jack-of-All-Trades skill works differently to other skills. It reduces the unskilled penalty a Traveller receives for not having the appropriate skill by one for every level of Jack-of-All-Trades. For example, if a Traveller does not have the Pilot skill, he suffers DM-3 to all Pilot checks. If that Traveller has Jack-of-All-Trades 2, then the penalty is reduced by 2 to DM-1. With Jack-of-All-Trades 3, a Traveller can totally negate the penalty for being unskilled.

There is no benefit for having Jack-of-All-Trades 0 or Jack-of-All-Trades 4 or more.

Language

There are numerous different Language specialities, each one covering reading and writing a different language. All Travellers can speak and read their native language without needing the Language skill, and automated computer translator programs mean Language skills are not always needed on other worlds. Having Language 0 implies the Traveller has a smattering of simple phrases in several languages.

SPECIALITIES

There are, of course, as many specialities of Language as there are actual languages. Those presented here are examples from the Third Imperium setting.

Anglic: The common trade language of the Third Imperium, derived originally from the English spoken in the Rule of Man.

Vilani: The language spoken by the Vilani of the First Imperium; the ‘Latin’ of the Third Imperium.

Zdetl: The Zhodani spoken language.

Oynprith: The Droyne ritual language.

Ordering a Meal, Asking for Basic Directions: Routine (6+) Language check (1D seconds, EDU).

Holding a Simple Conversation: Average (8+) Language check (1D x 10 seconds, EDU).

Understanding a Complex Technical Document or Report: Very Difficult (12+) Language check (1D minutes, EDU).

Leadership

The Leadership skill is for directing, inspiring and rallying allies and comrades. A Traveller may make a Leadership action in combat, as detailed on page 72.

Shouting an Order: Average (8+) Leadership check (1D seconds, SOC).

Rallying Shaken Troops: Difficult (10+) Leadership check (1D seconds, SOC).

Mechanic

The Mechanic skill allows a Traveller to maintain and repair most equipment – some advanced equipment and spacecraft components require the Engineer skill. Unlike the narrower and more focussed Engineer or Science skills, Mechanic does not allow a Traveller to build new devices or alter existing ones – it is purely for repairs and maintenance but covers all types of equipment.

Repairing a Damaged System in the Field: Average (8+) Mechanic check (1D minutes, INT or EDU).

Medic

The Medic skill covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery and long-term care. See Injury and Recovery on page 47.

First Aid: Average (8+) Medic check (1D minutes, EDU). The patient regains lost characteristic points equal to the Effect.

Treat Poison or Disease: Average (8+) Medic check (1D hours, EDU).

Long-term Care: Average (8+) Medic check (1D hours, EDU).

Melee

The Melee skill covers attacking in hand-to-hand combat and the use of suitable weapons.



SPECIALITIES

- **Unarmed:** Punching, kicking and wrestling; using improvised weapons in a bar brawl.
- **Blade:** Attacking with swords, rapiers, blades and other edged weapons.
- **Bludgeon:** Attacking with maces, clubs, staves and so on.
- **Natural:** Weapons that are part of an alien or creature, such as claws or teeth.

Swinging a Sword: Average (8+) Melee (blade) check (1D seconds, STR or DEX).

Navigation

Navigation is the planetside counterpart of astrogation, covering plotting courses and finding directions on the ground.

Plotting a Course Using an Orbiting Satellite Beacon: Average (8+) Navigation check (1D x 10 minutes, INT or EDU).

Avoiding Getting Lost in Thick Jungle: Difficult (10+) Navigation check (1D hours, INT).

Persuade

Persuade is a more casual, informal version of Diplomat. It covers fast talking, bargaining, wheedling and bluffing. It also covers bribery or intimidation.

Bluffing Your Way Past a Guard: Opposed Persuade check (1D minutes, INT or SOC).

Haggling in a Bazaar: Opposed Persuade check (1D minutes, INT or SOC).

Intimidating a Thug: Opposed Persuade check (1D minutes, STR or SOC).

Asking the Alien Space Princess to Marry You: Formidable (14+) Persuade check (1D x 10 minutes, SOC).

Pilot

The Pilot skill specialities cover different forms of spacecraft. See Spacecraft Operations chapter on page 18 of *Book 2: Spacecraft & Worlds* for more details.

SPECIALITIES

Small Craft: Shuttles and other craft under 100 tons.

Spacecraft: Trade ships and other vessels between 100 and 5,000 tons.

Capital Ships: Battleships and other ships over 5,000 tons.

Profession

A Traveller with a Profession skill is trained in producing useful goods or services. There are many different Profession specialities, but each one works the same way – the Traveller can make a Profession check to earn money on a planet that supports that trade. The amount of money raised is Cr250 x the Effect of the check per month. Unlike other skills with specialties, levels in the Profession skill do not grant the ability to use other specialties at level 0. Each specialty must be learned individually. Someone with a Profession skill of 0 has a general grasp of working for a living but little experience beyond the most menial jobs.

There are a huge range of potential specialities for this skill, one for every possible profession in the universe.

Some examples suitable to a science fiction setting are given here. Also note that on some worlds other skills, such as Animals or Computer, may be used to earn a living in the same manner as Profession skills.

SPECIALITIES

- **Belter:** Mining asteroids for valuable ores and minerals.
- **Biologicals:** Engineering and managing artificial organisms.
- **Civil Engineering:** Designing structures and buildings.
- **Construction:** Building orbital habitats and megastructures.
- **Hydroponics:** Growing crops in hostile environments.
- **Polymers:** Designing and using polymers.

Recon

A Traveller trained in Recon is able to scout out dangers and spot threats, unusual objects or out of place people.

Working Out the Routine of a Trio of Guard Patrols:

Average (8+) Recon check (1D x 10 minutes, INT).

Spotting the Sniper Before he Shoots You: Recon check (1D x 10 seconds, INT) opposed by Stealth (DEX) check.

Science

The Science skill covers not just knowledge but also practical application of that knowledge where such practical application is possible. There are a large range of specialities.

SPECIALITIES

- **Archaeology:** The study of ancient civilisations, including the previous Imperiums and Ancients. It also covers techniques of investigation and excavations.
- **Astronomy:** The study of stars and celestial phenomena.
- **Biology:** The study of living organisms.
- **Chemistry:** The study of matter at the atomic, molecular, and macromolecular levels.
- **Cosmology:** The study of universe and its creation.
- **Cybernetics:** The study of blending living and synthetic life.
- **Economics:** The study of trade and markets.
- **Genetics:** The study of genetic codes and engineering.
- **History:** The study of the past, as seen through documents and records as opposed to physical artefacts.
- **Linguistics:** The study of languages.
- **Philosophy:** The study of beliefs and religions.
- **Physics:** The study of the fundamental forces.
- **Planetology:** The study of planet formation and evolution.

- **Psionicology:** The study of psionic powers and phenomena.
- **Psychology:** The study of thought and society.
- **Robotics:** The study of robot construction and use.
- **Sophontology:** The study of intelligent living creatures.
- **Xenology:** The study of alien life forms.

Remembering a Commonly Known Fact: Routine (6+) Science check (1D minutes, EDU).

Researching a Problem Related to a Field of Science: Average (8+) Science check (1D days, INT).

Seafarer

The Seafarer skill covers all manner of watercraft and ocean travel.

SPECIALITIES

- **Ocean Ships:** For motorised sea-going vessels.
- **Personal:** Used for very small waterborne craft such as canoes and rowboats.
- **Sail:** This skill is for wind-driven watercraft.
- **Submarine:** For vehicles that travel underwater.

Stealth

A Traveller trained in the Stealth skill is adept at staying unseen, unheard, and unnoticed.

Sneaking Past a Guard: Stealth check (1D x 10 seconds, DEX) opposed by Recon (INT) check.

Avoiding Detection by a Security Patrol: Stealth check (1D minutes, DEX) opposed by Recon (INT) check.

Steward

The Steward skill allows the Traveller to serve and care for nobles and high-class passengers. It covers everything from proper address and behaviour to cooking and tailoring, as well as basic management skills. A Traveller with the Steward skill is necessary on any ship offering High Passage. See Spacecraft Operations chapter on page 18 of *Book 2: Spacecraft & Worlds* for more details.

Cooking a Fine Meal: Average (8+) Steward check (1D hours, EDU).

Calming Down an Angry Duke who has Just Been Told you Will not be Jumping to his Destination on Time: Difficult (10+) Steward check (1D minutes, SOC).

Streetwise

A Traveller with the Streetwise skill understands the urban environment and the power structures in society. On his

homeworld and in related systems, he knows criminal contacts and fixers. On other worlds, he can quickly intuit power structures and can fit into local underworlds.

Finding a Dealer in Illegal Materials or Technologies:

Average (8+) Streetwise check (1D x 10 hours, INT).

Evading a Police Search: Streetwise check (1D x 10 minutes, INT) opposed by Recon (INT) check.

Survival

The Survival skill is the wilderness counterpart of the urban Streetwise skill – the Traveller is trained to survive in the wild, build shelters, hunt or trap animals, avoid exposure and so forth. He can recognise plants and animals of his homeworld and related planets, and can pick up on common clues and traits even on unfamiliar worlds.

Gathering Supplies in the Wilderness to Survive for a Week: Average (8+) Survival check (1D days, EDU).

Identifying a Poisonous Plant: Average (8+) Survival check (1D x 10 seconds, INT or EDU).

Tactics

This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements. For use in combat, see Combat chapter.

SPECIALITIES

- **Military:** Co-ordinating the attacks of foot troops or vehicles on the ground.
- **Naval:** Co-ordinating the attacks of a spacecraft or fleet.

Developing a Strategy for Attacking an Enemy Base: Average (8+) Tactics (military) check (1D x 10 hours, INT).

Vacc Suit

The Vacc Suit skill allows a Traveller to wear and operate spacesuits and environmental suits. A Traveller will rarely need to make Vacc Suit checks under ordinary circumstances – merely possessing the skill is enough. If the Traveller does not have the requisite Vacc Suit skill for the suit he is wearing, he suffers DM-2 to *all* skill checks made while wearing a suit for each missing level. This skill also permits the character to operate advanced battle armour.

Performing a Systems Check on Battle Dress: Average (8+) Vacc Suit check (1D minutes, EDU).

COMBAT

As the Travellers journey through the cities and wilds of worlds they visit, they will encounter both men and beasts. While battle involving high-powered technological weaponry is often best avoided, at times the only way encounters can be dealt with is by force. Combat in *Traveller* is designed to be deadly, especially if there is a gap in technology between combatants.

The combat system is based on the skill system. Firing a gun, swinging a sword or ordering troops into battle are all skill checks; respectively, Gun Combat, Melee, and Leadership checks. The main difference between combat and a regular skill check is that timing and situational awareness play a much bigger part in combat. Travellers will have to move between cover and avoid being hit by the lethal weaponry common on the battlefields of the far future.

Firing a gun, swinging a sword or throwing a grenade are all combat actions, but a combat action need not be an attack – jamming communications, giving orders, or applying first aid are also combat actions.

INITIATIVE

At the start of any combat, every Traveller makes either a DEX or INT check (it pays to be quick of hand or quick of the mind). The Effect of this check is his Initiative for the duration of the combat and will reflect when he gets to act in a combat round. Those with higher Initiatives act quicker than those with lower Effects.

Opposing Forces

If he so wishes, the referee may make just one DEX or INT check for all of the forces under his control, using the highest DEX or INT score of the non-player characters he controls. This will speed up the game a great deal, especially if there are many characters fighting the Travellers.

Ambushes

With high-powered weaponry routinely available in *Traveller*, victory in battle will often go to the side that has managed to surprise or ambush its enemy.

If one side is aware of the presence of the other but the other is unaware that they are nearby, then an ambush has taken place.

The side that is aware that combat is about to begin gains DM+6 to its Initiative check for the first round

only. The side that is not aware it is about to be attacked suffers DM-6 for the first round only.

Tactics

So long as they are not surprised, one Traveller (or combatant under the referee's control) may make a Tactics check at the start of a combat. The Effect of this check is then applied to the Initiative of everyone on the same side.

Maps

The Referee may prepare detailed maps or even models of battlefields and encounter areas, or just use sketch maps or descriptions. However, in most simple firefights, you should find this is not necessary.

Traveller uses a scale of 1.5 metres per map square or hex for personal combat.

In most combats, the combatants begin at Medium range. See page 73 for more details about range.

THE COMBAT ROUND

Each combat round lasts around six seconds of game time.

In each combat round, each Traveller may perform a Minor Action and a Significant Action. Travellers take these actions in Initiative order, starting with those who rolled the highest Initiative check. If two or more Travellers are acting on the same Initiative order, the one with the highest DEX score will go first. If they are still tied, they will act simultaneously.

When it is a Traveller's turn to act, he takes both his Minor and Significant Actions at the same time before play moves onto another Traveller.

Once every Traveller has had a chance to act the combat round is over, and a new combat round begins. Every Traveller retains their first Initiative score for every combat round.

SIGNIFICANT ACTIONS

A Traveller may perform one Significant Action in every combat round, chosen from those below.



Action Summary

In every round a Traveller can...

- Perform one Significant Action and one Minor Action.

Or

- Perform three Minor Actions.

They may also...

- Perform any number of Reactions.
- Perform any number of Free Actions (though the referee is free to impose a limit according to circumstances).



Attack

The most common Significant Action used in combat is to attack. An attack is an attempt to damage or injure an enemy with either a melee or ranged weapon, such as a knife or a rifle.

The Traveller declares he is going to attack and selects a target. The target may then choose a Reaction. The Traveller then makes an appropriate skill check and, as normal for any Average skill check, if he scores 8+, the attack is successful and damage is dealt to the target (see Damage on page 74).

The standard skill checks used when making an attack are as follows.

Melee Attack

2D + Melee (appropriate speciality) +STR or DEX DM

Ranged Attack

2D + Gun Combat (appropriate speciality) + DEX DM

Common Modifiers

Bonuses	Penalties		
Aiming	+1 per action spent Aiming	Fast Moving Target	-1 for every full 10 metres of target movement relative to the attacker
Laser Sight	+1 if Aiming	Long Range	-2
Short Range	+1	Extreme Range	-4
—	—	Target in Cover	-2
—	—	Prone Target	-1

Some ranged weapons will use a skill other than Gun Combat. A rocket launcher, for example, will use Heavy Weapons (man portable), while grenades and any other weapons that are thrown will use Athletics (dexterity).

When using weapons of this nature, simply substitute Gun Combat with the appropriate skill.

Common Modifiers to Ranged Attacks

Modifiers are commonly used to influence Gun Combat (or Heavy Weapons or Athletics) checks when attacking as shown on the table below.

Minor Actions

Instead of performing a Significant Action, a Traveller may instead perform two Minor Actions in its place, giving him a total of three Minor Actions in that combat round (the two from the Significant Action, plus the one Minor Action he receives every round anyway).

Miscellaneous

A Traveller may make a skill check or do something else as a Significant Action when it requires his full attention, concentration, complicated physical or mental actions, or a combination thereof. These include the following.

- Applying first aid to a wounded comrade.
- Trying to bypass a security system to gain access to a bunker.
- Using a psychic power.
- Issuing orders to followers.
- Calling in an artillery strike.

MINOR ACTIONS

A Traveller can normally perform a single Minor Action in a combat round, though he may perform up to three if he foregoes his Significant Action.

Aiming

A Traveller who spends a Minor Action aiming at a target will receive DM+1 to his next ranged attack on the target, so long as he does nothing else but aim. A

Traveller may use consecutive Minor Actions to aim, gaining a maximum of DM+6 to an attack if he is able to spend six consecutive Minor Actions aiming at the same target while doing nothing else.

Changing Stance

A Traveller may stand, crouch or lie prone as a Minor Action.

Drawing/Reloading

Most weapons require a Minor Action to draw or otherwise make ready for combat, and a Minor Action to reload once they have run out of ammunition. If a weapon requires a longer time for either, this will be noted in its description.

Movement

The Traveller may move a number of metres up to his Movement score (for humans and most humanoid Travellers, this will be 6 metres). Difficult terrain, such as ruins or mud will halve a Traveller's Movement. Being prone will also quarter a Traveller's Movement score.

Note that some aliens and animals have different Movement scores and this will be noted in their descriptions.

Miscellaneous

A Traveller may make a skill check or do something else as a Minor Action if it does not require his full attention, concentration, complicated physical or mental actions. These include the following.

- Spotting a good sniping position.
- Identifying equipment used by an enemy.
- Picking something off the ground or nearby surface.

FREE ACTIONS

These are actions that can be accomplished so quickly that they do not even warrant a Minor Action. This includes shouting a warning or pushing a button, for example.

A Traveller may perform as many Free Actions in a combat round as he wishes, though the referee is free to impose a limit if he decides the Traveller is attempting to do too much.

EXTENDED ACTIONS

Some skill checks take longer than a single combat round to complete. A Traveller may be attempting to download valuable data from a computer as a

firefight erupts around him, for example, or he may be desperately trying to fix the engine of an air/raft so he and his friends can escape an ambush.

When performing a skill check that will take longer than a combat round, roll for a suitable timeframe, as shown on page 59. This will indicate how long it will take to complete the skill check. Note that a Traveller can sometimes opt to go faster or slower on such a check as also shown on the same page.

If a Traveller sustains damage while performing an Extended Action, he must make an immediate check with the skill he is currently using, with the amount of damage sustained as a negative DM. If he fails the skill check, this round's work will not count towards the completion of the task. Failure with an Effect of -6 or less will ruin the task completely and the Traveller will have to start again from scratch.

LEADERSHIP

The Traveller can pass orders, commands and suggestions to comrades fighting on the same side. To do this, the Traveller makes a Leadership check. The Effect of this check is the number of Boons the Traveller can give to any skill checks (including attack rolls) to other Travellers on the same side. The Traveller must be able to freely communicate to another Traveller in order to grant a Boon.

However, bad leadership can end a battle quicker than good leadership can win one. If the Effect of the Leadership check is negative, the opposing side may inflict a number of Banes equal to the Effect to combatants on the Traveller's side.

REACTIONS

A Traveller who is about to be attacked can react, either dodging a shot or parrying a blow.

This is called a Reaction, and a Traveller can perform an unlimited amount of Reactions in every combat round. However, every time a Traveller performs a Reaction, he will suffer DM-1 on his next set of actions.

Dodging

A Traveller who is dodging will inflict a penalty equal to his DEX DM or Athletics (dexterity), whichever is higher, to his attacker's attack roll. Every attack must be dodged separately, so if a Traveller is shot at by two enemies in the same round, he can dodge both but will suffer DM-2 on his next actions.

Both ranged and melee attacks may be dodged.

Diving for Cover

This is similar to dodging but instead of just ducking down or away from an attack, a Traveller will be throwing himself to the ground, hopefully behind something solid. A Traveller may only dive for cover from ranged attacks.

A Traveller diving for cover will inflict a DM-2 on the attack roll of every attacker who targets him in this combat round, and may get a bonus to his Armour.

He may dive behind any object within 1.5 metres of his current position. If there is no suitable cover nearby, the Traveller only inflicts DM-1 on any attack rolls made against them, for being a prone target.

However, a Traveller diving for cover will forgo his next actions – he is too busy trying to avoid being hurt!

Parrying

A Traveller in close combat may attempt to parry an opponent's attack as a Reaction. In so doing, he will inflict his Melee skill as a negative DM to the attacker's attack roll.

Melee Attacks

When a Traveller is within 2 metres of an enemy, they are said to be locked in close combat. At this very short range, certain rules apply.

- Melee attacks may be made (see page 71).
- Neither the Traveller nor his enemy may attack any other target other than those they are in close combat with.
- Only single-handed ranged weapons, such as pistols, may make ranged attacks against a target in close combat. Note that a pistol *can* be parried in close combat, representing the weapon getting knocked aside.
- Larger weapons, such as rifles, may only be used as clubs (see page 102).
- If one combatant moves while locked in close combat, his enemy may make an immediate (and 'free') attack with DM+2 to the attack roll.

WEAPONS

A variety of weapons are available to Travellers, from humble knives and clubs, to high-powered laser rifles and plasma guns. All these weapons share some common characteristics.

Two weapons are listed at the bottom of the page as examples, a dagger and a rifle.

TL: This is the Tech Level that the weapon first appears. Generally speaking, it would be highly unusual to find a weapon on a world that has a lower Tech Level.

Range: This is the effective range of a weapon, the range at which an average user might have a chance of getting a shot on target.

Short Range: If a target lies within one quarter of a weapon's Range score, the attacker will gain DM+1 to all attack rolls made with it as he will be within the weapon's Short Range.

Long Range: If a target is beyond the weapon's Range but less than twice the Range away, it is at Long Range. The attacker will suffer DM-2 when making an attack roll.

Extreme Range: If a target is beyond the weapon's Long Range but less than four times the Range away, it is at Extreme Range. The attacker will suffer DM-4 when making an attack roll.

Note that unless a weapon has the Scope trait (see page 75), all attacks made at a range greater than 100 metres are automatically considered to be Extreme Range. This assumes the Traveller is in a combat situation – if the Traveller is in a no-stress environment, the referee is free to increase this to 300 metres.

Damage: This is the base amount of damage dealt by the weapon when it successfully hits a target. Damage is covered in more detail on page 74.

Kg: A simple measure of the mass of the weapon. This will affect how much a Traveller can carry.

Cost: The cost of buying the weapon, in Credits.

Magazine: Most ranged weapons are capable of holding more than one round or projectile before they need reloading. How many shots can be fired before reloading is necessary is noted here.

Magazine Cost: This is simply the cost of a spare magazine that will fully reload the weapon.

Traits: Some weapons have special rules. These will be listed here and are covered in more detail on page 75.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Dagger	1	Melee	1D+2	1	Cr10	—	—	—
Rifle	5	500 m	3D	5	Cr200	20	10	—



Damage and Effect

The Effect of an attack roll is always applied to the damage of a weapon *unless* the weapon is Destructive or a weapon is being used on a target of a smaller scale (See page 33 of *Book 2: Spacecraft & Worlds*).



DAMAGE

Each weapon in Traveller lists the damage it inflicts as a number of dice. A rifle, for example, has a Damage score of 3D.

Upon a successful attack, damage is rolled for, with the Effect of the attack roll added to the total.

Damage is initially applied to a target's END. If a target is reduced to 0 END, then any excess damage is deducted from the target's STR or DEX (target's choice of which).

If either STR or DEX are reduced to 0, the Traveller becomes unconscious and any further damage is deducted from the remaining physical characteristic.

If all three physical characteristics (STR, DEX and END) are reduced to 0, the Traveller has been killed.

Healing damage is covered on page 5 of *Book 2: Spacecraft & Worlds*.

Melee Attacks

When a melee attack is successful, the attacker adds their STR DM to the damage rolled for the weapon. Bigger things hit harder!

Armour

Armour reduces the damage sustained in an attack by the value of its Armour score. An attack with an Effect of 6 or more always inflicts at least one point of damage, regardless of the actual damage rolled for or the Armour score.

Some weapons have the AP, or Armour Piercing, trait. These weapons ignore an amount of Armour equal to their AP score.

Cover

When the bullets start flying, Travellers are advised to take cover behind something solid, ducking back when shot at and popping up to return fire.

A Traveller using cover to shield himself while engaging in combat inflicts a DM-2 against all ranged attacks made against him.

Hiding

If a Traveller is able to position himself completely in cover so the enemy cannot see him and chooses not to make any attacks, he can hide.

However, if an enemy is aware of the Traveller's presence, he can still be attacked. The Traveller gains all the benefits of cover, but also gains a bonus to his Armour protection (or giving the Traveller an Armour score if it did not already have one). The amount of bonus Armour a target receives depends on the type of cover it is hiding behind.

If a Traveller could potentially claim cover from two different types of cover (for example, he has ducked down behind a ground car within a forest, and also has trees between himself and his attacker) then he only receives an Armour bonus from the most effective cover.

The following table gives some examples of Armour bonuses granted by cover. The referee is free to devise his own based on the values of this table.

Cover	Bonus Armour
Vegetation	+2
Tree Trunk	+6
Stone Wall	+8
Civilian Vehicle	+10
Armoured Vehicle	+15
Fortifications	+20

DESTRUCTIVE WEAPONS

Some weapons are so powerful, they are capable of blasting apart small vehicles with a single shot. Such weapons are referred to as being Destructive.

A Destructive weapon is noted in its Damage score with two Ds (for example, if a weapon was listed as having Damage 3DD, it would be Destructive, rolling three dice for damage).

A Destructive weapon multiplies the total rolled for Damage by 10. Effect is never added to the damage of a Destructive weapon.

GRAPPLING

In close combat, a Traveller may try to wrestle or restrain his enemy, rather than simply hitting him.

To grapple an enemy, the Traveller makes an opposed Melee (unarmed) check against his target. The winner of this check may choose to do one of the following.

- Force his opponent prone on the ground.
- Disarm his opponent. If the Effect is 6+, he may take his opponent's weapon.
- Throw his opponent 1D metres, causing 1D damage. This automatically ends the grapple.
- Inflict damage equal to 2 + the Effect of the Melee check.
- Inflict damage using a pistol or small blade-sized weapon.
- Escape and move away (as a normal movement action), ending the grapple.
- Drag his opponent up to 3 metres.
- Continue the grapple with no other effect.

While involved in a grapple, the Traveller may do nothing except make opposed Melee (unarmed) checks.

DUAL WEAPONS

Under some circumstances, a referee may allow a Traveller to use two weapons at the same time. These have to be weapons that can reasonably be used in a single hand each, such as two blades, two pistols, or a blade and pistol.

If a Traveller is using two weapons at the same time, he may attack with both in the same combat round. However, he may not aim with either, and will suffer DM-2 on the attack rolls for both. This penalty will not apply if the Traveller is carrying two weapons but only attacks with one.

WEAPON TRAITS

Some weapons have additional special rules that will greatly affect their use. These special rules are listed under the Traits section of a weapon's description and are detailed here.

AP X: This weapon has the ability to punch through armour through the use of specially shaped ammunition or high technology. It will ignore an amount of Armour equal to the AP score listed. Spacecraft Scale targets (see page 33 of *Book 2: Spacecraft & Worlds*) ignore the AP trait unless the weapon making the attack is also Spacecraft Scale.

Auto X: These weapons fire multiple rounds with every pull of the trigger, filling the air with a hail of fire. A weapon with the Auto trait can make attacks in three fire modes: single, burst, and full auto.

Single: Attacks are made using the normal combat rules.

Burst: Add the Auto score to damage. This uses a number of rounds equal to the Auto score.

Full Auto: Make a number of attacks equal to the Auto score. These attacks can be made against separate targets so long as they are all within six metres of one another. Full auto uses a number of rounds equal to three times the Auto score.

A weapon cannot use the Auto trait in the same action as the Scope trait or aiming action.

Blast X: This weapon has an explosive component or is otherwise able to affect targets spread across a wide area. Upon a successful attack, damage is rolled against every target within the weapon's Blast score in metres. Dodge Reactions may not be made against a Blast weapon, but targets may dive for cover. Cover may be taken advantage of if it lies between a target and the centre of the weapon's Blast.

Bulky: A Bulky weapon has a powerful recoil or is simply extremely heavy – this makes it difficult to use effectively in combat by someone of a weak physical stature. A Traveller using a Bulky weapon must have STR 9 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +1.

Radiation: When a Radiation weapon is fired, anyone close to the firer, target and the line of fire in-between the two will receive 2D x 20 rads, multiplied by 5 for Spacecraft scale weapons. This effect extends from the firer, target and line of fire a distance in metres equal to the number of dice the weapon rolls for damage. If the fusion weapon is Destructive, this distance becomes ten times the number of dice rolled for damage.

Scope: The weapon has been fitted with vision-enhancing sights, allowing it to put shots on target from far greater ranges. A weapon with the Scope trait ignores the rule that limits all attacks made at a range greater than 100 metres are automatically Extreme Range, so long as the Traveller aims before shooting.

Smart: This weapon has intelligent or semi-intelligent rounds that are able to guide themselves onto a target. They gain a DM to their attack rolls equal to the difference between their TL and that of the target, to a minimum of DM+1 and a maximum of DM+6.

Stun: These weapons are designed to deal non-lethal damage, incapacitating a living target rather than killing it. Damage is only deducted from END, taking into account any armour. If the target's END is reduced to 0, the target will be incapacitated and unable to perform any actions for a number of rounds by which the damage exceeded his END. Damage received from Stun weapons is completely healed by one hour of rest.

Very Bulky: Some weapons are designed only for the strongest combatants. A Traveller using a Very Bulky weapon must have STR 12 or higher to use it without penalty. Otherwise, all attack rolls will have a negative DM equal to the difference between their STR DM and +2.

Zero-G: This weapon has little or no recoil, allowing it to be used in low or zero gravity situations without requiring an Athletics (dexterity) check.

EQUIPMENT

The vast number of tools and devices in the universe and the variation in potential costs and values defy classification; it is impossible to note and define them all. The objects in this chapter are presented as indications of common qualities and values. Different worlds use different manufacturing techniques, design styles, and even physical principles to achieve the same effect. A pistol on one world might resemble a conventional firearm; on another, the same type of gun might be elaborately decorated and coloured to reflect its importance in that world's martial culture; elsewhere, it might be heavily integrated with computers to aid targeting, or use bullets formed from ice mixed with plastic polymers, or be constructed from sensor-baffling materials and treated woods to avoid detection by security sensors.

Each item is listed with the Technology Level needed to manufacture it, its mass (in kg) and its cost. If an item's weight or cost is not listed, then its weight or cost is negligible. In this case, you can assume that ten such items would mass 1 kg or cost Cr1 respectively.

You should note that items are available for several Technology Levels after they first appear, but it is often quite hard to find a low-tech item on a high-tech world (few TL13 spacefaring civilisations are going to produce a lot of crossbows or backpack radios).

CREDITS

The Credit (Cr) is the standard unit of currency in Traveller. Larger denominations include the KiloCredit (KCr1 or Cr1000) and the MegaCredit (MCr1 or Cr1000000). It is assumed that the physical credit is minted by the dominant empire of the universe and is virtually impossible to falsify.

In other settings, other currencies may be used. In 2300AD, for example, the base currency is the Livre, or Lv. However, that actual value of the Livre or any other currency used in any other universe is assumed to be identical to that of a Credit so you will be able to make direct comparisons (and purchases) between the two. For example, Tech Level 11 Combat Armour costs Cr20000 in Traveller. In 2300AD, it would cost Lv. 20000.



Selling Equipment

The Travellers are likely to accumulate equipment they cannot use, either taken from defeated enemies or replaced by more advanced items. In these cases, they will want to sell equipment for ready cash.

For a quick and simple measure, a referee can presume a Traveller can sell an item for half its purchase price. There may be times when the referee will want to impose limits on this, perhaps when a Traveller tries to sell a highly advanced technological device on a world with a low Tech Level that has no means of generating electricity, for example.



REFEREE'S NOTE

Citizens of high-technology (TL8 or higher) planets often use electronic Credits. Transactions are authenticated and managed using computers or personal comms. While electronic Credits work perfectly well in-system, lack of faster than light communications in some universes means it is possible for a Traveller to outrun his Credits – having a million Credits in one's bank account on Sylea is all well and good, but if you are twenty parsecs away and the data has not caught up with you, then it is inaccessible. Large banks, corporations and other financial institutions use X-Boat networks or similar facilities to synchronise important financial records, but private citizens must make arrangements to keep Credits available.

It is possible to notify one's bank and have a line of Credit sent ahead (or at least sent at the same time) if you know your destination, but wandering Travellers must sometimes default to using physical cash or trade goods. In addition to physical Credits, precious metals, gemstones, radioactive elements or technological wonders are sometimes used as barter on many worlds.

STANDARDS OF LIVING

A standard meal typically costs Cr5-50 credits or more per person, depending on quality and service. A burger of unidentifiable meat-like substances eaten standing up in a fast-food joint may cost just Cr2-3; a fine meal at the Traveller's Aid Hostel could cost Cr20, while a sybaritic feast of a dozen courses and entertainments costs Cr500 or more.

Accommodation for a night in a cheap hotel costs Cr10; a good hotel can be found for Cr50-100. Luxury hotels cost Cr100 or more per night. The Traveller's Aid Hostel is available to members and their guests for Cr20 per night.



Encumbrance

Under most circumstances, the referee can simply rule that Travellers can carry a 'reasonable' amount of equipment without actually tracking it – armour, a main weapon, a pistol, a few grenades and items in a backpack are all reasonable.

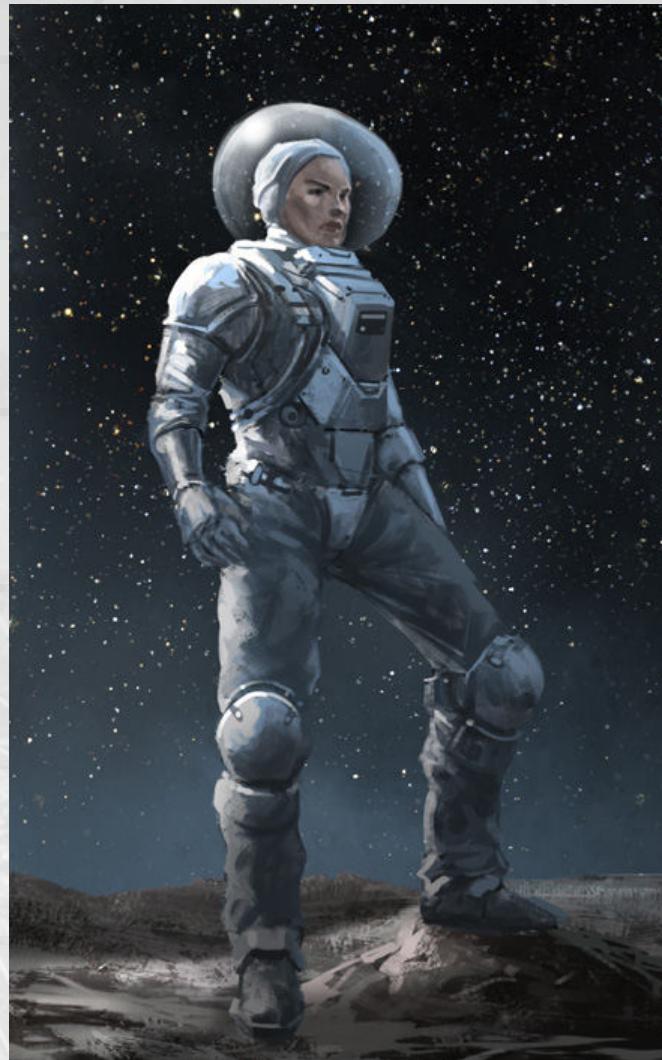
However, Travellers being what they are, there may be times when they attempt to carry an unreasonable load.

The first thing to consider is *how* they are actually carrying something. Six modern rifles may not weigh all that much, but without a suitable pack or bundle they are not easy to carry for long stretches without dropping one. When Travellers start to carry a lot of items, the referee should step in and ask where or how they are being carried.

Most items of equipment have a list Mass, and a referee can also use this to limit what is being carried. A Traveller should be able to carry equipment totalling a number of kilograms equal to their combined STR and END without penalty, plus any ranks in Athletics (strength and/or endurance).

Travellers can carry up to twice this amount but will suffer a Bane on all physical actions while they do so. They will also count as performing heavy labour as detailed under Fatigue on page 3 of *Book 2: Spacecraft & Worlds*.

The mass of armour is distributed around the body when worn properly, thus reducing its effective weight. You can reduce the mass of armour that is being worn by 75%.



A Traveller living on board ship is assumed to have his food and lodging taken care of. A Traveller living on a planet or orbital for a long period must spend money on their living costs – the amount depends on the quality of life desired. A Traveller who does not live at the standard listed for his Social Standing risks being embarrassed and perhaps even losing his standing.

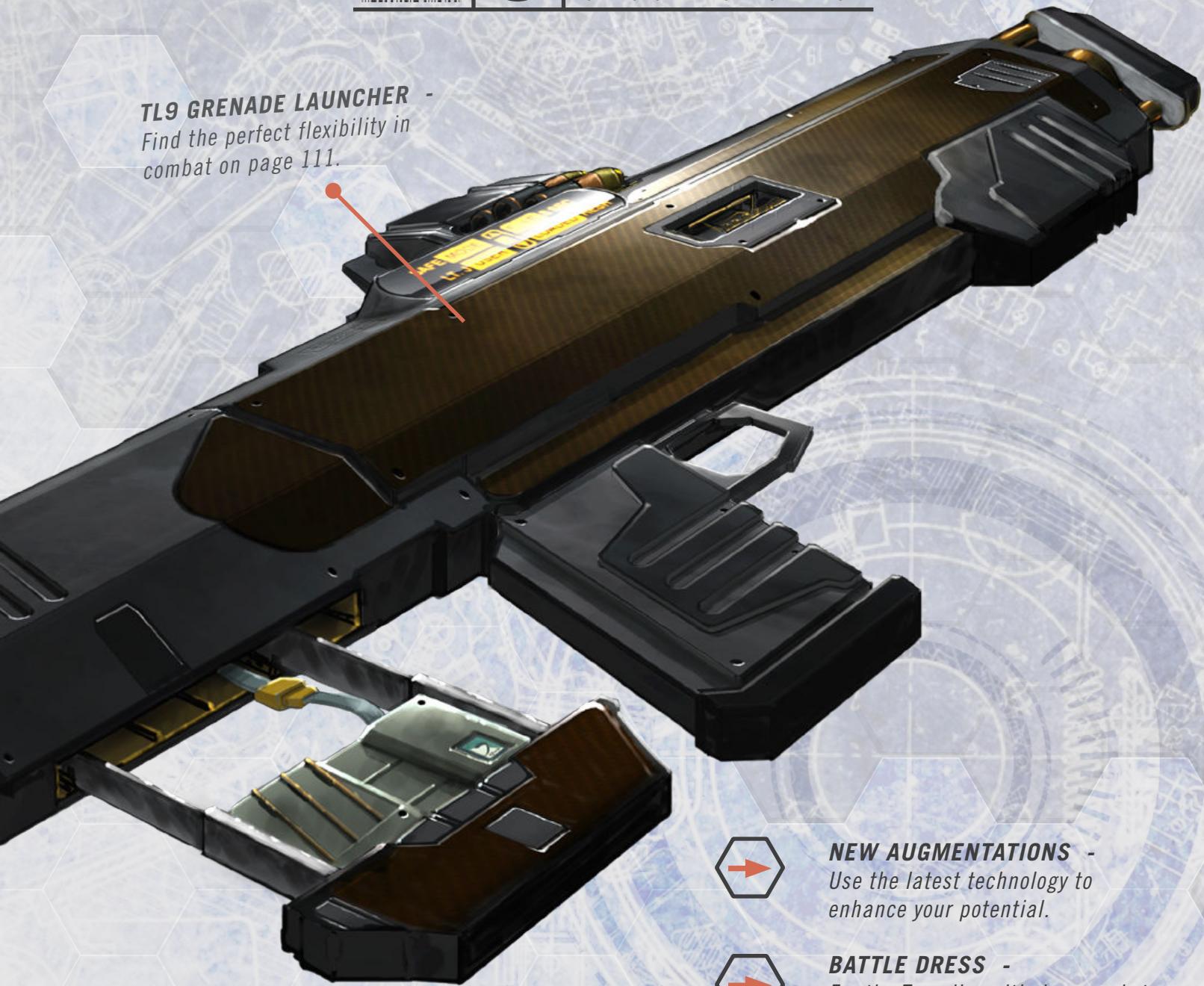
Standard of Living	Cost/Month	Suitable For
Very Poor	Cr400	Social Standing 2
Poor	Cr800	Social Standing 4
Low	Cr1000	Social Standing 5
Average	Cr1200	Social Standing 6
Good	Cr1500	Social Standing 7
High	Cr2000	Social Standing 8
Very High	Cr2500	Social Standing 10
Rich	Cr5000	Social Standing 12
Very Rich	Cr12000	Social Standing 14
Ludicrously Rich	Cr20000+	Social Standing 15

The Travellers Aid Society presents

THE CORE COLLECTION



TL9 GRENADE LAUNCHER -
Find the perfect flexibility in
combat on page 111.



NEW AUGMENTATIONS -
Use the latest technology to
enhance your potential.



BATTLE DRESS -
For the Traveller with deep pockets,
the ultimate in protection.

ARMOUR

THE CORE COLLECTION

Unless otherwise noted, only one type of armour can be worn at a time. Resolve damage from the outside in – damage that gets through the outer layer of armour is next applied to the inner layer.

Some armours have a required skill. A Traveller suffers DM-2 to all checks taken in the armour per missing skill level. For example, a Traveller with no Vacc Suit skill who is in a suit that requires Vacc Suit 2 would have DM-4 to all his checks.

Radiation is a very present danger to many Travellers, whether in combat or exploration. Some armour provides a measure of protection against radiation, as noted in the Rad column of the armour table. This amount of protection is deducted from the rads a Traveller receives every time he is exposed to radiation.

ARMOUR TYPE	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Jack	+1	1	-	1	Cr50	None
Mesh	+2	6	-	2	Cr150	None
Cloth	+5	7	-	10	Cr250	None
	+8	10	-	5	Cr500	
Flak Jacket	+3	7	-	8	Cr100	None
	+5	8	-	6	Cr300	
Reflec	+10 (vs. lasers only)	10	-	1	Cr1500	None
Ablat	+1 (+6 vs. lasers)	9	-	2	Cr75	None
Combat Armour	+13	10	85	20	Cr96000	Vacc Suit 1
	+17	12	145	16	Cr88000	Vacc Suit 0
	+19	14	180	12	Cr160000	Vacc Suit 0
Vacc Suit	+4	8	10	17	Cr12000	Vacc Suit 1
	+8	10	60	10	Cr11000	Vacc Suit 0
	+10	12	90	8	Cr20000	Vacc Suit 0
Hostile Environment	+8	9	75	22	Cr24000	Vacc Suit 1
Vacc Suit	+9	10	90	13	Cr20000	Vacc Suit 1
	+12	11	140	13	Cr22000	Vacc Suit 0
	+14	13	170	10	Cr40000	Vacc Suit 0
	+15	14	185	9	Cr60000	Vacc Suit 0
Battle Dress	+22	13	245	100 *	Cr200000	Vacc Suit 2
	+25	14	290	100 *	Cr220000	Vacc Suit 1

*As powered armour, battle dress supports its own weight. While powered and active, the mass of battle dress does not count against the encumbrance of the wearer, and is effectively weightless.



COST:
CR 150

MESH

A jacket or body suit lined with a flexible metal or plastic mesh that gives it added protection against bullets.



COST:
from CR 100

FLAK JACKET

A less expensive version of ballistic cloth, the bulky flak jacket is an unmistakably military garment.



COST:
CR 50

JACK

A natural or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is better than ordinary clothing or bare skin when defending against blades, but is useless against guns.

'EXCELLENT SERVICE FROM THE TRAVELLERS AID SOCIETY, WOULD CERTAINLY RECOMMEND'



COST:
CR 1500

REFLEC

Reflec armour is a flexible plastic suit with layers of reflective material and heat-dispersing gel. It is highly effective against lasers, but provides no protection against other attacks. Reflec can be worn with other armour, but is hard to obtain and quite expensive and imposes a Bane on any Stealth checks the wearer attempts.



COST:
from CR 250

CLOTH

A heavy duty body suit tailored from ballistic cloth. The fabric absorbs impact energy and spreads it over the body, which can result in bruising. However, cloth armour is highly useful and versatile. **TL10:** This armour is lighter and more flexible, and can be indistinguishable from ordinary clothing under normal circumstances.

BATTLE DRESS

The premier personal armour, battle dress is a powered form of combat armour. The servomotors vastly increase the user's speed and strength, increasing his STR and DEX by +4 while wearing the armour. Damage to the wearer's characteristics is calculated as normal, but the values from the armour are used for all other purposes such as melee damage or skill checks. An on-board Computer/2 gives tactical advice and updates, and the suit is commonly outfitted with numerous upgrades. The suit is fully enclosed, with a six-hour air supply and gives substantial protection against NBC (nuclear/biological/chemical) hazards. All weapons used while wearing battle dress count as having the Scope trait.

TL14: This more advanced battle dress is considerably stronger, giving STR +6, and upgrades its internal systems to Computer/3.

ARMOUR OPTIONS

1 Chameleon, IR (TL 12): IR Chameleon technology can be added to any full-body suit. It selectively bleeds heat to match background infrared levels and effectively renders the wearer invisible to infrared detection (DM-4 to detect with sensors). IR Chameleon costs Cr5000.

Chameleon, Vislight (TL13): A more advanced form of IR Chameleon, Vislight Chameleon lines the surface of the armour with light-bending technology, making the wearer nearly invisible to the naked eye (DM-4 to spot). Vislight Chameleon costs Cr50000.

2 Computer Weave (TL10): Computer weave can be added to any armour that does not already have a computer system, and adds a Computer/0 to that armour. Costs Cr500.

TL11: Improved computer weave adds Computer/1. Costs Cr1000.

TL13: Advanced computer weave adds Computer/2. Costs Cr5000.

3 Extended Life Support (TL10): This upgrade can be added to any suit that provides life support (Vacc Suit, HEV Suit, Combat Armour, Battle Dress). By adding high-pressure oxygen tanks and recycling systems, the suit now provides eighteen hours of oxygen. Costs Cr10000.

4 Eye Protection (TL6): A lot of armour includes eye protection such as visors or goggles to guard against flying debris, but such protection becomes absolutely vital at TL9, to guard against the blinding effects of lasers. Eye protection can be added to any armour, but is included in any TL9+ armour. Costs Cr50.

5 Grav Assist (TL12): This upgrade can be added to Combat Armour or Battle Dress only, and adds the functionality of a grav belt to the armour at the cost of Cr110000. See Grav Belt.

TL15: The TL15 version lasts longer. Costs Cr120000.

6 Magnetic Grapples (TL8): Magnetic plates in the boots of the armour allow the user to walk normally on a spacecraft without artificial gravity. Costs Cr100.

7 Medikit (TL10): An internal medical scanner and drug injector, the medikit can be installed in combat armour, battle dress or a vacc suit. It automatically applies first aid if the Traveller is reduced to END 0 (treat the Medikit as having Medic 3). It can also administer Fast Drug on command, or if life support systems are failing. Costs Cr5000.

TL11: A military medikit can also inject combat drugs and metabolic accelerators on command. Costs Cr10000.

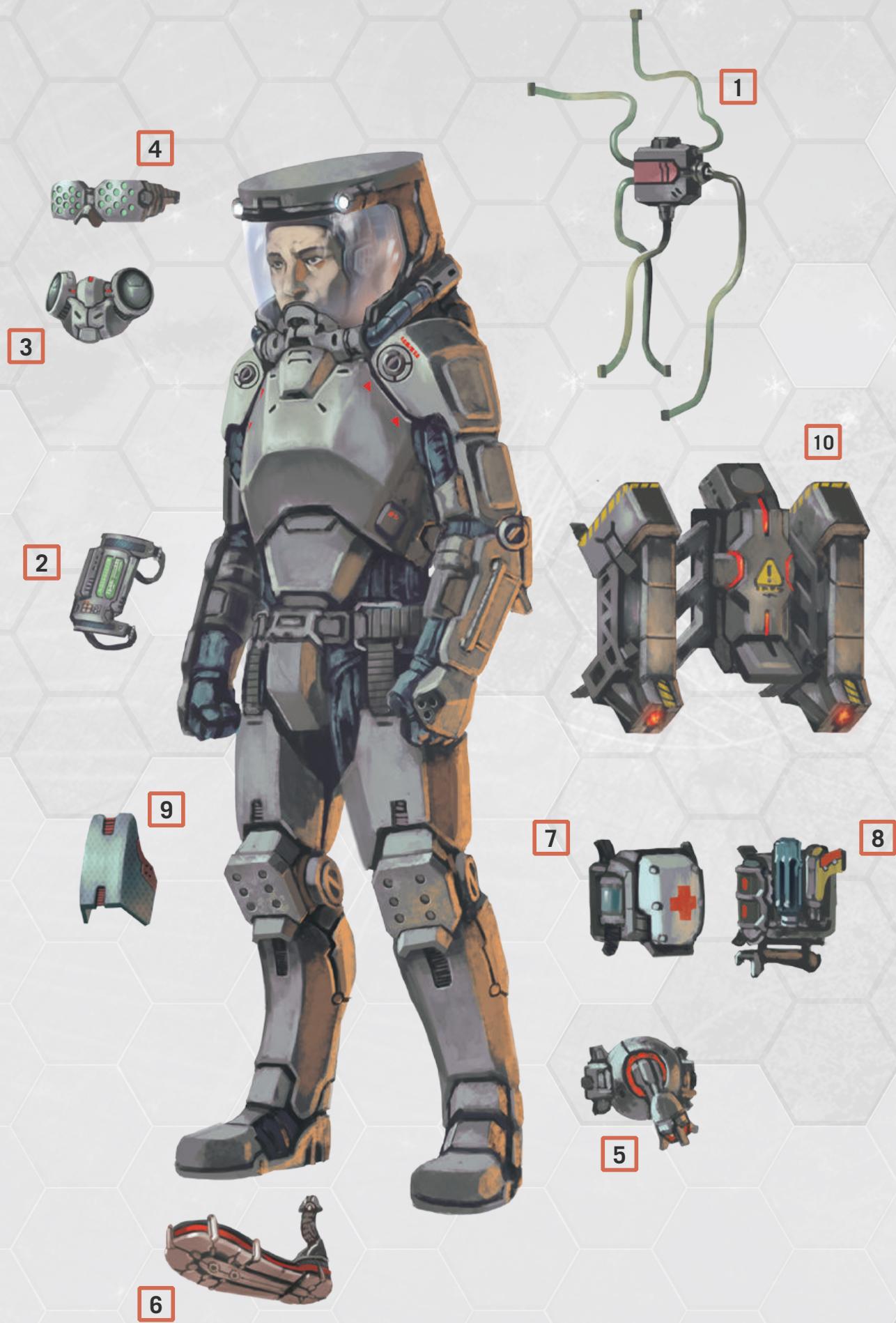
8 Self-Sealing (TL11): Self-sealing systems can be added to any armour (except ablat) when it is being made. The armour can seal breaches and repair minor damage. This cannot reconstruct a severely damaged suit of armour, but does ensure that a damaged vacc suit or torn jacket heals itself. Self-Sealing costs Cr2000.

9 Smart Fabric (TL10): Smart fabric resists stains and dirt, cleaning itself automatically. Smart fabric armour sloughs off dirt, dust and mud automatically (but this function can be suspended for the purposes of camouflage). Adding smart fabric costs Cr1000.

10 Thruster Pack (TL9): A simple thruster pack gives the user the ability to manoeuvre in zero-gravity over short distances. An Athletics (dexterity) check is required to use a thruster pack accurately. Thruster packs can only be used in microgravity environments. A thruster pack costs Cr2000.

TL12: The long-range thruster pack gives 0.1g acceleration for up to 48 hours, using standard starship fuel. This costs Cr14000.

TL14: The TL14 version of the long-range pack is much smaller, as it uses grav-thruster plates instead, but has the same performance profile as the TL12 version. This costs Cr20000.



COST:
from CR 11000



VACC SUIT

The vacc suit or space suit is the spacer's best friend, providing life support and protection when in space. Early vacc suits are unwieldy and uncomfortable, but they quickly shrink as technology advances. A vacc suit provides life support for six hours.

TL10: An improved version that masses a lot less.

TL12: At this Technology Level, 'tailored' vacc suits feel like ordinary clothing with a flexible hood and face mask.

COST:
from CR 20000



HOSTILE ENVIRONMENT VACC SUIT

Hostile environment suits are designed for conditions where a normal vacc suit would be insufficient, such as deep underwater, worlds with toxic atmosphere, extremes of radiation or temperature. HEV suits provide life support for six hours.

COST:
CR 75



ABLAT

A cheap alternative to reflec, ablat armour is made from a material that ablates (vaporises) when hit by laser fire. Each laser hit on ablat armour reduces its armour value by one, but the armour is cheap and easily replaceable.

COST:
from CR 88000



COMBAT ARMOUR

This full-body suit is used by the military and not generally available on the open market, although those with military or criminal contacts can obtain it easily. It is issued to troop units and mercenary battalions. Combat armour can function as a vacc suit and provides life support for six hours. All weapons used while wearing combat armour count as having the Scope trait.

TL12: Considerably lighter, substituting carbon-tube weave for the smart plastic of the previous generation.

TL14: Offers vastly improved protection.

AUGMENTS

THE CORE COLLECTION

While technology is capable of significantly altering and improving the human form, obvious cybernetic, genetic or surgical alteration of the human form is frowned upon in many universes.

While humans can be altered to survive on hostile worlds – denizens of a waterworld might be given gills and finger-webbing, while those living on a world with dangerous native micro-organisms might have their immune and digestive systems altered to compensate – unnecessary augmentation is seen as unpleasant and even perverse in many cultures. There are some worlds where genetic alteration or cybernetics are widespread or even mandatory, just as there are worlds where they are strictly forbidden.

Most of the items in this category can be cybernetic (mechanical or electronic implants and prostheses) or biological (genetic engineering and surgical alteration) or both (a more common solution), but the general term of ‘augment’ is used for all of them.

Augmentations can bring characteristics above the normal maximums for a Traveller’s race.

Augments can interfere with medical treatment. All long-term care or surgery Medic checks treating an augmented Traveller suffer a negative DM equal to the difference in Technology Level between the medical facility and the highest relevant implant. For example, a Traveller with TL15 Endurance Augmentation implants being treated in a TL10 hospital would give DM-5 to the surgeon’s Medic skill checks.

AUGMENT	IMPROVEMENTS	TL	COST
Cognitive Augmentation	INT +1	12	Cr500000
Cognitive Augmentation	INT +2	14	MCr1
Cognitive Augmentation	INT +3	16	MCr5
Dexterity Augmentation	DEX +1	11	Cr500000
Dexterity Augmentation	DEX +2	12	MCr1
Dexterity Augmentation	DEX +3	15	MCr5
Endurance Augmentation	END +1	11	Cr500000
Endurance Augmentation	END +2	12	MCr1
Endurance Augmentation	END +3	15	MCr5
Enhanced Vision	Binoculars, IR/Light Intensification	13	Cr25000
Neural Comm	Audio only	10	Cr1000
Neural Comm	Audio and visual, Computer/O	12	Cr5000
Neural Comm	Multiple forms of data, Computer/I	14	Cr20000
Skill Augmentation	Skill DM+1	12	Cr50000
Strength Augmentation	STR +1	11	Cr500000
Strength Augmentation	STR +2	12	MCr1
Strength Augmentation	STR +3	15	MCr5
Subdermal Armour	Armour +1	10	Cr50000
Subdermal Armour	Armour +3	11	Cr100000
Wafer Jack	Total storage capacity of rating/4	12	Cr10000
Wafer Jack	Total storage capacity of rating/8	13	Cr15000

COGNITIVE AUGMENTATION (TL12)

Replacing slow nerve cells with faster synthetic substrates and implanting optoelectronic boosters can increase the speed at which a Traveller thinks, effectively boosting his intelligence.



A better body
for today and
tomorrow

BIO MEDICAL

Clear Vision cybernetic eye



BIO MEDICAL

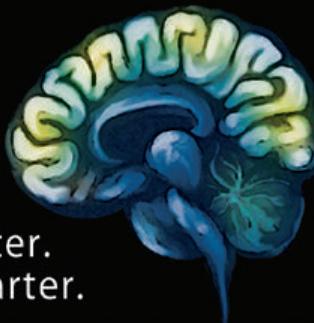
ENHANCED VISION (TL13)

A Traveller can be implanted with cybernetic eyes giving him the abilities of a set of binoculars and IR and Light Intensifier goggles.

NEURAL COMM (TL10)

A neural comm has identical capacities to a standard comm, but the cost is much higher as is the required TL. A Traveller can access the capabilities of a neural comm by thought alone, but it still takes a skill check to use for complicated activities.

●●● Mind
Synthetics



QR Think Faster.
Think Smarter.

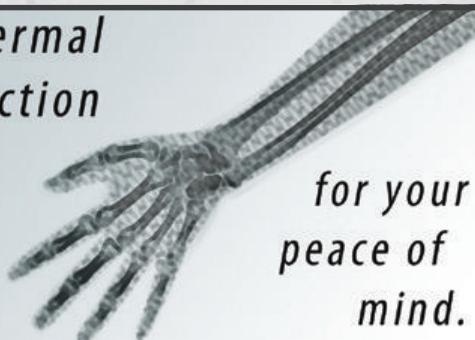
Integrated
Connected

III-NeuComms

PHYSICAL CHARACTERISTIC AUGMENTATION (TL11)

A Traveller's Endurance, Strength or Dexterity can be increased in various ways, from replacing motor neurons with faster synthetic cells, to reinforcing bones and replacing organs with tougher vat-grown clones. Augmentations must be purchased for each characteristic separately.

Subdermal Protection



for your
peace of
mind.



BIO MEDICAL

SUBDERMAL ARMOUR (TL10):

Adds a mesh of ballistic fibres to the skin and reinforces the bones, giving the Traveller extra armour. Subdermal armour stacks with other protection.

SKILL AUGMENTATION (TL12)

The Traveller's nervous system is rewired to be more suited to a particular task. A pilot might have his reflexes and sense of balance improved; a broker might be made capable of controlling his pupil responses and smelling pheromones and skin salinity of others. A skill augmentation gives the Traveller DM+1 when using that specific skill. A character can only have one Skill Augmentation, and must initially possess that skill at least at level 0 to benefit from the augmentation.

It's not just talent, it's



Skill™
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The foremost providers of Skill Augmentations,
Book your consultation today.



*Expand your mind
with a Wafer Jack*



BIO MEDICAL

WAFER JACK (TL12)

A wafer jack is a computer system implanted into the base of the skull that contains a physical data socket and a processor running an interface program. A Traveller with a wafer jack can use Expert programs for tasks relying on INT or EDU only. The main benefit of the jack is that it is much smaller and more discrete than a hand computer, and the user can access the Expert program by thought alone. A wafer jack has Computer/2 for Expert programs only, and is always running Intelligence Interface.

INSTALLING AUGMENTS

The installation of any augments into a Traveller requires surgery, often very extensive surgery. It is assumed that any reputable augments dealer the Traveller visits will have access to first class hospital services (this will not apply if the Traveller visits a back street or illegal augments dealer!), and so there will be no actual danger in the process. However, it will take time; typically 1D weeks, though this is often reduced through the use of the Slow Drug (see page 94).

COMMUNICATIONS

THE CORE COLLECTION

Communications technology rapidly merges with computer technology at higher Technology Levels. Above Technology Level 8 in most cultures, it is unthinkable to be out of touch except in the most remote areas, with even short-ranged devices able to connect to a planetary-wide communications grid.

RADIO TRANSCEIVERS	MASS	RANGE	COST
TL5	20 kg	5 km	Cr225
TL5	70 kg	50 km	Cr750
TL5	150 kg	500 km	Cr1500
TL5	300 kg	5,000 km	Cr15000
TL8	-	50 km	Cr75
TL9	-	500 km	Cr500
TL9 (Computer/0)	-	2,500 km	Cr5000
TL10 (Computer/0)	-	500 km	Cr250
TL12 (Computer/0)	1 kg	10,000 km	Cr1000
TL13 (Computer/1)	-	1000 km	Cr250
TL14 (Computer/1)	-	3000 km	Cr500
LASER TRANSCEIVERS			
TL9 (Computer/0)	1.5 kg	500 km	Cr2500
TL11 (Computer/0)	0.5 kg	500 km	Cr1500
TL13 (Computer/1)	-	500 km	Cr500

BUG

Surveillance devices such as hidden microphones and tiny cameras, bugs are available from TL5 onwards. They rapidly miniaturise and become more intelligent. A TL14 bug can be no bigger than a dust mote. The smaller a bug, though, the shorter its range – a bug that transmits data needs a much larger power supply than one that just records until collected.

TL	FEATURES	COST
TL5	Audio only	Cr50
TL7	Audio or Visual	Cr100
TL9	Audio or Visual or Data	Cr200
TL11	Audio/Visual/Data	Cr300
TL13	Audio/Visual/Data/Bioscan	Cr400
TL15	Audio/Visual/Data/Bioscan/Computer/1	Cr500

Audio: The bug records anything it hears.

Visual: The bug records anything it sees.

Data: If attached to a computer system, the bug can search and copy data from the computer. The bug cannot breach computer security on its own, but if a user accesses the computer in the bug's presence, the bug can read his data.

Bioscan: The bug has a basic biological scanner, allowing it to sample the area for DNA traces, chemical taint and so forth.

Computer/1: The bug has an onboard computer system rated Computer/1.

A bug can be active or passive. An active bug transmits data (either constantly, or when triggered). Passive bugs just record until activated.

COMMDO^T (TL10)

A commdot is a tiny microphone/speaker and transmitter, ranging in size between a few centimetres and a few millimetres across. A commdot is capable of interfacing with another communications device and relaying messages back and forth. Commdots have a range of only a few metres and are usually used as hands-free

communicators, but can also be used as improvised bugs or throat microphones. Costs Cr10 each.

MOBILE COMM

A mobile comm unit is a portable telecommunications device/computer/camera, ranging in size from a bulky handset to a slim watch or pen-like cylinder – in today's world we call them mobile phones or cell phones.

Larger comms have physical controls and screens, while smaller units either project data and control displays onto nearby surfaces, have fold-out plastic screens, or connect to cybernetics. Comms have only short-range transmission and reception capabilities, but most technologically advanced worlds will have planet wide comm networks allowing the user to send messages and access data anywhere.

TL	FEATURES	COST
TL6	Audio only	Cr50
TL8	Audio and visual, Computer/0	Cr150
TL10	Multiple forms of data, Computer/1	Cr500

TRANSCEIVER (TL5+)

A transceiver is a stand-alone communications device, what today we would call a two-way radio. Unlike a mobile comm, which relies on the presence of an established communications network, a transceiver can send and receive directly under its own power. Most transceivers are radio or laser-based.

Meson communicators are possible, but are generally not easily portable or available.



To reach orbital ranges reliably, a transceiver requires a range of 500 kilometres.

COMPUTERS & SOFTWARE

THE CORE COLLECTION

Any technological society runs on computers, with access to them as basic as the right to air and water. To those both knowledgeable and skilled, computers open a vast array of possibilities in all areas of life, and having the right computer for the right job is usually more important than carrying a gun.

USING COMPUTERS

Computers in Traveller are ranked by their Processing score, typically between 0 and 9. A Computer/3, for example, has a Processing score of 3. This is its ability to run software.

Note that the storage capacity of computers is not used in Traveller as, beyond TL8, the capacity of even a modest computer is effectively unlimited.

All software has a Bandwidth score, which represents the processing power a computer requires in order to run it. At any one time, a computer can run a number of software packages whose combined Bandwidth does not exceed its Processing score.

For example, a Computer/3 could run Translator/1 and Security/2 simultaneously, but if the Traveller using it then wanted to run Intelligent Interface (which requires 1 Bandwidth) then he would have to swap it out with one of the existing software packages.

A Traveller can use any high-Bandwidth software at a lower Bandwidth, to a minimum of the lowest Bandwidth shown. For example, a Traveller could run Intrusion/3 on a Computer/1, but it would only function as Intrusion/1.

A computer with Processing 0 can only run one software package of bandwidth 0 at a time.

Note that Processing does not limit how much software a computer can store and have ready to use, just how many software packages can be active and useable at any one time.

SHIP - BASED COMPUTERS

The computers used on spacecraft to calculate jump travel and combat solutions are much more powerful than those typically found planetside, and can run much more sophisticated software. These are covered on page 27 of *Book 2: Spacecraft & Worlds* and in detail within High Guard.

1 COMPUTER TERMINAL (TL7)

This is a ‘dumb terminal’ with only limited processing power. It serves as an interface to a more powerful computer such as a ship’s computer or planetary network. Terminals range in size depending on their control method – a holographic display terminal can be much smaller than one with a physical keyboard and screen. A computer terminal has Computer/0, and costs Cr200.

2 PORTABLE COMPUTER

A portable computer is a computer system with considerable processing power, yet able to be easily carried – in today’s world, this covers laptops and tablets of all sizes. It is more powerful than a computer terminal, and can be used without access to a network.

TL	PROCESSING	MASS	COST
TL7	Computer/0	5 kg	Cr500
TL8	Computer/1	2 kg	Cr250
TL9	Computer/1	1 kg	Cr100
TL10	Computer/2	0.5 kg	Cr500
TL11	Computer/2	0.5 kg	Cr300
TL12	Computer/3	0.5 kg	Cr1000
TL13	Computer/4	0.5 kg	Cr1500
TL14	Computer/5	0.5 kg	Cr5000

OPTIONS:

Comms (TL8+): Any computer of TL8 or more can act as a comm unit or transceiver if this is specified at purchase. This does not increase the cost of the computer.

Data Display/Recorder (TL13): This headpiece provides a continuous heads-up display for the user, allowing him to view computer data from any linked system. DD/R headsets are commonly used by starship crews, to access information without changing their primary console displays. DD/Rs can display data from any system, not just computers – they can display vacc suit oxygen reserves, grav belt status, neural activity scanner results and so forth. Costs Cr5000.

Data Wafer (TL10): The standard medium of information storage in many universes is the data wafer, a rectangle of hardened plastic about the size of a credit card.



The interface for a data wafer is standardised, but the internal workings vary. A TL10 data wafer is memory diamond, with information encoded in structures of carbon atoms; more advanced wafers use more exotic means of data storage. Costs Cr5.

Specialised Computer: A computer can be designed for a specific purpose, which gives it a Processing Score of +1 or +2 higher for that software only. The navigation hand computer used by an explorer, for example, might be only a Computer/1, but could run the Navigation/3 software because it is specially designed for that task. A specialised computer costs 25% more per added rating – so, a Computer/1, Navigation/3 portable computer costs 150% of the cost of a basic Computer/1. At TL9 this would be Cr150.

SOFTWARE	BANDWIDTH	TL	COST	EFFECT
Interface	0	TL7	Included	Displays data.
Intelligent Interface	1	TL11	Cr100	Artificial intelligence allows voice control and displays data intelligently. Required for using Expert software.
Security	0	TL8	Included	Security software packages defend against intrusion. Security/0 requires an Average (8+) Electronics (computers) check to successfully bypass.
	1	TL10	Cr200	Difficult (10+) difficulty
	2	TL11	Cr1000	Hard (12+) difficulty
	3	TL12	Cr20000	Formidable (14+) difficulty
Intrusion	1	TL10	Cr1000	Intrusion software packages aid hacking attempts, giving a bonus equal to their Bandwidth. Intrusion software is often illegal.
	2	TL11	Cr10000	
	3	TL13	Cr100000	
	4	TL15	MCr1	
Expert	1	TL11	Cr1000	Expert software packages mimic skills. A Traveller using Expert may make a skill check as if he had the skill at the software's Bandwidth -1. Only INT and EDU-based checks can be attempted. If a Traveller already has the skill, then Expert grants DM+1 to his check.
	2	TL12	Cr10000	
	3	TL13	Cr100000	
Translator	0	TL9	Cr50	Translators are specialised Expert packages that only have Language skills. The TL9 version provides a near-real-time translation. The TL10 works in real-time and has a much better understanding of the nuances of language.
	1	TL10	Cr500	
Database	-	TL7	Cr10-10000	A database is a large store of information on a topic that can be searched with an Electronics (computers) check or using an Agent
Agent	0	TL11	Cr500	Agent packages have an Electronics (computers) skill equal to their Bandwidth, and can carry out tasks assigned to them with a modicum of intelligence. For example, an Agent package might be commanded to hack into an enemy computer system and steal a particular data file. They are effectively specialised combinations of Expert Electronics (computers) and less capable Intellect software packages.
	1	TL12	Cr2000	
	2	TL13	Cr100000	
	3	TL14	Cr250000	
Intellect	1	TL12	Cr2000	Intellect is an improved Agent, which can use Expert systems. For example, a robot doctor might be running Intellect/1 and Expert Medic/3, giving it a Medic skill of 2. An Intellect program can simultaneously use a number of skills equal to its Bandwidth.
	2	TL13	Cr50000	
	3	TL14	-	

Software packages of more than 1 Bandwidth cannot be copied easily, as they require a non-trivial amount of bandwidth to transfer.

I N T E R F A C E S A N D I N T E L L E C T S

Choosing the right program to use on your computer is important, and depends on what you are trying to do with the computer.

If you are just using the computer for general tasks, then all you need is a basic Interface/0.

If you are using the computer to access an Expert program, then you need Intelligent Interface to get the benefit.

If you want the computer to do the work for you, then you need to run an Intellect program.

COMPUTER VARIANTS

A computer's optimum Technology Level is the level at which it reaches standard production and is no longer considered a prototype or experiment. Most computing systems will be built at the optimal level or higher, to allow utilisation of higher TL programs. Computers may be built at lower than optimum Tech Levels (ProtoTech) or reduced Tech Levels (RetroTech).

ProtoTech: A computer type may be produced at up to 2 levels below its optimum TL as a prototype (or reverse engineered experiment), or as a substandard but cheaper model. The system has its Processing and TL at normal values, but cost and mass are multiplied by 10 for construction at one TL lower, and 100 for construction at two TL lower

For example, a TL10 Computer/2 salvaged from a mysterious alien wreck could be used to reverse engineer a Computer/2 by a TL8 society. It would run as a TL10 Computer/2, but would cost Cr50000 and mass 50 kg.

RetroTech: While computers may be built at, and rated as any TL above the optimum TL, a higher TL society may produce a lower rated TL system for reduced cost and weight. Any system may be built at any TL below the society's current level, but not below the optimum TL for the model. Each reduced level halves the cost and weight of the basic model.



EXPERT SKILLS

Having a tool or weapon with the appropriate Skill Expert program and an Intelligent Interface can grant a Traveller DM+1 to his checks. However, the program can only help if the difficulty of the task is less than a certain value.

SOFTWARE PACKAGE	MAXIMUM DIFFICULTY
Expert/1	Difficult (10+)
Expert/2	Very Difficult (12+)
Expert/3	Formidable (14+)

In combat, add up all negative DMs to determine the effective difficulty of the attack or action.

MEDICAL AND CARE SUPPLIES

THE CORE COLLECTION

Most of these supplies require a Traveller with the Medic skill to use properly. These items are, in the main, useful only in emergencies, such as when a Traveller is injured on a distant planet far away from a hospital facility.

Healing: An injured Traveller who needs hospital care for a prolonged period will pay approximately Cr100 per month per Tech Level (at TL11+ doctors may just use Medicinal Slow in many cases). Surgery costs 1D x Cr50 x Tech Level.

Replacements: A Traveller whose injuries require cloning limbs or cybernetic replacement must pay Cr5000 per characteristic point lost.



1 CRYOBERTH (TL10)

A cryoberth, or ‘icebox’ is a coffin-like machine similar to the low or frozen berths used on some spacecraft. The main difference is that a cryoberth works much faster than a low berth, freezing and preserving its occupant almost instantly. A cryoberth can therefore be used to place an severely injured Traveller into stasis until he receives medical treatment. A cryoberth’s internal power system can function for up to one week on its own, but a berth is usually connected to a vehicle’s or ship’s power supply. Costs Cr50000 with a mass of 200 kg.

2 MEDIKIT (TL8+)

There are different types of medikit available at different technology levels. All medikits contain diagnostic devices and scanners, surgical tools and a panoply of drugs and antibiotics, allowing a medic to practise his art in the field. Higher-technology medikits do not give a bonus to basic treatment, but can help with more exotic problems or when treating augmented individuals. For example, a TL8 medikit can test blood pressure and temperature, while a TL14 kit has a medical densitometer to create a three-dimensional view of the patient’s body and can scan brain activity on the quantum level. All medikits mass 1 kg, except at TL14 where they have an effective mass of 0kg.

TL8: Costs Cr1000.

TL10: Grants DM+1 on Medic checks performed for first aid. Costs Cr1500.

TL12: Grants DM+2 on Medic checks performed for first aid. Costs Cr5000.

TL14: Grants DM+3 on Medic checks performed for first aid. Costs Cr10000.

3 DRUGS

There are several drugs (or ‘meds’) in standard use.

Anagathics (TL15): These slow the user’s ageing process. Synthetic anagathics become possible at TL15, but there are natural spices and other rare compounds that have comparable effects. Anagathics are illegal or heavily controlled on many worlds. One dose must be taken each month to maintain the anti-aging effect. They cost Cr20000 per dose.

Anti-rad (TL8): Anti-rad drugs must be administered before or immediately (within ten minutes) after radiation exposure. They absorb up to 100 rads per dose. A Traveller may only use anti-rad drugs once per day – taking any more causes permanent END damage of 1D per dose. Costs Cr1000 per dose.

Combat Drugs (TL10): Combat drugs increase reaction times and improve a body’s responses to trauma. A Traveller using combat drugs gains DM+4 to all initiative rolls. He also gains a free reaction every round with no

penalty applied, and reduces all damage sustained by -2 points. The drug kicks in around 20 seconds (three rounds) after ingestion or injection, and lasts for around ten minutes. When the drug wears off, the user is Fatigued (see page 3 of *Book 2: Spacecraft & Worlds*). Combat drugs cost Cr1000 per dose.

Fast Drug (TL10): Also called Hibernation, this drug puts the user into a state akin to suspended animation, slowing his metabolic rate down to a ratio of 60 to 1 – a subjective day for the user is actually two months. Fast Drug is normally used to prolong life support reserves or as a cheap substitute for a cryoberth. Fast drug costs Cr200 per dose.

Medicinal Drugs (TL5+): Includes vaccines, antitoxins and antibiotics. They range in cost from Cr5 to several thousand credits, depending on the rarity and complexity of the drug. Medicinal drugs require the Medic skill to use properly – using the wrong drug can be worse than doing nothing.

Metabolic Accelerator (TL10): These boost the user’s reaction time to superhuman levels. To the user, everyone else appears to be moving much slower. A Traveller using a metabolic accelerator in combat gains DM+8 to all initiative rolls. He also gains two free reactions every round with no penalties applied for either. The drug kicks in 45 seconds after ingestion or injection, and lasts for around ten minutes. When the drug wears off, the user’s system crashes. He suffers 2D points of damage and is fatigued (see page 3 of *Book 2: Spacecraft & Worlds*). Metabolic accelerator costs Cr500 per dose.

Panaceas (TL8+): These are wide-spectrum medicinal drugs specifically designed not to interact harmfully. They can therefore be used on any wound or illness and are guaranteed not to make things worse. A Traveller using panaceas may make a Medic check as if he had Medic 0 when treating an infection or disease. Panaceas cost Cr200 per dose.

Slow Drug (TL11): This is a variant of the metabolic accelerator. It can only be applied safely in a medical facility where life-support and cryotechnology is available, as it increases the metabolism to around thirty times normal, allowing a patient to undergo a month of healing in a single day. Using Medicinal Slow outside of a hospital or sickbay is a messy and painful way to commit suicide, as the user will rapidly cook his internal organs and suffer massive brain damage. Medicinal slow costs Cr500 per dose.

Stims (TL8): These remove fatigue, though at a cost. A Traveller who uses stims removes Fatigue (see page 3 of *Book 2: Spacecraft & Worlds*) but also sustains one point of damage. If stims are used repeatedly without natural sleep in between, the user suffers a cumulative additional point of damage every time (so, on the second use, two points of damage are sustained, on the third, three points, and so on). Costs Cr50 per dose.

SENSORS

THE CORE COLLECTION

Most sensors are designed to be plugged into a computer system, but can display the data directly to the user on built-in screens or by feeding it to the user's suit display.

SENSOR	TL	KG	COST
Binoculars	3	1	Cr75
Binoculars	8	1	Cr750
Binoculars	12	1	Cr3500
Bioscanner	15	3.5	Cr350000
Densitometer	14	5	Cr20000
EM Probe	10	1	Cr1000
Geiger Counter	5	2	Cr250
IR Goggles	6	-	Cr500
Light Intensifier Goggles	7	1	Cr500
Light Intensifier Goggles	9	-	Cr1250
NAS	15	10	Cr35000



1 BINOCULARS (TL3)

Allows the user to see further.

TL8: Electronic enhancement allows images to be captured; light-intensification allows them to be used in the dark.

TL12: PRIS (Portable Radiation Imaging System) allows the user to observe a large section of the EM-spectrum, from infrared to gamma rays.

2 BIOSCANNER (TL15)

The bioscanner ‘sniffs’ for organic molecules and tests chemical samples, analysing the make-up of whatever it is focussed on. It can be used to detect poisons or bacteria, analyse organic matter, search for life signs and classify unfamiliar organisms.

3 DENSITOMETER (TL14)

The remote densitometer uses an object’s natural gravity to measure its density, building up a three-dimensional image of the inside and outside of an object.

4 EM PROBE (TL10)

This handy device detects the electro-magnetic emissions of technological devices, and can be used as a diagnostic tool when examining equipment or when searching for hidden bugs or devices.

5 GEIGER COUNTER (TL5)

Detects radiation.

6 IR GOGGLES (TL6)

Permits the user to see exothermic (heat-emitting) sources in the dark.

7 LIGHT INTENSIFIER GOGGLES (TL7)

Permits the users to see normally in anything less than total darkness by electronically intensifying any available light.

TL9: Combines with IR goggles into a single unit.

8 NAS (TL15)

This device consists of a backpack and detachable handheld unit, and can detect neural activity up to 500 metres away. The device can also give a rough estimation of the intelligence level of organisms based on brainwave patterns.



SURVIVAL GEAR AND SUPPLIES

THE CORE COLLECTION

On worlds and places hostile to human life, Travellers must use environmental suits to protect themselves. If colonies are established on such worlds, then the Imperium usually begins a terraforming process to transform the planet and make it more Earth-like.

Terraforming takes decades, even millennia, and is a ferociously expensive and intensive process. Sometimes, it might be easier to remake the colonists to fit the world using genetic engineering and surgery.

See also vacc suits on page 83.

SURVIVAL GEAR	TL	KG	COST
Artificial Gill	8	4	Cr4000
Environment Suit	8	1	Cr500
Grav Belt	12	6	Cr100000
Habitat Module	8	1000	Cr10000
Habitat Module	10	500	Cr20000
Filter Mask	7	-	Cr100
Breather Mask	8	-	Cr150
Breather Mask	10	-	Cr2000
Portable Fusion Generator	10	20	Cr500000
Rescue Bubble	9	2	Cr600
Respirator	6	-	Cr100
Respirator	10	-	Cr2000
Tent	3	6	Cr200
Tent	7	5	Cr2000



1 ARTIFICIAL GILL (TL8)

Extracts oxygen from water allowing the wearer to breathe underwater. Only works on worlds with breathable atmospheres (type 4-9).

2 BREATHER MASK (TL8)

Combines the filter and respirator into a single package.
TL10: The more advanced filter is small enough to fit into the nose, or can even be a lung implant.

3 ENVIRONMENT SUIT (TL8)

Designed to protect the wearer from extreme cold or heat, the environment suit has a hood, gloves and boots, but leaves the face exposed in normal operations. A mask or rebreather can be attached, but truly hostile situations call for the heavy-duty hostile environment vacc suit.

4 FILTER MASK (TL7)

Filters are breathing masks that strip out harmful elements from the air inhaled by the character, such as dangerous gases or dust particles. Cr100.

5 GRAV BELT (TL12)

A harness worn across the body, the grav belt is equipped with artificial gravity modules, allowing the Traveller to fly. The internal battery can be operated for a maximum of four hours before recharging. At TL15, the battery can operate for 12 hours before recharging. The grav belt allows the wearer to fly at Medium speed.

6 HABITAT MODULE (TL8)

A modular unpressurised quarters for six people, capable of withstanding anything less than hurricane-force winds. Includes survival rations & battery power. Requires 12 man-hours to assemble, and can be attached to other modules to form a base.

TL10: The TL10 module is pressurised, and includes life-support for six occupants for one week (1000 person/hours).

7 PORTABLE FUSION GENERATOR (TL10)

This is a light-duty portable fusion generator, capable of recharging weapons and other equipment for up to one month of use.



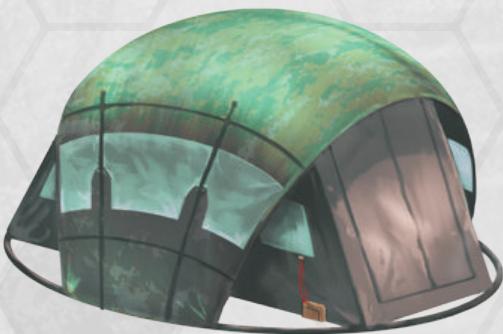
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8



9



10

8 RESCUE BUBBLE (TL9)

A large (2 metre diameter) plastic bubble. Piezoelectric layers in the bubble wall translate the user's movements into electricity to recharge the bubble's batteries and power its distress beacon, and a small oxygen tank both inflates the bubble and provides two person/hours of life support. A self-repairing plastic seal serves as an emergency airlock. Rescue bubbles are found on both space and sea vessels as emergency lifeboats.

9 RESPIRATOR (TL6)

This rebreather concentrates inhaled oxygen, allowing a Traveller to breathe on worlds with a thin atmosphere. Respirators take the form of a face mask or mouthpiece initially.

TL10: The more advanced respirator is small enough to fit into the nose, or can even be a lung implant.

10 TENT (TL3)

A basic tent provides shelter for two people against the weather.

TL7: The TL7 version can be pressurised. There is no airlock – the tent is depressurised when opened.

OPTIONS

Climate Controlled (TL10): Structures can be given the climate-control option, allowing their internal temperature and other conditions to be controlled for comfort. Costs Cr500.

Self-Assembling (TL11): The self-assembling upgrade can be given to tents, habitat modules and other basic structures. The structure is capable of expanding and assembling itself with only minimal aid, reducing the time needed to set up the shelter to a single man-hour. Costs Cr5000.

Self-Sealing (TL13): Structures can be made self-repairing and self-sealing for Cr2000. Small breaches and rips are automatically fixed in seconds.



CHECK OUT OUR FULL RANGE TODAY.



TOOL KITS

Technical skills require specialist tools of various kinds. These kits contain diagnostic sensors, hand tools, computer analysis programs and spare parts.

Toolkits may be purchased at higher Tech Levels, and will be much more capable at fulfilling tasks. If a toolkit is at least two Tech Levels higher than the item or task that is being worked upon, it will grant DM+2 to all related checks. However, if a toolkit is two Tech Levels or more lower than the item or task that is being worked on, it will inflict DM-2 on all related checks.

TOOLKITS	TL	KG	COST
Electronics	7	2	Cr2000
Engineering	12	12	Cr4000
Forensics	8	12	Cr2000
Mechanical	5	12	Cr1000
Scientific	5	8	Cr2000
Surveying	6	12	Cr1000

Electronics (specific skill):

Required for performing repairs and installing new equipment.

Engineering (specific skill):

Required for performing repairs and installing new equipment.

Forensics:

Required for investigating crime scenes and testing samples.

Mechanical:

Required for repairs and construction.

Scientific:

Required for scientific testing and analysis.

Surveying:

Required for planetary surveys or mapping.

MELEE WEAPONS

THE CORE COLLECTION

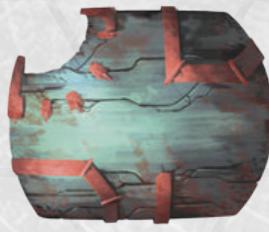
With the advent of powered armour and portable fusion generators, the line between personal weapon and heavy artillery is blurred. The high-end weapons available in the Imperium are staggeringly powerful. Few private citizens can obtain such weapons legally, but small brush wars can turn into alarming plasma-fired conflagrations when mercenaries are involved.

Melee weapons are a symbol of status among the nobility of many worlds, but they also serve a useful purpose in boarding actions. When attempting to capture an enemy vessel, a sword is much less likely to cause significant damage to vulnerable systems or cause a hull breach than a gun, but is better at opening a self-sealing vacc suit to the airless cold of space.

These weapons require the Melee skill, using the blade speciality if they have a sharp edge, bludgeon if they do not, and unarmed if you are left with nothing but your fists. A Traveller without a weapon still has his fists, though they can be a poor substitute against a better prepared enemy.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
Blade	2	Melee	2D	2	Cr100	-	-	-
Broadsword	2	Melee	4D	8	Cr500	-	-	Bulky
Club	1	Melee	2D	3	-	-	-	-
Cutlass	2	Melee	3D	4	Cr200	-	-	-
Dagger	1	Melee	1D+2	1	Cr10	-	-	-
Improvised	-	Melee	2D-2	Varies	-	-	-	-
Rapier	3	Melee	2D	2	Cr200	-	-	-
Shield	1	Melee	1D	6	Cr150	-	-	-
Staff	1	Melee	2D	3	-	-	-	-
Stunstick	8	Melee	2D	1	Cr300	-	-	Stun
Unarmed	-	Melee	1D	-	-	-	-	-

COST: CR 100	
BLADE	A small bladed weapon, somewhere between a dagger and a cutlass, with a large basket hilt.
COST: CR 500	
BROADSWORD	A heavy two-handed sword.
COST: CR 1000	
CLUB	The first weapon emerging civilisations usually discover. Clubs can range from a length of heavy wood to extending riot batons of advanced polymers, but they remain a popular and practical weapon regardless.
COST: CR 200	
CUTLASS	The standard shipboard blade weapon, often kept near airlocks to repel boarders.
COST: CR 10	
DAGGER	A small knife weapon, approximately 20-30 centimetres in length.

COST: CR —	
IMPROVISED	Sometimes a Traveller just has to use whatever comes to hand. This covers any non-weapon object a Traveller grabs during a fight.
COST: CR 200	
RAPIER	A duelling foil. Rapiers grant DM+1 for parrying.
COST: CR 150	
SHIELD	A Traveller using a shield increases their effective Melee skill by +1 when parrying. A Traveller with no Melee skill counts as having Melee 0 when using a shield to parry.
COST: CR —	
STAFF	A length of wood or metal.
COST: CR 300	
STUNSTICK	A short and innocuous looking weapon, this ceramic stick can deliver a painful and debilitating shock to anyone who touches the wrong end.

SLUG THROWERS

THE CORE COLLECTION

Despite advances in energy weapons and other offensive technologies, accelerating a small piece of metal to high velocity is still one of the most efficient ways of killing someone. Chemically propelled firearms give way to gyrojet (rocket bullets) and gauss (electromagnetically launched bullets) as technology advances.

These weapons require the Gun Combat (slug) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
PISTOLS								
Antique Pistol	3	5m	2D-3	1	Cr100	1	Cr5	-
Autopistol	6	10m	3D-3	1	Cr200	15	Cr10	-
Body Pistol	8	5m	2D	-	Cr500	6	Cr10	-
Gauss Pistol	13	20m	3D	1	Cr500	40	Cr20	AP 3, Auto 2
Revolver	5	10m	3D-3	1	Cr150	6	Cr5	-
Snub Pistol	8	5m	3D-3	-	Cr150	6	Cr10	Zero-G
RIFLES								
Accelerator Rifle	9	250m	3D	2	Cr900	15	Cr30	Zero-G
Advanced Combat Rifle	10	450m	3D	3	Cr1000	40	Cr15	Auto 3, Scope
- 40mm Grenade	-	250m	Grenade	-	-	1	As Grenade	-
Antique Rifle	3	25m	3D-3	6	Cr150	1	Cr10	-
Assault Rifle	7	200m	3D	4	Cr500	30	Cr15	Auto 2
Autorifle	6	300m	3D	5	Cr750	20	Cr10	Auto 2
Gauss Rifle	12	600m	4D	4	Cr1500	80	Cr40	AP 5, Auto 3, Scope
Rifle	5	250m	3D	5	Cr200	5	Cr10	-
Shotgun	4	50m	4D	4	Cr200	6	Cr10	Bulky
Submachine Gun	6	25m	3D	3	Cr400	20	Cr10	Auto 3



ACCELERATOR RIFLE

Also known as gyrojet weapons, accelerator rifles are designed for zero-gravity combat. They fire tiny missiles that leave the rifle with minimal velocity and thus minimal recoil, then accelerate to high speed.



ADVANCED COMBAT RIFLE

The ultimate evolution of the conventional firearm, advanced combat rifles are the weapon of choice for many military units. Standard equipment includes an electronic battlefield sight, incorporating both light amplification and passive IR, visual magnification, and a laser rangefinder which may also be used as a target painting device. The weapon is also gyroscopically stabilised during firing. A sling is provided, and the muzzle of the rifle includes an integral flash suppressor and adaptor for launching a 40mm RAM shoot-through grenade.



ANTIQUE PISTOL

A flintlock or other primitive projectile weapon. Unless the weapon is especially well made, it will have DM-1 to all attacks. Antique pistols require a successful Gun Combat (slug) check to reload.



ANTIQUE RIFLE

A musket or other primitive rifle. Unless the weapon is especially well made, it will have DM-1 to all attacks. Antique rifles require a successful Gun Combat (slug) check to reload.



ASSAULT RIFLE

Assault rifles fire lighter projectiles than rifles, but are capable of a higher rate of fire and are more suitable to short-range encounters.



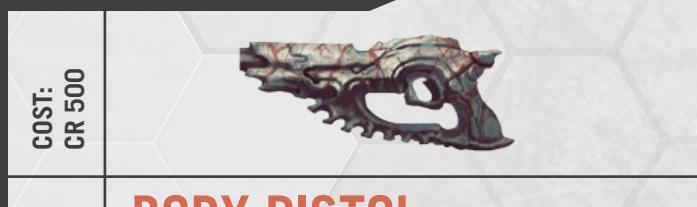
AUTOPISTOL

Variants of this semi-automatic pistol is the standard sidearm for law enforcement officers and criminals across the Imperium.



AUTORIFLE

Automatic rifles have a higher muzzle velocity and are capable of automatic fire. Sometimes called battle rifles.



BODY PISTOL

Body pistols are manufactured from plastics and cultured bone, making them very difficult to detect using conventional weapons scanners. Body pistols impose DM-4 to any Electronics (sensors) checks made to detect them.



GAUSS PISTOL

Gauss pistols use electromagnetic coils to accelerate metallic darts to hypersonic speeds. Gauss weapons are lightweight, efficient and deadly.



COST:
CR 1500

GAUSS RIFLE

Gauss rifles replace conventional rifles at TL13. Like the smaller gauss pistol, rifles fire high-velocity projectiles using electromagnetic rails.



COST:
CR 150

REVOLVER

A conventional six-shooter handgun.



COST:
CR 200

RIFLE

A long-range hunting rifle or light infantry weapon.



COST:
CR 200

SHOTGUN

Shotguns are smoothbore weapons that typically fire ammunition containing multiple small pellets. They are most effective at short range. A shotgun using pellet ammunition ignores Dodge dice modifiers, but Armour gives double protection against pellet attacks.



COST:
CR 150

SNUB PISTOL

These lightweight, low-recoil weapons were designed for use aboard spacecraft and in zero gravity.



COST:
CR 400

SUBMACHINE GUN

A short weapon capable of automatic fire, it puts the power of an assault rifle into a small package. However, it lacks a rifle's accuracy at range.

ENERGY WEAPONS

THE CORE COLLECTION

Directed-energy weapons first enter the battlefield as target designators and range-finders, but by TL9 weapons capable of inflicting damage directly appear. Laser weapons require a power supply – pistols come with a belt- or wrist-mounted power pack, while rifles come with backpacks connected by a cable. As the Tech Level increases, power packs gradually become integrated into the weapons themselves.

All energy weapons come with a power pack that can be recharged using a ship's power plant or another power source. It takes eight hours to recharge a power pack and switching from one pack to another is a Minor Action.

These weapons require the Gun Combat (energy) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	POWER PACK COST	TRAITS
PISTOLS								
Laser Pistol	9	20m	3D	3	Cr2000	100	Cr1000	Zero-G
Laser Pistol	11	30m	3D+3	2	Cr3000	100	Cr3000	Zero-G
Stunner	8	5m	2D	0.5	Cr500	100	Cr200	Stun, Zero-G
Stunner	10	5m	2D+3	0.5	Cr750	100	Cr200	Stun, Zero-G
Stunner	12	10m	3D	0.5	Cr1000	100	Cr200	Stun, Zero-G
RIFLES								
Laser Carbine	9	150m	4D	4	Cr2500	50	Cr1000	Zero-G
Laser Carbine	11	200m	4D+3	3	Cr4000	50	Cr3000	Zero-G
Laser Rifle	9	200m	5D	8	Cr3500	100	Cr1500	Zero-G
Laser Rifle	11	400m	5D+3	5	Cr8000	100	Cr3500	Zero-G
Laser Sniper Rifle	12	600m	5D+3	6	Cr9000	6	Cr250	Scope, Zero-G
Plasma Rifle	16	300m	6D	6	Cr100000	Unlimited	-	-

COST: from CR 2000	
LASER PISTOL	The TL9 pistol is bulky, but effective, with no recoil and a large magazine. At TL11, advances in battery technology and miniaturisation mean the pistol is no larger than a conventional firearm, but must still be connected to a battery pack for sustained use.
COST: from CR 2500	
LASER CARBINE	Laser carbines are shorter and lighter than laser rifles, and have a correspondingly shorter range.
COST: from CR 3500	
LASER RIFLE	Laser rifles are highly accurate at long range and are powered by heavy backpacks.
COST: CR 9000	
LASER SNIPER RIFLE	A six-shot model designed to be used for mobile sniping. The power pack is integrated into the weapon itself, removing the need for a heavy backpack.
COST: CR 100000	
PLASMA RIFLE	TL16 technology allows the bulky reactor and plasma chamber of the PGMP to be made small enough to fit into a rifle frame. The plasma rifle is a high-powered weapon designed to crack battle dress.
COST: CR 200	
STUNNER	A non-lethal weapon designed to inflict a massive shock to the target, incapacitating it.

GRENADE WEAPONS

THE CORE COLLECTION

These weapons are thrown or launched at an enemy and are typically designed to affect several targets across a wide area at once.

Thrown grenades use the Athletics (dexterity) skill, while those that are launched use the Heavy Weapons (man portable) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	TRAITS
Aerosol	9	20	-	0.5	Cr15	Blast 9
Frag	6	20	5D	0.5	Cr30	Blast 9
Smoke	6	20	-	0.5	Cr15	Blast 9
Stun	7	20	3D	0.5	Cr30	Blast 9, Stun

1 AEROSOL

Aerosol grenades create a fine mist that diffuses any lasers that are fired into or through it, but the mist does not block normal vision. Any laser attack tracing a line of sight into or through the mist has its damage reduced by -10. Laser communications are completely blocked by the mist. Aerosol clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.



1



2

2 FRAG

Fragmentation grenades explode in a blast of shrapnel designed to kill or cripple anyone close by.



3

3 SMOKE

Smoke grenades creates a thick cloud that disrupts vision. This imposes DM-2 to all attacks on targets within the cloud. IR vision completely bypasses this cloud of smoke. Smoke clouds dissipate after 1D x 3 rounds, though heavy winds and rain can drastically reduce this time.



4

4 STUN

Stun grenades release a powerful pulse of energy, usually in the form of light and/or sound that incapacitates targets rather than killing them.

A cartoon illustration of a brown dog with a white patch on its forehead, wearing a green vest with a shield emblem. The dog is holding a sword in one paw and a shield in the other. To the right of the dog is a large white starburst. To the right of the starburst, the text "GOT YOUR BACK" is written in large, bold, white letters. Below the dog, the text "HIGHGUARD VIRTUAL GUNNER" is written in green. At the bottom, the text "GET YOURS TODAY" is written in large, bold, green letters.

GOT
YOUR
BACK

HIGHGUARD VIRTUAL GUNNER

GET YOURS TODAY

HEAVY WEAPONS

THE CORE COLLECTION

These are among the most powerful weapons to appear on the battlefield and require special training to use effectively. Only those mounted on vehicles and ships will be more powerful at any equivalent Tech Level.

These weapons require the Heavy Weapons (man portable) skill.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	COST	MAGAZINE	TRAITS
FGMP	14	450m	2DD	12	Cr100000	-	-	-	Radiation, Very Bulky
FGMP	15	450m	2DD	12	Cr400000	-	-	-	Bulky, Radiation
FGMP	16	450m	2DD	15	MCr0.5	-	-	-	Radiation
Grenade Launcher	7	100m	As grenade	6	Cr400	6	As grenades	As grenades	Bulky
Machinegun	6	500m	3D	12	Cr1500	60	Cr100	Auto 4	
PGMP	12	250m	1DD	10	Cr20000	-	-	-	Very Bulky
PGMP	13	450m	1DD	10	Cr65000	-	-	-	Bulky
PGMP	14	450m	1DD	10	Cr100000	-	-	-	
RAM Grenade Launcher	8	250m	As grenade	2	Cr800	6	As grenades	As grenades	Auto 3, Bulky
Rocket Launcher	6	120m	4D	8	Cr2000	1	Cr300	Cr300	Blast 6
Rocket Launcher	7	150m	4D+3	8	Cr2000	1	Cr400	Cr400	Blast 6, Smart
Rocket Launcher	8	200m	5D	8	Cr2000	2	Cr600	Cr600	Blast 6, Scope, Smart
Rocket Launcher	9	250m	5D+6	8	Cr2000	2	Cr800	Cr800	Blast 6, Scope, Smart



FGMP

The ultimate personal firearm, the Fusion Gun, Man Portable is more like a piece of artillery. It includes a gravity suspension system to reduce its inertia, and fires what amounts to a directed nuclear explosion. Those without radiation protection who are nearby when a FGMP is fired will suffer a potentially lethal dose of radiation.



PGMP

The Plasma Gun, Man Portable is the standard assault weapon of the marines. It is so heavy and bulky that it can only be used easily by a trooper in Battle Dress. It is powered by a built-in micro-fusion generator, and fires a high-energy plasma stream. More advanced plasma guns adjust the weapon's optimum range and plasma temperature.



GRENADE LAUNCHER

Grenade launchers are used to fire grenades over long distances. They may be equipped with any normal type of grenade.



RAM GRENADE LAUNCHER

Rocket Assisted Multi-Purpose grenade launchers have a longer range and are capable of firing up to three grenades with a single attack. They may be equipped with any normal type of grenade.



MACHINEGUN

A larger and less portable version of the autorifle, the machinegun may be relatively low tech but it is capable of sawing even armoured targets in half. Powered by heavy backpacks.



ROCKET LAUNCHER

The poor man's FGMP. Anyone standing behind a rocket launcher when it is fired will be caught in its back blast and suffer 3D damage from the burning gasses. It takes three minor actions to reload a rocket launcher.

EXPLOSIVES

THE CORE COLLECTION

The Explosives skill is used with explosives. Multiply the damage of the explosives by the Effect of the Explosives check used to set them.

Doubling the amount of explosives used will increase the Damages by 1D and the Burst by +1. Continually doubling the amount of explosives used will have a cumulative effect.

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAGAZINE	MAGAZINE COST	TRAITS
Plastic	6	-	3D	-	Cr200	-	-	Blast 9
Pocket Nuke	12	-	6DD	4	Cr250000	-	-	Blast 1000, Radiation
TDX	12	-	4D	-	Cr1000	-	-	Blast 15

1 PLASTIC

This generic, multi-purpose plastic explosive is a favourite of military units, terrorists, demolition teams and Travellers across Charted Space.



2 POCKET NUKE

Hideously illegal on many worlds, the pocket nuke is actually the size of a briefcase and so is too large to fit into a grenade launcher. Using multiple pocket nukes will not increase the Damage or Burst of the explosion.

3 TDX

An advanced gravity-polarised explosive, TDX explodes only along the horizontal axis.

WEAPON OPTIONS

THE CORE COLLECTION

Weapons can be customised to a massive degree. Listed here are just some of the more popular choices.

1 AUXILIARY GRENADE LAUNCHER (TL7)

An underslung grenade launcher can be added to any rifle weapon at the cost of Cr1000. This grenade launcher has a magazine of one grenade and takes three minor actions to reload. Otherwise, it is identical to the grenade launcher on page 111.

2 GYROSTABILISER (TL9)

Stabilisers can be added to any Bulky weapon, reducing its recoil and removing the Bulky trait at a cost of Cr500. They cannot be added to any Destructive weapon.

3 INTELLIGENT WEAPON (TL11)

This adds Computer/0 to any weapon. Costs Cr1000.

TL13: This adds Computer/1 to any weapon. Costs Cr5000.

4 LASER SIGHT (TL8)

Integrated optics and laser sights give DM+1 to any attack made at less than 50 metres. Costs Cr200.

TL10: X-ray lasers and improved display technology removes the tell-tale ‘red dot’ of a vislight laser.

5 SCOPE (TL5)

A high-quality telescopic scope for attachment to a rifle or heavy weapon, allowing accurate shots to be made at extreme ranges. Any rifle or heavy weapon equipped with this gains the Scope trait. Costs Cr50.

TL7: Adds image enhancement and light intensification, allowing the scope to be used in low-light environments without penalty.

6 SECURE WEAPON (TL10)

A secure weapon requires authentication in some fashion (scanning the user’s DNA or iris patterns, entering a password, transmission of an unlocking code from a comm) before it can be fired. Costs Cr250.

7 SUPPRESSOR (TL8)

A suppressor can be added to any non-automatic slug thrower, masking the sound produced by firing. Costs Cr250.



VEHICLES

From a simple horse drawn cart to a jet fighter, from a bicycle to a multi-turreted, super heavy grav tank, billions of vehicles exist across the galaxy. They serve as transportation systems that allow people to travel further, faster, while taking more with them.

Travellers will come into contact with many vehicles of different types and it is important they know how all function.

All vehicles share some common characteristics. The example shown here is a simple ground car found on most low-Tech Level industrialised worlds.

MOVEMENT

While the distance a Traveller, alien or animal can move is listed in metres per combat round, vehicles are capable of travelling much, much faster. For this reason, the rate at which a vehicle is moving is determined by Speed Bands, as shown on the Speed Bands table. This table shows the relative speed each Speed band represents in kilometres per hour for reference.

A vehicle may change its current speed by one Speed Band at the start of every combat round if it is travelling at Fast speed or less, or by one Speed Band every minute if it is travelling faster. Travellers on foot will typically use the Idle band.

Speed Bands

Speed Band	Speed Band Number	Kilometres per Hour
Stopped	0	0
Idle	1	1-20
Very Slow	2	20-50
Slow	3	50-100
Medium	4	100-200
High	5	200-300
Fast	6	300-500
Very Fast	7	500-800
Subsonic	8	800-1200
Supersonic	9	1200-6000
Hypersonic	10 (A)	6000 or more

The Speed Band Number is a useful abbreviation of the Speed Bands and is used for some rules a little further on.

Rough Terrain

The listed speed for any ground vehicle is what is normally attainable on a relatively flat or even surface, such as a road, track or short grass. If a ground vehicle (any vehicle that uses the Drive skill) is taken off a road, the going will get more difficult.

Any ground vehicle going off-road will suffer DM-2 to all checks to control it and its maximum speed is reduced by two Speed Bands.

Some terrain is classed as Rough and cannot be traversed at all by most ground vehicles. Rough terrain comprises heavy forest, very broken ground, hills with 20-50% slopes, and similar ground.

A vehicle that is noted as being off-road capable or requires the Drive (track) skill does not suffer any penalties when it is driven off-road and can even negotiate Rough terrain with care. Such vehicles can cross rough terrain while suffering DM-2 to all checks to control them and reducing their maximum speed by two Speed Bands.

Airborne Movement

Most aircraft (vehicles that use the Flyer skill) are designed for a specific atmosphere and planetary gravity. This means aircraft can only fly on worlds with Size and Atmosphere types within 2 of their world of creation.

For example, an aircraft manufactured on a world with Size 7 and Atmosphere 7 could function properly on worlds with Atmosphere 5-9, and Size 5-9.

Aircraft suffer DM-1 to all checks made to control them if they are not within their home Atmosphere and/or Size types, and cannot fly at all if they are operating beyond the range listed above.

In any case, aircraft require a minimum Atmosphere code of 1 in order to function. Aircraft descriptions include the Size and Atmosphere types of their world of manufacture.

Grav Vehicles

Vehicles using the Flyer (grav) skill employ anti-gravity technology rather than traditional methods of flight and so are unaffected by the Atmosphere and Size of worlds they travel on.

TL: The lowest Tech Level the vehicle is available at.

Skill: Which skill is used to drive or pilot the vehicle.

Agility: How easy the vehicle is to drive or pilot. This is applied as a DM to all checks made to control the vehicle.

Speed: The maximum Speed Band the vehicle is capable of travelling.

Armour: Similar to the armour worn by Travellers, this is how well the vehicle can resist damage.

Equipment & Traits: Any included equipment or special rules that are applied to the vehicle.

TL

SKILL

AGILITY

SPEED

(CRUISE)

5 DRIVE (WHEEL)

RANGE

(CRUISE)

0 MEDIUM

SLOW

CREW

150

225

PASSENGERS

1

3

CARGO

0

HULL

5

SHIPPING

4 TONS

COST

CR6720

ARMOUR

EQUIPMENT AND TRAITS

OPEN VEHICLE

Cruise: The cruising performance of the vehicle.

Crew: How many crew members the vehicle requires.

Passengers: How many additional passengers can be carried.

Shipping: How much space the vehicle will require for transport on a spacecraft.

Cost: How much it costs to purchase the vehicle.

Hull: A measure of how much damage the vehicle can sustain before it is destroyed or rendered inoperable.

Cargo: How much cargo the vehicle can carry, in tons.

Range: The maximum distance the vehicle can travel without refuelling.

Cruising Speed

The Speed of vehicles in *Traveller* shows the maximum rate at which the vehicle can normally travel. The Range will show the distance they can travel while at this maximum speed.

However, most vehicles will rarely travel at their maximum speed, and will instead cruise to maintain a better balance of speed and endurance. The cruising speed of any vehicle is assumed to be one Speed Band lower than the vehicle's maximum speed and if it maintains this rate of movement, its Range will increase by 50%.

COMBAT

Combat in and on vehicles is much the same as ordinary combat, though there are some differences.

- Unlike people, who are mobile and manoeuvrable, careful track must be kept of which way a vehicle is facing. Vehicle-mounted weapons, and to a lesser extent armed passengers, are restricted to certain fire arcs.
- Vehicles are considered to move on the driver's Initiative. The driver must spend a minor action every round to keep control of the vehicle under normal circumstances – a straight road or simple manoeuvres – or a significant action to navigate obstacles, conduct evasion or pursuit, or dodge incoming fire.

Closed Vehicles

Closed vehicles include typical cars, g/carriers, tanks and other vehicles with crew and passengers within a protective enclosed hull. All vehicles are assumed to be closed unless otherwise stated.

- Closed vehicles grant cover to any visible occupants, with a bonus equal to the Armour of the vehicle in the facing from which the attack originates.
- Any occupants not visible cannot be attacked at all.
- Only a few people in a closed vehicle can shoot out, depending on the number of windows or other firing ports and the internal space available. Unless the description mentions otherwise up to two people can fire into each arc from a civilian vehicle and one person in each arc in a military one.

Open Vehicles

Open vehicles include motorbikes, air/rafts and other vehicles where the occupants are exposed. If a vehicle is open, this will be stated in its description under Equipment & Traits.

- Open vehicles grant no cover to the passengers.
- Any passenger in an open vehicle can shoot (or otherwise attack) in any direction.

Vehicular Actions

These are all significant actions that the driver (or pilot) of a vehicle can perform during his turn in a combat round. All skill checks used in these actions use the Agility of the vehicle as a DM.

Dogfight: A vehicle within 1 km and within one Speed Band of another may initiate a dogfight. This is a series of manoeuvres whereby the driver of one vehicle attempts to gain a position of advantage over another and, hopefully, destroy it.

The drivers of both vehicles make opposed skill checks using the skill appropriate to their vehicle (Drive, Flyer, or Seafarer), modified by their vehicle's Agility as normal. For every additional enemy engaging in the dogfight, DM-1 is applied.

A draw means that neither vehicle may attack the other unless it possesses a weapon in a turret. The winner may choose to place his opponent's vehicle in a fire arc of his choice and may choose which of the opposing vehicle's fire arcs his own vehicle lies in.

In this way, the winner of a dogfight can ensure all his forward facing weapons can attack his enemy while ensuring he stays out of his opponent's forward facing (and the weapons present there). In addition, the winner of a dogfight gains DM+2 to all his attack rolls for this round while the loser suffers DM-2.

If one of the vehicles' drivers chooses to initiate a dogfight again in the following combat round, the winner of the previous dogfight applies the difference between that round's opposed check as a positive DM to this round's opposed check.

Evasive Action: The driver may declare he is taking evasive action when his turn arrives. He makes a skill check (the skill being determined by the type of vehicle and don't forget to apply the vehicle's Agility!) and the Effect acts as a DM- to all attacks against the vehicle or its passengers. The Effect also acts as a DM- to any attacks made from the vehicle too, as the sudden movement will make aimed attacks difficult. This lasts until the driver's next action.

Manoeuvre: A driver can manoeuvre his vehicle without making any skill checks. This allows the vehicle to avoid large or obvious obstacles, get to where it is going, move out of one fire arc of an enemy vehicle and into a different one, or change the fire arc a single target is in. More extreme manoeuvres are covered by the Stunt action.

Ram: Deliberately driving a vehicle into someone or something requires a significant action and a successful skill check (skill determined by vehicle). Ram attacks are affected by dodging and evasive action as normal.

The referee may grant bonuses to a ram attempt or declare it automatically successful if the target is particularly large or stationary.

Stunt: With a successful skill check the driver or pilot can do pretty much anything it is possible to do in his vehicle – stand a car up on two wheels, perform stunning aerobatics in a jet fighter, or skim a speedboat over a low sandbar. A stunt can be used to put a single target into one additional fire arc for one round (putting an enemy vehicle into both front and rear arcs by spinning a car, for example), to set up some other skill check (often allowing passengers to line up weapons) using the rules for task chains on page 60, to achieve something that would normally be very difficult or impossible in your vehicle (driving down an alley too narrow for your car by flipping it onto two wheels), to achieve up to three manoeuvre actions in one go, just to show off, or anything else you can imagine. The referee is free to set the difficulty of the skill check to reflect the attempted action.

Weave: In an environment with many obstacles, such as an inner city or tight underground caverns, a driver or pilot may choose to weave his vehicle in and around obstacles at high speed in order to evade pursuit. The driver chooses a weaving score, between 1 and his current Speed Band Number, and must then make a skill check (skill determined by vehicle) with the weaving score as a negative DM on this check. If he fails, he has driven/flown into an obstacle and crashed. If he succeeds, any pursuers must also choose a weave action in their turn and make their skill check at the same penalty with the same consequence for failure. Alternatively, they can choose to break off pursuit and either give up or try to reacquire the target later.

Vehicle Weapons

Attacking with ranged weapons mounted upon a vehicle uses the same rules as detailed in the Combat chapter, with the following exceptions.

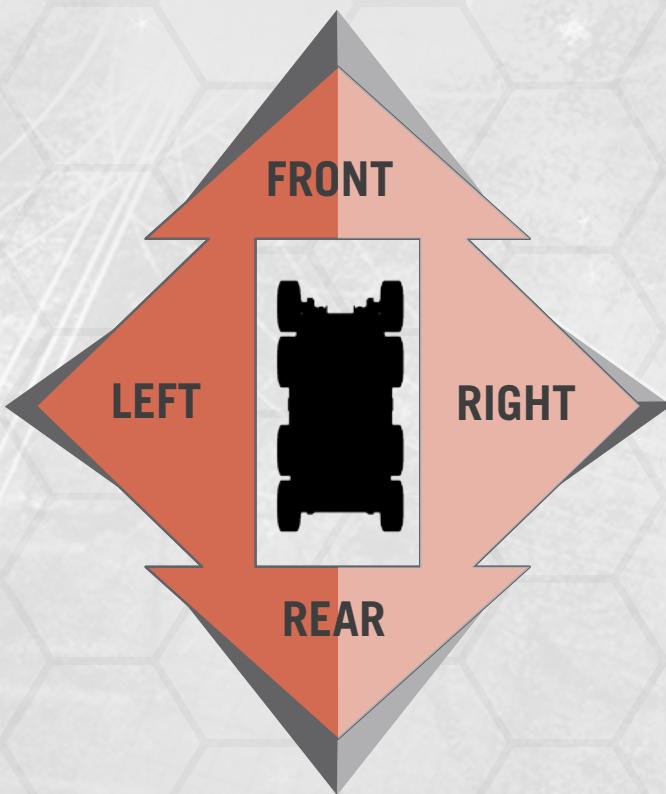
- Firing a vehicle-mounted weapon uses the Heavy Weapons (vehicle) skill.
- The Range of weapons is noted in kilometres, not metres.
- All weapons mounted on a closed vehicle may not be used to attack targets within 5% of the weapon's Range. They are simply not designed to engage close targets.
- Note that unless a vehicle-mounted weapon has the Scope trait (see page 75), all attacks made at a range greater than 1 kilometre (as opposed to 100 metres for Travellers shooting on foot) are automatically considered to be Extreme Range.

- Weapons mounted on vehicles are subject to fire arcs.
- An additional DM-1 is imposed on all attack rolls for every Speed Band difference between the attacker and its target. This applies to Passengers firing from the vehicle as well.

Fire Arcs

Weapons mounted on vehicles are limited in what direction they can fire. A weapon mounted in the front arc, for example, can only fire into a 90° area in front of the vehicle. Weapons in turrets can fire in any direction.

What weapons a vehicle has in which fire arcs is listed in its description.



Damaging Vehicles

Once the total amount of damage a weapon is causing has been calculated, any armour the vehicle has is deducted from it. Some vehicles have different armour scores on different facings – the armour used against a weapon is always the facing the attack is made from. Basically, if an attack is made to the side of a vehicle, the vehicle will use its side armour against the attack.

The remaining damage is the total that is removed from the vehicle's Hull. Once a vehicle has been reduced to zero Hull, it is wrecked and becomes totally inoperable, and is beyond any repair.

Vehicle Armour

Even on dedicated military vehicles, the roof and floor tend to be weak points in their structure that a canny enemy can exploit. Unless otherwise stated, all vehicles will use half the value of their side armour against attacks on the roof, and half the value of their rear armour against attacks on the floor.

Critical Hits

If an attack roll against a vehicle has an Effect of 6 or higher *and* it causes damage (rather than just bouncing off armour), a critical hit has been scored – some vital system has been damaged by the attack, reducing the effectiveness of the vehicle.

If a critical hit has been inflicted upon a vehicle, roll 2D and then consult the Critical Hits Location table. If a particular location does not apply to this vehicle, roll again.

Critical Hits Location

2D	Location
2-3	Fuel
4	Power Plant
5	Weapon
6	Armour
7	Hull
8	Cargo
9	Occupants
10	Drive System
11-12	Systems

The Severity of the critical hit is equal to the damage the vehicle has taken from the attack, divided by ten (rounding up). Consult the Critical Hit Effects table to determine the nature of the critical hit and how it affects the vehicle. All effects are cumulative, and any extra damage caused by the effects of critical hits ignores the vehicle's Armour.

If a vehicle has already sustained a critical hit to a location that receives another, use the Severity of the new critical hit or the original plus one, whichever is higher. Once a location has reached Severity 6, it cannot suffer any more critical hits. Instead, the vehicle will receive 6D extra damage every time the location suffers another critical hit.

Collisions

When a vehicle collides with something else – a Traveller, another vehicle, or obstacle – both take damage. Roll 1D for every Speed Band Number the vehicle was travelling at during the time of impact (round up). This is applied as damage directly to anything hit and, if the object struck is solid enough, also to the ramming vehicle.

Any unsecured passengers in a vehicle damaged in a collision take the same damage and, in open vehicles, are thrown ten metres for every Speed Band Number.

Secured passengers (those wearing seatbelts or something similar) are not thrown anywhere and take one quarter of this damage.



Critical Hit Effects

Severity

Location	1	2	3	4	5	6
Fuel	Leak – will run dry in 2D hours	Leak – will run dry in 1D hours	Leak – will run dry in 1D minutes	Leak – will run dry in 1D rounds	Fuel explodes, Hull Severity increased by +1	Fuel explodes, Hull Severity increased by +1D
Power Plant	Speed reduced by one Band	Speed reduced by D3 Bands	Speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1	Speed reduced to zero, Hull Severity increased by +1D
Weapon	Random weapon suffers DM-2 when used	Random weapon disabled	Random weapon destroyed	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1	Random weapon explodes, Hull Severity increased by +1
Armour	Armour on the facing hit reduced by -1	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -1D	Armour on the facing hit reduced by -2D	Armour on the facing hit reduced by -2D, Hull Severity increased by +1	Armour on the facing hit reduced by -2D, Hull Severity increased by +1
Hull	Vehicle suffers 1D damage	Vehicle suffers 2D damage	Vehicle suffers 3D damage	Vehicle suffers 4D damage	Vehicle suffers 5D damage	Vehicle suffers 6D damage
Cargo	10% of cargo destroyed	1D x 10% of cargo destroyed	2D x 10% of cargo destroyed	All cargo destroyed	All cargo destroyed, Hull Severity increased by +1	All cargo destroyed, Hull Severity increased by +1
Occupants	Random occupant takes 1D damage	Random occupant takes 2D damage	D3 occupants take 2D damage	1D occupants take 2D damage	1D occupants take 3D damage	All occupants take 4D damage
Drive System	All checks to control vehicle suffer DM-1	All checks to control vehicle suffer DM+2, and speed reduced by one Band	All checks to control vehicle suffer DM-3, and speed reduced by D3 Bands	All checks to control vehicle suffer DM-4, and speed reduced by 1D Bands	Speed reduced to zero	Speed reduced to zero, Hull Severity increased by +1
Systems	All checks to use comms, sensors and computers suffer DM-2	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Roll 1D. The vehicle loses the use of 1-2: Comms, 3-4: Sensors, 5-6: Computer	Hull Severity increased by +1	Hull Severity increased by +1

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Repairing Vehicles

A vehicle that has suffered Hull damage may be repaired in any facility with suitable maintenance capabilities. An Average (8+) Mechanic check (1D hours +1 per point of damage, INT or EDU) is required to make the repairs and this will consume spare parts costing Cr500 per point of damage repaired.

Any critical hit may be repaired with an Average (8+) Mechanic check (1D hours, INT or EDU), using its Severity as a negative DM.

All weapons and equipment that are destroyed by critical hits will have to be completely replaced at full cost.

Vehicle Weapons

These are among the more common weapons fitted to vehicles in an effort to bring heavier firepower to the battlefield.

All these weapons require the Heavy Weapons (vehicle) skill. Note that, for these weapons, ranges are listed in kilometres and tons are used instead of kilograms for mass.

Cannon: A large calibre gun used to arm the heavy tanks and armoured vehicles of mid-Tech Level armies.

Fusion Gun: One of the most powerful ground-based weapons ever made, the fusion gun can blast through just about any material.

Laser Cannon: A single barrel laser main gun for a vehicle, the laser cannon is the first truly effective vehicle energy weapon.

Light Autocannon: This is a conventional autocannon, of 20-25mm calibre. It is designed to destroy light vehicles and massed infantry.

Vehicle Equipment

The following items can be found on vehicles as part of their standard specification or may be added later. Equipment and weapons may be mounted on any vehicle that has enough spare cargo space. Items massing less than 250 kg do not require any cargo space in a vehicle.

Aquatic Drive (TL4): This equips the vehicle with a watertight hull, props or water jets, and a snorkel, allowing it to traverse liquid surfaces. When in the water, the vehicle will suffer DM-1 to all checks to control it, and Range will be reduced to a quarter of its original score and maximum Speed will drop by two Speed Bands. Vehicles must be designed with aquatic drives in mind and cannot be modified to use them.

Autopilot (TL5): At TL5 autopilots only function on aircraft and sea vessels, but become available to all vehicles at TL9. They allow the complete autonomous function of a vehicle, and are considered to have a Drive, Flyer or Seafarer skill level of 0. This skill level increase by +1 every two Tech Levels thereafter to a maximum of 3. There is an additional cost of Cr5000 for every skill, on top of the basic cost of the autopilot.

Communications (TL4): Most communications systems use some form of electromagnetic radiation, such as radio, laser or maser. At higher Tech Levels, meson communicators become possible. The standard range of the communications system is 5 km but the range of any communicator can be multiplied by itself by doubling the cost.

TL6: Range increases to 25 km and can communicate with overhead satellites.

TL8: Range increases to 50 km and can use lasers or masers to precisely aim a signal so it cannot be intercepted.

TL15: Range increase to 500 km and use of meson technology means the transmission cannot be blocked by any material.

Vehicle Weapons

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Cannon	8	2	8D	2.5	Cr400000	30	Cr5000	Blast 10
Fusion Gun	14	5	3DD	4	MCr3	—	—	Ap 20, Blast 20, Radiation
Heavy Machinegun	6	1	4D	0.1	Cr4500	100	Cr400	Auto 3
Laser Cannon	9	2.5	4D	6	Cr100000	—	—	AP 10
Light Autocannon	6	1	1D	.25	Cr10000	500	Cr1000	Auto 3

Entertainment System (TL5): At lower Tech Levels this will be purely audio, but video becomes possible very quickly. The cost indicated represents a basic entertainment system found on many stock civilian vehicles but Travellers are welcome to spend almost any amount to create a custom entertainment system that could be fairly described as ‘kicking’.

Navigation (TL5): From simple GPS systems to intelligent location-scanning guidance systems, this equipment helps a vehicle’s crew find their way around. Provides DM+1 to all Navigation checks.

Improved: Provides DM+2 to all Navigation checks.

Advanced: Provides DM+3 to all Navigation checks.

Off-road: Any vehicle that uses the Drive skill may be modified to go off-road. This lowers the Speed of the vehicle by one Speed Band and costs 50% of what the vehicle itself originally cost.

Sensors (TL5): At low Tech Levels, sensors may be little more than headlights and a pair of binoculars but as technology increases, they become increasingly more sophisticated and capable. Even basic civilian vehicles may start to sport radar, densitometers and thermal systems. The range of basic sensors is 500 metres but note that Tech Level is a very important component to

the capability of sensors. For every three Tech Levels above TL5, increase the cost of the sensors by +50%.

Improved: Provides DM+1 to all Electronics (sensors) checks and increases range to 5 km.

Advanced: Provides DM+2 to all Electronics (sensors) checks and increases range to 25 km.

Short Term Life Support (TL4): This provides a breathable atmosphere inside a closed vehicle for one day, no matter the exterior conditions. The cost is for every person the system must support.

Turret: The addition of a turret allows a vehicle-mounted weapon to track and target any enemy within line of sight, without being restricted by fire arcs. A turret will mass an amount equal to the weapons it holds, and will cost Cr10000 for every ton.

Weapons: A vehicle may have weapons installed simply by paying the cost of the weapon which will then consume Cargo space. Unless a turret is also installed, the weapon will be upon a fixed mount that can only fire into a specific arc (see page 118). A vehicle may be mounted with one weapon for every 10 points of Hull or part of.

Personal weapons (such as rifles) may be mounted upon a vehicle, and these will consume no cargo space. However, it will cost Cr1000 to sufficiently modify a vehicle for each weapon installed if a turret is not used.



VEHICLE EQUIPMENT

Equipment	TL	Tons	Cost
Autopilot	5	—	Cr2000
Communications	4	—	Cr500
Communications	6	—	Cr1000
Communications	8	—	Cr2000
Communications	15	0.5	Cr4000
Entertainment System	5	—	Cr200
Navigation (basic)	5	—	Cr2000
Navigation (improved)	9	—	Cr10000
Navigation (advanced)	13	—	Cr50000
Off-road	—	—	See text
Sensors (basic)	5	—	Cr5000
Sensors (improved)	8	—	Cr15000
Sensors (advanced)	12	.25	Cr25000
Short Term Life Support	4	—	Cr10000
Turret	—	See text	See text

AIR/RAFT

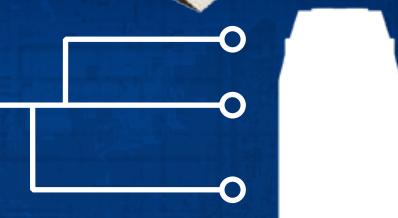
An open-topped vehicle supported by anti-gravity technology. Air/Rafts are capable of reaching orbit, but passengers must wear vacc suits. They are ubiquitous, remarkably reliable and flexible vehicles.



TL	8
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	1000 (1500)
CREW	1
PASSENGERS	5
CARGO	0.25
HULL	16
SHIPPING	4 TONS
COST	CR250000

ARMOUR

FRONT	2
SIDES	2
REAR	2



EQUIPMENT AND TRAITS

AUTOPILOT (FLYER 1), COMMUNICATIONS(TL8), COMPUTER /1 (DATABASE), ENTERTAINMENT SYSTEM, NAVIGATION (BASIC), SENSORS (BASIC)

NOTE: A cargo carrying version of the air/raft is available. This has Crew: 1, Passengers: 0 and Cargo: 1.5

ARMOURED FIGHTING VEHICLE (AFV)

A heavily armoured ATV, known as an Armoured Fighting Vehicle, equipped with a turret-mounted autocannon.



TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	600 (900)
CREW	2
PASSENGERS	8
CARGO	0.75
HULL	60
SHIPPING COST	10 TONS CR198000

ARMOUR

FRONT	70
SIDES	60
REAR	50



EQUIPMENT AND TRAITS

ATV, OFF-ROADER, TURRET (LIGHT AUTOCANNON), COMMUNICATIONS (TL8), NAVIGATION (IMPROVED), SENSORS (IMPROVED)

ALL TERRAIN VEHICLE (ATV)

An enclosed, pressurised all-terrain ground vehicle. The vehicle is capable of floating on calm water, and has a suite of built-in sensors and communications equipment (usually a laser transceiver) making it ideal for exploration. An ATV has a hardpoint for a turret, but does not normally come with a weapon.



TL	12
SKILL	DRIVE (WHEEL)
AGILITY	-2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	600 (900)
CREW	1
PASSENGERS	7
CARGO	2.5
HULL	60
SHIPPING COST	10 TONS CR155000

ARMOUR

FRONT	6
SIDES	6
REAR	6



EQUIPMENT AND TRAITS

ATV, AQUATIC DRIVE, COMMUNICATIONS (TL8), COMPUTER/1 (DATABASE), NAVIGATION (IMPROVED), SENSORS (IMPROVED), SHORT TERM LIFE SUPPORT, SMALL TURRET

G/BIKE

Much like its ground-based predecessors, the G/bike's speed and size make it a favourite with many Travellers needing to make their own way around a strange planet. It is also the focus of many subcultures and gangs across Charted Space.



TL	12
SKILL	FLYER (GRAV)
AGILITY	+3
SPEED (CRUISE)	V. FAST (FAST)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	0
CARGO	0
HULL	2
SHIPPING COST	0.5 TONS CR46000

ARMOUR

FRONT	4
SIDES	4
REAR	4

EQUIPMENT AND TRAITS

OPEN VEHICLE, COMMUNICATIONS(TL8), NAVIGATION(IMPROVED), SENSORS(IMPROVED)



G/CARRIER

A grav carrier is effectively a flying armoured personnel carrier, and is a standard fighting vehicle of many military forces across Charted Space.



TL	15
SKILL	FLYER (GRAV)
AGILITY	-1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	5000 (7500)
CREW	2
PASSENGERS	8
CARGO	0.75
HULL	90
SHIPPING COST	15 TONS MCR11.58

ARMOUR

FRONT	120
SIDES	100
REAR	80

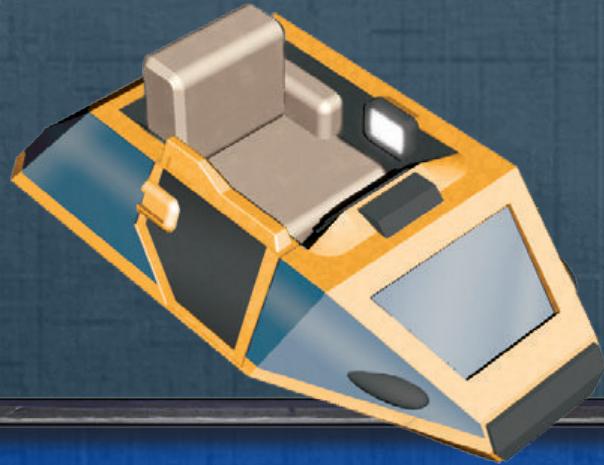
EQUIPMENT AND TRAITS

AFV, AUTOPILOT (3), COMMUNICATIONS(TL15), COMPUTER/5 (INTELLECT/2, SECURITY/3, HEAVY WEAPONY/2, FLYER/2, INTRUSION/2, DATABASE), NAVIGATION (ADVANCED), SENSORS (ADVANCED), TURRET (FUSION GUN)



GRAV FLOATER

This is a simple platform or chair that a single Traveller can stand or sit, and be carried around. It cannot achieve any great speed but can, like an air/raft, achieve any altitude up to orbit.



TL	11
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	SLOW (V. SLOW)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	0
CARGO	0
HULL	2
SHIPPING COST	0.5 TONS CR24000

ARMOUR

FRONT	3
SIDES	3
REAR	3

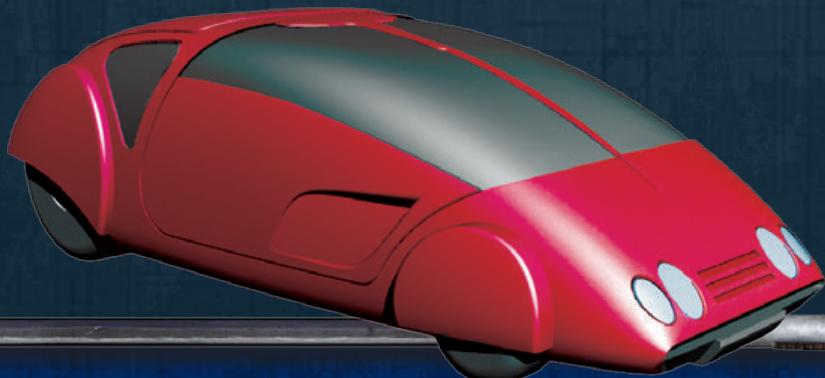


EQUIPMENT AND TRAITS

OPEN VEHICLE, COMMUNICATIONS (TL8)

GROUND CAR

A conventional wheeled automobile. The example shown here represents the next generation our own world can expect to see in the small, economy range. It provides cheap, practical motoring.



TL	8
SKILL	DRIVE (WHEEL)
AGILITY	+0
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	400 (600)
CREW	1
PASSENGERS	3
CARGO	0.5
HULL	12
SHIPPING COST	3 TONS CR6500

ARMOUR

FRONT	2
SIDES	2
REAR	2



EQUIPMENT AND TRAITS

ENTERTAINMENT SYSTEM, NAVIGATION (BASIC)

