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# 𐤀𐤊𐤏𐤍𐤕𐤌𐤕𐤏𐤕

## The Zhodani Adventure

Of all the historical events that shaped Zhdantia culture in its nearly 300,000 year history, few rival the plague event known as the **Dzaqtlas** (𐤀𐤊𐤏𐤍𐤕𐤌𐤕𐤏𐤕), which brought about the end of the first Industrial Age.

Prior to the **Dzaqtlas**, Zhdant was home to not one but two sapient species, the offshoot of humaniti that would later become known as *Nad Zhdotlas*, and a non-human species known as the *Chirpers* or **Qiknavrats**, as the humans of Zhdant called them.

The **Qiknavrats** (𐤑𐤏𐤊𐤏𐤕𐤏𐤕𐤕𐤏𐤕𐤕𐤏𐤕), like the Zhdantia humans, had long been known to be alien to Zhdant. While their actual history was unknown at the time, they were, in fact, a regressed offshoot of another non-human species called the *Droyne*, themselves descendents of a long-dead species of creatures known only as the *Ancients*. The **Qiknavrats** were discovered on Zhdant's smaller continent, Qiknavra, and in the succeeding centuries, the humans of Zhdant traded and occasionally made war with them and both species prospered.

The cultural and technological exchanges between the two species brought unprecedented advancement and growth. The humans had technology to trade; the Chirpers had a unique skill that fascinated and intrigued the humans – psionics. Though to the technologically-focused humans this new skill was little more than amusing parlor tricks, it would later become critical to their survival.

By c. Imperial year -7980 (-550 by the Zhdantia calendar, about 3500 BCE), when Terran humans were still discovering bronze tools, Zhdantia humans and their Qiknavrats friends took their first steps into space. Orbital flights soon became routine, and exploration of Zhdant's moon **Viepchakl** (𐤕𐤕𐤏𐤕𐤕𐤕𐤕𐤕𐤕𐤕) had begun. To their surprise and mutual delight, the explorers discovered another species of *Chirper* living on Viepchakl, whom they named the **Viepchaklts** (𐤕𐤕𐤏𐤕𐤕𐤕𐤕𐤕𐤕𐤕𐤕), or *People of Viepchakl*. Intercultural exchanges began between the three species, with representatives of both **Qiknavrats** and **Viepchaklts** visiting each other's home planet.

Unfortunately, unknown to all three peoples, the Viepchakl explorations unleashed an ancient, long-dormant biological weapon left behind thousands of years earlier. Within a few years the entire Chirper population of both worlds was extinct and nearly two-thirds of the human population was dead.

The **Dzaqtlas**, as the plague would be called, erased nearly all the technological and socio-economic gains of the previous millennia. Because of their alien biology, neither the Zhdantia nor the Chirpers had any prior experience with serious diseases. Medical technology was underdeveloped due to the lack of necessity. As a result, human civilization on Zhdant reverted to barbarism as entire cities were emptied in a futile attempt to avoid the plague's effects. For the next thousand years Zhdant experienced a Second Dark Age during which the population slowly recovered.

It is not clearly known when psionics rose to prominence, but it is likely that it played a role in the recovery. At some point during the Second Dark Age, some tribes or kingdoms discovered that certain psionically adept individuals could resist the effects of the **Dzaqtlas**, which had remained dormant years later. Others could use their mysterious power to heal others. Eventually the western kingdoms of Dleqiats began embracing psionic healers and other psionic adepts and using them to expand their influence and power. A code of ethics and service



like the Terran code of Chivarly was developed – the **Tavrziansh** (タヴルジヤン), or *Morality's Path* that defines Zhdantia culture even today.

The empire building through psionic development and moral guidance enabled the newly-emergent Zhdantia society to recover and prosper again, and within a few hundred years of the end of the Second Dark Age, Zhdantia humans had once again achieved space flight and began returning to Viepchakl and beyond<sup>1</sup>.

This supplement will cover how to create characters for play during the time of the Zhdantia Second Dark Age. You will need a copy of both the Mongoose Traveller core rules and *Mongoose Alien Module 4: Zhodani*. A copy of *Beginning Zdetl* published by the Zhdantia Language and Cultural Institute may be useful but is not necessary.

## History of the Dzaqtlas Era

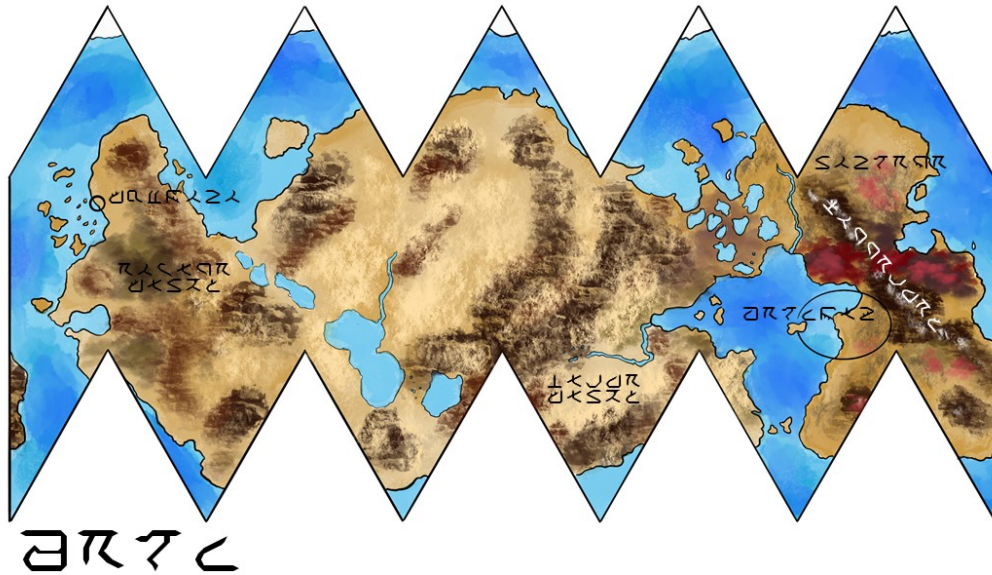
IMPERIAL YEAR	ZHODANI YEAR	EVENT
-302,000	-392316	Ancients arrive on Zhdant with proto-Zhodani humans.
-300,000	-389659	Extensive development of Qiknavra by Ancients
-299,700	-389260	Final War results in devastation of Zhdant.
-280,000	-363085	Nuclear winter follows with beginning of First Ice Age.
-275,000	-356441	End of First Ice Age.
-260,000	-336511	Human nomadic hunter-gatherer tribes range across Dleqiats.
-250,000	-323224	Huts, fishing developed.
-240,000	-309937	<i>Nad zhdatl</i> emergent on northern Dleqiats.
-200,000	-256788	<i>Nad vlastebr</i> emerges on southern Dleqiats. <i>Qiknavrats</i> rediscover agriculture.
-150,000	-190353	Human races clash: interbreeding creates <i>Nad zhdotlas</i> .
-100,000	-123918	Qiknavrats establish two large, static empires on Qiknavra.
-80,000	-97344	Second Ice Age begins.
-40,000	-44195	Second Ice Age ends.
-30,000	-30908	Animal herding and breeding.
-24,000	-22936	Special domesticated breeds emerge.
-18,000	-14964	<i>Nad zhdotlas</i> develops agriculture and domesticated grains.
-17,000	-13635	Zhodani Iron Age. <i>Viepchaklashtie</i> Empire founded.
-15,000	-10978	<i>Viepchaklashtie</i> Empire at its peak.
-13,000	-8320	<i>Viepchaklashtie</i> Empire collapses. Beginning of First Dark Age.
-9000	-3006	Rise of noble classes and feudalism.
-8590	-2461	End of First Dark Age. Beginning of first Age of Enlightenment.
-8550	-2408	Invention of the printing press.
-8540	-2394	Ocean trade. Discovery of Qiknavra.
-8530	-2381	First Zhodani contact with <i>Qiknavrats</i> .
-8500	-2341	Invention of movable type
-8300	-2075	Development of elementary psionic powers.
-8200	-1943	First Industrial Revolution.
-8000	-1677	Warfare between Dleqiats and Qiknavra.
-7980	-1650	Uneasy peace between the continents.
-7959	-1622	First space exploration. Orbital flights and satellites.
-7,950	-1610	First expedition to Viepchakl.

<sup>1</sup> Mongoose Traveller Alien Module 4: Zhodani, pp. 57-61



# Creating A Survivor Character

**Homeworld and Background:** All characters are from the Zhdantia homeworld, *Zhdant*.



Zhdant of the Dzaqtas era is very different from the world of the Third Imperium period. Remnants of the old and lost technology can still be found in the howling wasteland, but such items are rare and often in states of extreme disrepair.

<b>Pre-Dzaqtas Zhdant</b>	C654878-7	Ag, An	Population: appx. $2 \times 10^8$ human, $1 \times 10^7$ chirper
<b>Post-Dzaqtas Zhdant</b>	X654778-3	An	Population: appx. $4 \times 10^7$ human, chirpers extinct

**Stats:** Generate the basic statistics (Strength, Dexterity, Endurance, Intelligence, Education, Social Status) as per Alien Module 4, 2D each. Education is determined by 2D-2.

Characteristics confer *dice modifiers* (DMs) based on their value, as shown below. These should be recorded on the characters sheet along with the characteristic value.

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

The maximum stat value allowed for any Zhdantia character is 15.

**Social Status:** At the time of the Second Dark Age, the social structure of the modern Consulate has not been established. However, among some communities, notably, the western feudal kingdoms, the beginnings of a society based on psionic talent are emerging. Characters with high Social Standing are considered part of the

**Nobility.** At this point in Zhdantia history, psionic ability and social status are not yet connected; a character may have high Psi but be from low background, and a noble character may have little or no psionic talent. In any case, high Social Standing confers a title of nobility:

<i>Social Standing</i>	<i>Title</i>		<i>Zdetl</i>
11	Aspirant	Pranatl	ᄀᄃᄃᄃᄃᄃ
12	Wellborn	Jdistebr	ᄃᄃᄃᄃᄃᄃᄃ
13	Highborn	Viestlas	ᄃᄃᄃᄃᄃᄃᄃ
14	Noble Born	Zhobrtlasche	ᄃᄃᄃᄃᄃᄃᄃᄃᄃ
15	Princely Born	Preblshienchiashav	ᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃᄃ

**Birthplace:** Characters are either from one of the kingdoms of Western *Dlegiats* (Kaznad, ᄃᄃᄃᄃᄃᄃᄃ) or Drifters (Baz, ᄃᄃᄃᄃ). Players may choose their background or it may be assigned, depending on the campaign style.

**Psionics:** Nearly everyone who survived the Dzaqtlas has some measure of psionic ability, but not all to the same level. All characters roll 2D for Psionic strength (optionally, 6+1D for higher powered games). Then, roll 8+ on 2D + DMs based on Psi talent and the learning DMs below for each talent known.

For example, a character with Psi-10 gets a +1 for natural talent plus the Learning DM for the Discipline desired. The first talents to check for should always be Awareness, Healing, and Telepathy. All talents begin at skill level 0.

Any of the talents listed below can be learned except for Machine Symbiosis, which requires actual working machines and computers to be useful. This should be learned only because of some unusual life event or luck.

#### Psionic Power Acquisition

<i>Talent</i>	<i>Learning DM</i>
<b>Telepathy</b>	<b>+4</b>
<i>Clairvoyance</i>	+3
<i>Telekinesis</i>	+2
<b>Awareness</b>	<b>+1</b>
<i>Teleportation</i>	+0
<i>Psychic Transfer</i>	-1
<i>Empathic Healing</i>	-1
<i>Machine Symbiosis</i>	-1
<i>Blocking</i>	-2
<b>Healing</b>	<b>-2</b>
<i>Mimic</i>	-2
<i>Teleprojection</i>	-3
<i>Precognition</i>	-6
<i>Per talent already learned</i>	-1

Characters with Psi-9 or higher automatically become *Dlenchiepr* (ᄃᄃᄃᄃᄃᄃᄃ), The Chosen, and become part of a noble's retinue as Priests, Healers, or Agents. Agents are either Bringers of the Word – the *Tozjabr* (ᄃᄃᄃᄃᄃᄃᄃ) - or Guardians of the Word – *Tavrchedl* (ᄃᄃᄃᄃᄃᄃᄃ). Drifters with high Psi talent can become shamans, holy men and women, seers, fortune tellers, or charlatans.

## Kaznad Careers

Several careers are open to Dzaqtas-era Zhdantia characters, depending on the character's origin. Characters from one of the civilized *Dlenchiepr* houses of Western Dleqiats have many options depending on their level of psionic ability. One with high psionic skill is likely to be a shaman, healer, seer, or a member of the priesthood as either *Tozjabr* (Bringer of the Word) or *Tavrchedl* (Guardian of the Word). Others with less talent may follow any of the "standard" career paths, as outlined in this supplement.

Careers follow the same format as outlined in the Core Rules. The full details of each career track are outlined in the next section. The major difference is that Zhdantia characters' career terms are one *Teqozdij* (Olympiad) of three *chten* or years each. Advanced age affects characters as follows:

### Aging Effects

Term	5	6	7	8	9	10	11	12	13	14	15	16
Age	33	36	39	42	45	48	51	54	57	60	63	66
Str	-1 (7+)					-1 (8+)						-2 (9+)
Dex	-1 (6+)					-1 (7+)						-2 (8+)
End	-1 (7+)					-1 (8+)						-2 (9+)
Int	Unaffected by aging before age 66											-1 (9+)
Psi	Unaffected by aging before age 66											-1 (9+)

### Life Events

Life events for Zhdantia in the Dzaqtas era are like those of other Traveller characters, but certain types of events will be unavailable. Since the setting is limited in scope to a single world, Zhdant, off world events and alien encounters can't happen. Space flight has been lost, and the only alien species encountered so far have been wiped out by the Dzaqtas.

When a Life Event is called for, roll once on the table below to find out what happens.

### LIFE EVENTS

2D	Event
2	Sickness or Injury (non-Dzaqtas). Roll 1D. 1-3: Roll once on the Injury table (p. xx). 4-6: Roll once on the Illness table (p. xx).
3	Birth or Death. Roll 1D. 1-3: Someone close to you dies, such as a friend or family member. 4-6: Someone close to you gives birth or is born. In either case, you are involved in some way.
4	End of a relationship: A romantic relationship you were involved in comes to an end. Roll 1D. 1-2: Your partner was killed. 3-4: Your partner left you. 5-6: You left your partner.
5	Improved relationship: A romantic relationship you were involved in has deepened, possibly leading to long term emotional commitment.
6	New relationship: You become romantically involved with a Contact or Ally. If you have none, gain a Contact or Ally. If the relationship is with a Contact, they become an Ally.
7	New contact: Gain a Contact.
8	Betrayal! You are betrayed in some fashion by someone you trusted. Convert a Contact or Ally into an Enemy or Rival. If you have none, gain an Enemy.

- 9 Travel: You travel to another city, state, or region and gain +2 to your next Qualification roll.
- 10 Good fortune! Something good happens to you, like coming into money, getting recognized in your field, getting published, etc. Gain a Benefit at the end of the current career.
- 11 Crime: You are accused of a crime. Roll Soc 8+. If you fail, lose a Benefit at the end of your current career. If you fail Catastrophically, you are Banished and become Baz.
- 12 Unusual Event. Roll 1D:
- 1 Psionic Event: An event affects you, causing a gain of +2 Psi (Max 12). If as a result your Psi rises above 9, you are immediately offered a position in the **Dlenchiepr** priesthood.
  - 2 Visitor: You spend some time among a different tribe or state. Gain a Contact.
  - 3 Artifact: You come into possession of an ancient artifact, possibly of non-human creation.
  - 4 Amnesia: Something happens to you, but you don't remember what it is.  
**Referee:** roll again on the Life Events table to find out what the character has forgotten.
  - 5 Government contact: You have a brief encounter with a high-level official of the **Driantia**. Gain an additional benefit roll for this career.
  - 6 Ancient technology: You come into possession of an item believed to be of non-human make. It interacts with you in a strange fashion and the **Dlenchiepr** allow you to keep it.  
**Referee:** assign a special function or bonus conferred by the item.

## Injuries

### INJURIES

#### 1D Injury

- 1
- 2
- 3
- 4
- 5
- 6

## Illness

### ILLNESSES

#### 1D Illness

- 1
- 2
- 3
- 4
- 5
- 6



## Army (laqotzedl ᠯᠠᠭᠣᠲᠡᠳᠤᠯ)

Members of a Noble House's armed forces are **laqotzedlnad**. They perform the major functions of maintaining internal security and defending the growing **Dlenchiepr** empire during the Second Dark Age.

**Qualification:** End 5+

### CAREER PROGRESSION

	Survival	Promotion
<i>Infantry</i>	Edu 7+	Int 7+
<i>Royal Guard</i>	Edu 6+	Int 7+
<i>Support</i>	End 6+	Int 6+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1	+1 Str	Brawling	Admin
2	+1 Dex	Melee	Tactics
3	+1 End	First Aid	Survival
4	Athletics	Primitive Comms	Literacy
5	Carouse	Bow Combat	Recon
6	Melee	Literacy	Leader

### SPECIALIST SKILLS AND TRAINING

1D	Infantry	Royal Guard	Support	Psionic Skills (requires <i>Soc-10+</i> )
1	Athletics	Melee	Primitive Comms	+1 Psi
2	Bow Combat	Gun Combat	Explosives	Awareness
3	Melee	Athletics	Medic	Persuade
4	Recon	Leader	Survival	Talent
5	Tactics	Admin	Melee	Telekinesis
6	Jack-o-T	Jack-o-T	Jack-o-T	Healing

### MISHAPS

1D	Mishap
1	You are severely injured in action. Roll twice on the <b>Injury</b> table (p. XX) and take the lower result.
2	You are involved in a disastrous campaign and barely escapes in a frantic, badly organized retreat that leaves you far from friendly lines. Make 1D3 <b>Contacts</b> as you make your way home.
3	You've been sent to hostile territory to fight barbaric tribes in a particularly violent and bloody action. Afterward, you are discharged due to battle stress or injury. Gain +1 to Recon or Survival. If Noble, gain an Enemy as the Noble House tries to cover it up. Roll once on either the <b>Psychological Trauma</b> table or the <b>Injury</b> table (player choice, p. XX).
4	You discover that your unit commander is involved in illegal activity. You can join them, in which case you gain an Ally (Corrupt Officer) before being discharged and banished, losing all benefits for this term, or cooperate with the <b>Tavrchedl</b> and be discharged but not banished.
5	You have problems working with a fellow officer or soldier. You gain a Rival and are discharged.
6	Injured. Roll on the <b>Injury</b> table (p. XX)

## EVENTS

2D	Event
2	Disaster! Roll once on the <b>Mishaps</b> table but stay in the current career.
3	You are sent to quell unrest in the slums. Gain +1 to Stealth, Persuade, or Recon.
4	You are sent into an area with a hostile environment. Gain +1 to Survival, Animal Handling, or Recon.
5	You are reassigned to a different branch. Roll 1D. On 1-2, you are assigned to Infantry. On 3-4, Royal Guard. On 5-6, Support. If there is no change, gain +1 to any specialist skill.
6	You are involved in a brutal battle. Roll Melee Combat or Stealth 8+ to avoid injury. If successful, gain +1 to either Melee Combat, Leadership, or Tactics.
7	<b>Life Event.</b> Roll on the Life Events table (p. XX).
8	You are given advanced training in your field. Roll Edu 8+ to gain +1 to any skill you already have.
9	You are assigned to internal security and peacekeeping. Gain +1 to Streetwise, Investigate, or Recon.
10	In a particularly nasty battle, you are surrounded and outnumbered by the enemy. You manage to hold out until reinforcements arrive. Gain +1 to any one weapon skill and +1 to your next Promotion.
11	Gain an Ally as your commander takes an interest in your career. Also get +2 to your next Promotion.
12	You show exceptional heroism in battle. Your next Promotion roll is automatically successful.

## RANKS AND SKILLS

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0		Bow Combat 1		Bow Combat 1
1		Recon 1		Leadership 1
2				
3		Leadership 1		Tactics 1
4				
5				
6				Soc +1

## MUSTERING-OUT BENEFITS

Roll	Cash	Benefit
1	200	Weapon
2	500	Armor
3	1000	+1 End
4	1000	+1 Str
5	1000	+1 Edu
6	2000	+1 Int
7	3000	+1 Soc

Entertainer ()

Entertainers.  
**Qualification:** Int 4+

CAREER PROGRESSION

Survival	Promotion
Edu 5+	Int 7+
Edu 5+	Int 7+
End 6+	Int 6+

Nobles gain DM +1 to Promotion checks.

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires Literacy-1 skill)
1			
2			
3			
4			
5			
6	Melee		

SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires Soc-10+)
1				
2				
3				
4				
5				
6				

MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

EVENTS

2D	Event
2	
3	
4	

5	
6	
7	
8	
9	
10	
11	
12	

#### *RANKS AND SKILLS*

<i>Rank</i>	<b>Broker</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

#### *MUSTERING-OUT BENEFITS*

<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		

## Government (Driantia )

Scholars are academics and researchers who have devoted their lives to gathering knowledge, preserving it, and studying lost technology. They often serve as scribes and scientists in service to the Healers of the **Dlenchiepr**.

**Qualification:** Int 4+

### CAREER PROGRESSION

	Survival	Promotion
<i>Administrator</i>	Edu 5+	Int 7+
<i>Diplomat</i>	Edu 5+	Int 7+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1			
2			
3			
4			
5			
6	Melee		

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires <i>Soc-10+</i> )
1				
2				
3				
4				
5				
6				

### MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

### EVENTS

2D	Event
2	

3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

#### *RANKS AND SKILLS*

<i>Rank</i>	<b>Broker</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

#### *MUSTERING-OUT BENEFITS*

<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		

## Merchants (Tianqiznad ㄥㄣㄣㄣㄣㄣㄣㄣㄣ)

Merchants carry trade goods between city-states and communities and form the backbone of the growing Dlenchiepr empire. Merchant Brokers handle the administrative aspects of trade; Caravaneers operate and maintain the land trade routes and caravans; Seafarers are the brave souls who ply the waters of Zhdant.

**Qualification:** Int 5+

### CAREER PROGRESSION

	Survival	Promotion
<i>Broker</i>	Edu 5+	Int 7+
<i>Caravaneer</i>	Edu 5+	Int 7+
<i>Seafarer</i>	End 7+	Int 7+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1	+1 Str	Broker	Admin
2	+1 End	Primitive Comms	Advocate
3	+1 Int	Diplomat	Science (Astronomy)
4	Carouse	Persuade	Medic
5	Blade Cbt	Drover/Watercraft	Navigation (Land or Sea)
6	Melee	Survival	Literacy

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Caravaneer	Seafarer	Psionic Skills (requires <i>Soc-10+</i> )
1	Admin	Drover	Sea Navigation	+1 Psi
2	Advocate	Literacy	Mechanic	Admin
3	Broker	Diplomat	Primitive Comms	Persuade
4	Diplomat	Carouse	Diplomat	Clairvoyance
5	Investigate	Land Navigation	Watercraft	Awareness
6	Persuade	Survival	Survival	Talent

### MISHAPS

1D	Mishap
1	Conflicts extend across your usual trade route, and you are forced to divert or delay your shipment. You are severely injured as a result; roll twice on the Injury table (p. xx).
2	A series of bad deals and decisions forces you to leave the career. You manage to salvage what you can and can take a Benefit roll for this term.
3	You are fined 1D x 100 Abradlnad due to improperly filed paperwork.
4	Your company faces declining fortune. You may continue in this career but lose your benefit roll for this term.
5	You are bought out for 1D x 1000 Abradlnad.
6	Injured. Roll on the Injury table (p. xx).

## EVENTS

2D	Event
2	Disaster! Roll on the Mishaps table but stay in this career.
3	The Driantia conscripts your caravan for military use. You must leave this career (with all benefits) and immediately join the Army for your next term.
4	You've spent a lot of time dealing with suppliers and traders. Gain +1 to Drover, Animal Handling, or Trade (any).
5	You are put temporarily in charge of trade records. Gain +1 to Admin, Broker, or Literacy.
6	Your trade routes expand into new territories. Gain +1 to Broker, Diplomat, Trade (any) or a Contact.
7	Life Event. Roll on the Life Events table (p. xx).
8	You learn a new level of specialization. Roll Edu 8+ to gain +1 to a skill already possessed.
9	You make a good deal and live the high life for a few years. Gain +1 to any one Benefit roll.
10	Your caravan is contracted for a very prestigious trade route. Gain an extra Benefit roll.
11	Your superiors take interest in your career. Gain an Ally and +2 to your next Advancement roll.
12	Your business thrives! Your next Advancement is automatic.

## RANKS AND SKILLS

Rank	Broker	Caravaner	Seafarer
0	Admin	Drover	Watercraft
1			
2			
3			
4			
5			
6			

## MUSTERING-OUT BENEFITS

Roll	Cash	Benefit
1	100	Weapon
2	500	Caravan/Ship Share
3	1000	Caravan/Ship Share
4	2000	+1 Edu
5	2000	+1 Int
6	4000	+1 Soc
7	4000	Caravan/Ship



## Priesthood (Dlenchiepr 𐌌𐌆𐌆𐌆𐌆𐌆𐌆𐌆𐌆)

Members of the Priesthood become seers, fortune tellers, healers, court telepaths, and in some cases, *Tozjabr* (Bringers of the Word) or *Tavrchedl* (Guardians of the Word).

**Qualification:** Int 6+

Tozjabr and Tavrchedl must have Psi-9 to enlist.

All Priesthood characters learn *Literacy-0* as one of their first term skills.

### CAREER PROGRESSION

	Survival	Promotion
<i>Yektdievlnad</i>	Int 7+	Int 6+
<i>Tozjabr</i>	Int 7+	Int 5+
<i>Tavrchedl</i>	End 6+	Int 6+

Nobles gain DM +1 to Promotion checks.

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1	+1 Dex	Carouse	Advocate
2	+1 End	Admin	Medical
3	+1 Int	Animal Handling	Science
4	Athletics	Bow Combat	Diplomat
5	Bow Combat	Investigate	Instruction
6	Blade Combat	Brawling	Literacy

### SPECIALIST SKILLS AND TRAINING

1D	Yektdievlnad	Tozjabr	Tavrchedl	Psionic Skills (requires <i>Soc-10+</i> )
1	Medical	Deception	Streetwise	+1 Psi
2	Science	Persuasion	Advocate	Clairvoyance
3	Persuasion	Recon	Investigate	Telepathy
4	Leader	Intimidation	Persuasion	Healing
5	Liaison	Survival	Melee	<i>Talent</i>
6	Literacy	Stealth	Stealth	Awareness

### MISHAPS

1D	Mishap
1	Severely injured in action. Roll twice on the injury table (page 37, <i>Traveller Core Rulebook</i> ) and take the lower result.
2	An investigation goes critically wrong, ruining your career. Roll Advocate 8+. If successful, keep the Benefit roll from this term. If failed, you are <i>banished</i> .
3	A mission goes wrong, and you are held responsible. If you accept your fate, leave your career with an extra Benefit roll as compensation. To contest it, roll Advocate 8+. If successful, continue the career. If failed, you are <i>banished</i> .
4	You suffer severe psychological damage and must leave. Roll on the <b>Psychic Damage Table</b> and retire or be <i>banished</i> .
5	You are injured in an act of sabotage. Roll on the Injury table (page 37, <i>Traveller Core Rules</i> ) and gain a Healer contact.

## EVENTS

2D	Event
2	Disaster! Roll on the <b>Mishaps</b> table but stay in the career.
3	You discover an item of pre-Dzaqtlas technology that miraculously still works! Gain specialist training in one of Gun Combat, Mechanical, Electronics, or Ground Vehicle.
4	A natural disaster strikes! Roll 1D. On a 1, roll on the Injury table. Othwerise, gain Survival or Medic.
5	You complete a mission satisfactorily and are rewarded. Gain +1 DM to any Benefit roll.
6	You establish a network of contacts. Gain 1D3 contacts.
7	Life Event. Roll on the <i>Dzaqtlas Life Events</i> table.
8	You receive advanced training in a specialist field. Roll Edu 8+ to gain +1 to any skill you already know.
9	You go undercover to investigate a subversive cell. Roll Investigate 8+. If successful, roll immediately on the <b>Zhant'ad</b> Events Table and gain one <b>Zhant'ad</b> Specialist skill. If failed, roll on the <b>Zhant'ad</b> Mishaps table. You are not ejected from your career.
10	You are reassigned to administrative duties. Gain one level of Admin, Liaison, or Literacy.
11	Your superiors have taken an interest in you. Gain an Ally and +2 on your next Promotion check.
12	You uncover a major conspiracy! You are immediately promoted.

## YEKTDIEVLNAD RANKS AND SKILLS

Rank	Title		Skill or Benefit
0	Novice	Qindievl <sup>nad</sup>	ᲚᲗᲢᲣᲞᲛᲧᲡᲠᲣᲤ
1	Initiate	Achtot <sup>nad</sup>	ᲙᲟᲥᲐᲛᲧᲡᲠᲣᲤ
2	Acolyte	Aiavrdiq <sup>r</sup>	ᲙᲱᲪᲣᲣᲓᲕᲘᲣᲣᲩ
3	Deacon	Zhdevvi	ᲵᲫᲭᲣᲣᲓᲕᲘᲣᲣᲩ
4	Priest	Chopchti	ᲬᲟᲑᲣᲣᲓᲕᲘᲣᲣᲩ
5	Elder	Za`nad	ᲵᲙᲧᲡᲠᲣᲤ
6	Doctor	Tlamatqin <sup>ad</sup>	ᲵᲙᲧᲡᲠᲣᲤᲚᲗᲢᲣᲣᲧᲡᲠᲣᲤ

## TOZJABR RANKS AND SKILLS

Rank	Name			Skill or Benefit
0	Novice	Qindievlnad	𐌺𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	
1	Initiate	Achtotnad	𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	Persuasion
2	Acolyte	Aiavrdiqr	𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	Investigate
3	Teacher	Tlamachtrnad	𐌺𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	
4	Messenger	Jadsnad	𐌺𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	Blade Cbt
5	Missionary	Tozjabr	𐌺𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	
6	Defender	Chedlstabr	𐌺𐌹𐌿𐌸𐌰𐌹𐌳𐌹𐌸𐌰𐌺𐌰	

### TAVRCHEDL RANKS AND SKILLS

Rank	Title		Skill or Benefit
0	Novice	Qindievlnad	ス人アバキガアアバ
1	Initiate	Achtotnad	アアアアアアアア
2	Acolyte	Aiavrdiqr	アアアアアア
3	Observer	Yzqenad	ウコスアアアバ
4	Investigator	Temolinad	アアアアアアアア
5	Overseer	Zhinstebr	ヨ人アアアア
6	Inquisitor	Temoliqchedl	アアアアアアアア

### MUSTERING-OUT BENEFITS

Roll	Cash	Benefit
1	100	Weapon
2	200	Armor
3	500	+1 Edu
4	750	+1 Int
5	1000	Weapon
6	2000	Armor
7	5000	+1 Soc

## Scholar (Shtiaqrnad, 士 学 者 学 徒)

Scholars are academics and researchers who have devoted their lives to gathering knowledge, preserving it, and studying lost technology. They often serve as scribes and scientists in service to the Healers of the **Dlenchiepr**.

**Qualification:** Edu 6+

All Scholar characters learn Literacy-0 as one of their first term skills.

### CAREER PROGRESSION

	Survival	Promotion
<i>Scribe</i>	Edu 4+	Int 8+
<i>Field Researcher</i>	End 6+	Int 6+
<i>Physician</i>	Edu 5+	Int 8+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires Literacy-1 skill)
1	+1 Dex	Admin	Art
2	+1 End	Literacy	Advocate
3	+1 Int	Diplomat	Persuasion
4	+1 Edu	Investigate	Science
5	Athletics	Medic	Investigate
6	Carouse	Science	Leader

### SPECIALIST SKILLS AND TRAINING

1D	Scribe	Field Researcher	Physician	Psionic Skills (requires Soc-10+)
1	Animals	Diplomat	Animals	+1 Psi
2	Admin	Investigate	Science	Awareness
3	Investigate	Science	Investigate	Clairvoyance
4	Medic	Survival	Medic	Telepathy
5	Science	Streetwise	Admin	Talent
6	Steward	Admin	Advocate	Telekinesis

### MISHAPS

1D	Mishap
1	Severely injured. Roll twice on the Injury table (p. 37, Traveller Core Rulebook)
2	A disaster leaves many injured and you get blamed. You must leave the career. Roll twice on the Injury table and take the highest result. You are <i>banished</i> .
3	A faction interferes with your research for political reasons. If you continue, gain +1 to any Science skill but also gain a <i>Rival</i> . If you continue working secretly, gain +1 to Science but lose the benefit roll for this term.
4	An expedition goes wrong, leaving you stranded in the wilderness. Gain +1 to Survival or Athletics and lose your job.
5	Your work is sabotaged by unknown parties. You may salvage what you can and give up, leaving the career, or start again from scratch, staying in the career but losing a benefit roll for this term.
6	You are sent on an expedition, but the caravan is lost in transit. Gain +1 Survival and roll End 8+. If you fail, roll once on the Injury table.

## EVENTS

2D	Event
2	Disaster! Roll on the <b>Mishaps</b> table but stay in the career.
3	You are called upon to perform research that goes against your conscience. Accept and gain an extra Benefit roll, a level in each of any two Science skills and 1d3 Enemies or refuse and gain an Ally.
4	You are assigned to work on a secret project. Gain +1 to Admin, Investigate, Literacy, or Persuade.
5	You win an award for your work. Gain +1 to any Benefit roll.
6	You spend some time on the fringes of civilization. Roll Survival 8+. If successful, gain a Contact in a Baz tribe. If you fail, roll on the Mishaps table.
7	Life Event. Roll once on the Dzagtlas Life Events table.
8	You are given advanced training in a specialist field. Roll Edu 8+ to gain one level in a skill you already have.
9	You make a significant breakthrough. +2 to your next Advancement roll.
10	You become entangled in politics, keeping you from work. Gain +1 to Admin, Advocate, Diplomat, or Persuade.
11	You work for an eccentric but brilliant Noble mentor who becomes an Ally. Gain +1 to Science and +2 to your next Advancement roll.
12	Your work results in a breakthrough. Your next Advancement is automatically successful.

## RANKS AND SKILLS

Rank	Scribe	Field Researcher	Physician
0			
1	Social Science	Physical Science	Medic
2			
3	Admin	Investigate	Life Science
4			
5	Investigate	Admin	Social Science
6			

## MUSTERING-OUT BENEFITS

Roll	Cash	Benefit
1	50	Scientific Equipment
2	100	Lab Share
3	200	+1 Edu
4	300	+1 Int
5	400	Scientific Equipment
6	500	Laboratory
7	1000	+1 Soc

## Baz Careers

Characters not fortunate enough to be from a civilized region are considered *baz* (𐌰𐌿𐌳) or Barbarians. Barbarian “career” is by being born into a tribe. Barbarian characters can fall into one of four main categories. These are Low Tech/Primitive, Developing, Survivalist/Separatist/Modern Primitives, and Post-Apocalypse Barbarians. For *baz*, enlistment is effectively automatic – the character grows up within the barbaric culture, and at 18 may undergo a Rite of Passage of some kind that fulfils three functions – first, it marks his transition to adulthood; second, it “enlists” him into the Barbarian career path; and third, it takes the place of the usual Basic Training that other military fields require. This is generally true of Primitive or Developing barbarians and may be applied to Post-Apocalypse characters as well.

***Baz Enlistment:*** Qualification: End 5+

Baz characters can fall into one of four main categories. These are Low Tech/Primitive, Developing, Survivalist/Separatist, and Post-Apocalypse Barbarians.

**Primitive Barbarians:** These are probably the most easily recognizable Barbarians. Primitives are hunter/gatherer tribes found in the wild regions of Zhdant, usually living off the land. Primitives are likely to be awed by higher technology, though this does not mean they will be unable to learn to use it. They typically undergo a rite of passage:

***Rite of Passage:*** Survival: Str 6+, learn one survival and one weapon skill

Examples of Primitive Barbarians are seen in Tarzan of the Apes, Quest for Fire, Clan of the Cave Bear. There are many “lost tribes” on modern Terra that would also be considered Primitive Barbarians.

**Developing Barbarians:** Barbaric tribes that may have discovered or recovered some technology such as metallurgy, animal handling, small-scale agriculture, and possibly sail, but which are not part of mainstream “civilized” culture are considered Developing Barbarians. Their level of technological achievement is close to or even with that of the dominant “civilized” culture; they merely haven’t been assimilated into it or have rejected it for some reason. They still retain many of the traditions and habits of their primitive ancestors and undergo the same rite of passage at age 18.

***Rite of Passage:*** Survival: Str 6+, learn one survival and one weapon skill

Examples of Developing Barbarians include Conan the Barbarian, the Fremen of Frank Herbert’s Dune series, and the Germanic and Nordic tribes of ancient Terra.

**Survivalists/Separatists:** The wild regions of Zhdant are also populated by people who have decided to reject the dominant culture at large. They have their own set of internal rules and traditions and may or may not continue to use the technology available. They come in a variety of sizes, from individuals living as hermits in the wilderness to enclaves of multiple families walling themselves off from society at large. They can be joined, in which case the standard Supplement 4 Enlistment check for Barbarians is required (5+, DM +1 for Endur 9+; DM +2 if Stren 10+). Additional factors may be imposed by the Referee (religious beliefs, code of conduct, blood in/blood out, etc).

These types are usually religious cults, survivalist doomsday preppers, and hippie communes.

**Post-Dzaqtlas Fronzhatlivr Nomads:** When everything goes wrong and society collapses, these guys are the ones left scrabbling among the ruins. Nomadic barbarians are just trying to survive in what’s left of the world. They’re anything from wasteland wanderers to gangs of scavengers or even enclaves that carve out a new society in the

ruins of the old world. As with Primitive and Developing barbarians, there is no “Enlistment” required – you’re born into this world and must struggle to survive it. Make a Survival check at age 18 (6+, DM +2 if Stren 8+) and learn one survival skill and one weapon skill.

The best examples of Post-Apocalypse Barbarians are seen in the Fallout games, the Mad Max films and other Post-Apocalypse movies, and the Cursed Earth of Judge Dredd. Other sources of inspiration include the game world of Metamorphosis Alpha, Brian W. Aldis’ *Non-Stop*, and the Classic Star Trek episode *For the World is Hollow and I Have Touched the Sky*, each of which concerned a devolved civilization living inside a massive “generation starship” thousands of years old, wherein the inhabitants have forgotten the ship’s original purpose.

## Drifter (Oyanqrnad *QUR7S7RQ*)

The wandering Oyanqrnad can be found everywhere across Zhdant. Zhdantia become Oyanqrnad for a variety of reasons; they have often been cast out of their tribe or city-state, or are messengers and wandering warriors who have chosen a life on the road.

**Qualification:** End 6+

### CAREER PROGRESSION

Survival	Promotion
Edu 5+	Int 7+
Edu 5+	Int 7+
End 6+	Int 6+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1			
2			
3			
4			
5			
6	Melee		

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires <i>Soc-10+</i> )
1				
2				
3				
4				
5				
6				

### MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

### EVENTS

2D	Event
2	



3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

#### *RANKS AND SKILLS*

<i>Rank</i>	<b>Broker</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

#### *MUSTERING-OUT BENEFITS*

<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		

## Tribesman (Zhant'ad ᠵᠠᠩᠲᠠᠳ)

Zhant'ad are the commoners of the Baz tribes. They form the ranks of the craftsmen, artisans, farmers, and warriors.

**Qualification:** Int 4+

### CAREER PROGRESSION

	Survival	Promotion
<i>Warrior</i>	Edu 5+	Int 7+
<i>Scout</i>	Edu 5+	Int 7+
	End 6+	Int 6+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1			
2			
3			
4			
5			
6	Melee		

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires <i>Soc-10+</i> )
1				
2				
3				
4				
5				
6				

### MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

### EVENTS

2D	Event
2	
3	

4	
5	
6	
7	
8	
9	
10	
11	
12	

<i>RANKS AND SKILLS</i>			
<i>Rank</i>	<b>Warrior</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

<i>MUSTERING-OUT BENEFITS</i>		
<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		

## Scavenger ()

Scavengers .

**Qualification:** End 6+

### CAREER PROGRESSION

Survival	Promotion
Edu 5+	Int 7+
Edu 5+	Int 7+
End 6+	Int 6+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1			
2			
3			
4			
5			
6	Melee		

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires <i>Soc-10+</i> )
1				
2				
3				
4				
5				
6				

### MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

### EVENTS

2D	Event
2	
3	
4	

5	
6	
7	
8	
9	
10	
11	
12	

#### *RANKS AND SKILLS*

<i>Rank</i>	<b>Broker</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

#### *MUSTERING-OUT BENEFITS*

<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		

## Shaman (Dievl'ad 𐌸𐌹𐌿𐌳𐌹𐌸𐌹𐌳𐌹)

Shamans are the healers, soothsayers, and magicians of the Baz tribes of the Zhdant wastelands. Their ability to use psionics gives them an unusual space within tribal culture; they are both respected and feared for their strange skills.

**Qualification:** Int 4+

### CAREER PROGRESSION

	Survival	Promotion
	Edu 5+	Int 7+
	Edu 5+	Int 7+
	End 6+	Int 6+

*Nobles gain DM +1 to Promotion checks.*

### SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Ed (requires <i>Literacy-1</i> skill)
1			
2			
3			
4			
5			
6	Melee		

### SPECIALIST SKILLS AND TRAINING

1D	Broker	Businessman	Free Trader	Psionic Skills (requires <i>Soc-10+</i> )
1				
2				
3				
4				
5				
6				

### MISHAPS

1D	Mishap
1	
2	
3	
4	
5	
6	

### EVENTS

2D	Event
2	

3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

#### *RANKS AND SKILLS*

<i>Rank</i>	<b>Broker</b>	<b>Businessman</b>	<b>Free Trader</b>
0			
1			
2			
3			
4			
5			
6			

#### *MUSTERING-OUT BENEFITS*

<i>Roll</i>	<b>Cash</b>	<b>Benefit</b>
1		
2		
3		
4		
5		
6		
7		





**Tribe Determination:** As explained earlier, Barbarian tribes and communities vary in size from individual wanderers to wide-ranging hordes. Roll once on the table below to determine the size of the tribe the character belongs to.

Involuntary (2D)	Organization Size	Voluntary
2-3	Wanderer (solitary loner)	7+
4-8	Gang (2D in size)	7+
9-11	Tribe (2D x 20)	8+
12	Horde (1D + 1 Tribes)	9+

## WHAT CAUSED THE COLLAPSE?

<i>Die Roll</i>	<i>Calamitous Event</i>
1	Global War – Roll 1D and subtract that value from the Population roll; the new code is the current population level. Do not reduce to zero. If Pre-Stellar or higher Tech Level, also roll on the following table to determine how the war was lost: 1-2 – Nuclear Annihilation. Atmosphere is now <i>Tainted</i> . Filter masks and environment suits required for daily life; anti-radiation meds are a valuable trade good. Think Fallout or Wasteland. 3-4 – Biological Warfare. Atmosphere is now <i>Tainted</i> . Persistent biological contaminants remain; anti-bacterial or anti-viral drugs become valuable trade goods. There may be mutant animals and plants roaming the wasteland. Think Gamma World. 5-6 – The Whole Hog! The nations of the world threw the kitchen sink at each other, then threw each others' kitchen sinks. Both Atomic and Biological effects remain. This is bad, really bad.
2	Famine – Reduce population roll by 1D.
3	Plague – a naturally occurring disease has ravaged the population. Reduce the population by 1D. Roll 1D; on 5+ the atmosphere is <i>Tainted</i> .
4	Zombie Apocalypse – a disease has transformed the population into mindless brain-eating killers. Population is unchanged; roll 1D x 10% to determine how many healthy survivors remain.
5	Meteor Strike – An asteroid struck the world and wrecked the planet, turning it into a wasteland. Subtract 1D from the population die roll.
6	Referee's choice – use your warped imagination to come up with a suitable calamity. Have fun.

**Role Determination:** A tribe functions like any other society. Everyone has a role to play, and many of these appear superficially like the standard military careers available in Book 2 or Supplement 4. Roll once on the table below to determine the character's actual role in the tribe. Individual Wanderers should ignore this; they have their own career path.

Characters with Soc-10+ automatically are given Leadership roles. This is not a ceremonial role; Tribal leaders are expected to be examples and leaders.

1D	Tribesman	Leader
0	Hunter	---
1	Craftsman	Scout

2	Scout	Scout
3	Warrior	Warrior
4	Warrior	Warrior
5	Warrior	Warrior
6	Healer	Healer
7	Shaman	Shaman

DM +1 if Educ 9+, +2 if Int 10+, -1 if Soc 6-

**Rite of Passage:** Follow the procedures above under TYPES OF BARBARIANS for Initiation.

**Terms of Service:** After the first year, barbarians serve terms of one *Teqozdij* or *Olympiad* each. A *teqozdij* is a standard unit used on Zhdant for marking time and consists of three *chten* or Zhdant years of 244 *stial*.

**Assignments:** For each year of a three-year term, the character rolls on the Annual Assignments table corresponding to his Role. Follow the assignment resolution table for survival, position, promotion, and skills awards. Special duty follows a different procedure.

#### TABLE OF RANKS

Matters of “rank” among barbarians are subject to interpretation by each tribe; usually, they are only recognized within the tribe itself. The following is a suggested system of rank and title for general use. Among barbarians, only Leaders have any real kind of status; everyone else is just a tribesman, though even among the tribe there is respect for age and experience. Tribal ranks may be used at the Referee’s discretion. This table is provided for bookkeeping purposes. Feel free to invent your own titles of rank.

<i>Rank</i>	<i>Title (Anglic)</i>	<i>Title (Zdetl)</i>	
0	Tribesman	Zhant’ad	ヨヅヅ<^ヅ
1	Warrior	Iaqotzinad	ズズ<コヅヅ
2	Leader of 12	Matlaomeiketznad	ヅヅ<ヅヅ<ヅ<コヅヅ
3	Leader of 60	Kiachtlapaketznad	ズズ<ヅヅ<ヅ<コヅヅ
4	Imperator	Zhinketznad	ヨヅヅ<コヅヅ
5	Chieftain	Zhinktezep	ヨヅヅ<コヅ
6	Chief	Zhinketztlas	ヨヅヅ<コヅ

## ANNUAL ASSIGNMENTS TABLE

2D	Wanderer	Gang	Tribe	Horde
2	Join Gang ->	Join Tribe ->	Join Horde ->	<- Leave Horde
3	Raid	Raid	Raid	Raid
4	Raid	Raid	Trade	Raid
5	Raid	Scouting	Patrol	Raid
6	Hide	Trade	Trade	Trade
7	Scavenge	Patrol	Exploration	Trade
8	Hide	Scavenge	Trade	Trade
9	Trade	Scouting	Raid	Scouting
10	Scouting	Raid	Patrol	Exploration
11	Exploration	Exploration	Scouting	Exploration
12	Special	Special	Special	Special
13	Special	<- Kicked Out	<- Join Gang	Special

*Explanations:* Raid is roughly the equivalent of the Merchant Prince assignment "Route", but more dangerous.

*Scavenge* is unique to Wanderers and Gangs and involves hunting for stuff in the wilderness.

*Hide* is like the Navy's "Shore Duty", the Mercenary "Garrison", or the Merchant "No Business" assignment, except the Wanderer or Gang is avoiding capture rival gangs or pausing in a safe place to rest and repair.

*Scouting* is when the Barbarian tribe decides to scout out new territory or investigate rival territory.

*Exploration* is like Scouting but involves an actual war party and is riskier.

*Patrol* means the tribe is policing its own territory.

*Trade* means the tribe is engaging in trade activity with another tribe, horde, gang, or even with the dominant civilization.

*Join Gang/Tribe/Horde* – The character becomes part of a larger community.

*Leave Horde/Kicked Out* – For some reason, the character must leave a larger community.

*Special Duty* assignments are resolved in the next section.

## SPECIAL DUTY ASSIGNMENTS

Die Roll	Tribe Special Duty	Die Roll	Leader Special Duty
1	Cross-Training	1	Cross-Training
2	Healer Training	2	Intelligence Training
3	Scout Training	3	Recruiting
4	Warrior Training	4	Command Training
5	Recruiting	5	Leadership Training
6	Leadership Training	6	Intertribal Liaison

## SPECIAL DUTY RESOLUTION

Barbarians that get selected for special attention resolve their annual assignment as shown on the instructions here.

*For Tribesmen:*

- 1. Cross-training.** Roll once on the Branch Skills table in any other branch. Note the training and branch received. At the end of the current term (if he survives) there is the option to retrain into that branch.
- 2. Healer Training:** The character spends a year as an apprentice to the tribal Healer. Roll 5+ for each of the following skills: Medical, Animal Handling, Survival, Herbalism, Veterinary.
- 3. Scout Training:** The character spends a year being trained in wilderness exploration. Roll 5+ on 1D for each of the following skills: Survival, Recon, Bow Weapons, Hunting, Stealth.
- 4. Warrior Training:** The character spends a year honing his skills as a warrior, under the teaching of a senior Warboy. Roll 5+ on 1D for each of the following: Blade Combat, Bow Combat, Tactics, Equestrian, Recon.
- 5. Recruiting:** The character spends a year looking for wanderers and others willing to join the tribe or gang. Receive one level of Recruiting skill and roll once on the table below for an additional skill learned in the process.

1	Bribery
2	Admin
3	Liaison
4	Carousing
5	Forgery
6	Streetwise

- 6. Officer Training:** Senior tribal leadership has recognized the character for his potential as a leader and is now grooming him for command roles. He receives an immediate commission to O1 in his original branch. Roll once on the Leader skill table and once on his branch skill table.

*For Leadership Ranks:*

- 1. Cross-Training:** The character is temporarily assigned to a different branch for one year. Roll on the Branch Selection Table for officers and resolve the assignment in the new branch.
- 2. Intelligence Training:** The character spends a year learning about spy stuff. Roll 5+ on 1D for each of the following skills: Forgery, Bribery, Interrogation, Stealth, Streetwise.
- 3. Recruiting:** Learn one level of Recruiting skill.
- 4. Command Training:** The character has been groomed for command positions within the organization. Roll 5+ for each of the following skills: Tactics, Leader, Equestrian, Archaic Weapons.
- 5. Leadership Training:** The character has been selected for less glamorous command operations. Roll 5+ on 1D for each of the following: Tactics, Leader, Liaison, Interrogation.
- 6. Intertribal Liaison:** The character has been selected as part of a team reaching out to neighboring tribes for trade, relations, war, mutual defense, or some other activity. Roll 5+ for each of the following skills: Liaison, Persuasion, Carousing, Gambling, Interview.

## ASSIGNMENT RESOLUTION TABLES

<b>Wanderer</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Hide Out</i>
Survival	6+	6+	4+	5+	5+	3+
Skills	7+	7+	8+	6+	8+	7+
Promotion	n/a	n/a	n/a	n/a	n/a	n/a

For Survival, DM +1 if Recon skill 2+.

For Promotion, DM +1 if Educ 8+

<b>Craftsman</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	5+	5+	4+	5+	5+	4+
Skills	7+	7+	6+	7+	8+	7+
Promotion	9+	9+	8+	9+	9+	10+

For Promotion, DM +1 if Artisan skill 3+

<b>Scout</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	7+	6+	4+	5+	5+	5+
Skills	7+	7+	8+	8+	7+	7+
Promotion	7+	8+	9+	9+	9+	9+

For Survival, DM +1 if Recon-4+

<b>Warrior</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	7+	6+	4+	5+	5+	5+
Skills	6+	8+	8+	7+	7+	8+
Promotion	7+	10+	10+	9+	9+	9+

For Survival, DM + higher of either Leader or Tactics skill.

<b>Healer</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	6+	6+	4+	5+	5+	4+
Skills	7+	7+	8+	8+	7+	7+
Promotion	8+	9+	9+	8+	9+	9+

For Promotion, DM +1 if Medical-5+

<b>Shaman</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	6+	6+	4+	5+	5+	4+
Skills	7+	7+	8+	8+	7+	7+
Promotion	8+	9+	9+	8+	9+	9+

For Promotion, DM +1 if Medical-5+

<b>Leader</b>	<i>Raid</i>	<i>Scavenge</i>	<i>Trade</i>	<i>Exploration</i>	<i>Scouting</i>	<i>Patrol</i>
Survival	7+	6+	4+	5+	5+	5+
Skills	6+	8+	8+	7+	7+	8+
Promotion	7+	10+	10+	9+	9+	9+

For Promotion, DM + higher of either Leader or Tactics skill level

## SERVICE SKILL TABLES

<i>Die Roll</i>	<i>Barbarian Life</i>	<i>Tribal Life</i>	<i>Hideout Life</i>	<i>Survivalist</i>	<i>Post-Apocalypse</i>	<i>Modern Primitive</i>
1	+1 Stren	Carousing	Recon	Recon	Survival	Survival
2	+1 Dext	+1 Dext	Stealth	Hunting	+1 Endur	Electronics
3	+1 Endur	Blade Cbt	Brawling	Arch. Wpns	Arch. Wpns	Mdrn Wpns
4	Arch. Wpns	Animal Hnd	Blade Cbt	Survival	Blade Cbt	Blade Cbt
5	Brawling	Brawling	Arch. Wpns	Mechanical	+1 Stren	Animal Hnd
6	Blade Cbt	Arch. Wpns	Survival	+1 Endur	+1 Dext	Survival
7	Survival	Mdrn Wpns	Liaison	Mdrn Wpns	Electronics	Vehicle
8	Leader	Leader	Mdrn Wpns	Vehicle	Vehicle	+1 Educ
9	Carousing	Tactics	Medical	Medical	Computer	Computer
10	Jack-o-T	Jack-o-T	Jack-o-T	Electronics	Mechanical	Electronics
DMs	+4 if O1+	+4 if O1+	+4 if O4+	+2 if TL-8+ +4 if TL-A+	+2 if prev.TL-8+ +4 if prev. TL-A+	+2 if TL-7+ +4 if TL-A+

## BRANCH SKILLS

<i>Die Roll</i>	<i>Wanderer</i>	<i>Craftsman</i>	<i>Scout</i>	<i>Warrior</i>	<i>Healer</i>	<i>Leader</i>
1	Survival	Artisan	Recon	Brawling	Medicine	Leader
2	Blade Cbt	Instruction	Survival	Blade Cbt	Vet.	Tactics
3	Arch. Wpns	Survival	Fwd Obs	Arch. Wpns	Herbalism	Blade Cbt
4	Hunting	Blade Cbt	Blade Cbt	Recon	Instruction	Arch. Wpns
5	Stealth	Arch. Wpns	Bow Cbt	Tactics	Survival	Interrogation
6	Recon	Herding	Tactics	Equestrian	Alchemy	Equestrian
7	Mechanical	Farming	Hunting	Tactics	Medicine	Tactics
8	Computer	Animal Hnd	Medic	Leader	Animal Hndlng	Recruiting
DMs	+1 if TL-8+ +2 if TL-A+	+1 if Tribe; +2 if Horde				

**Archaic Weapons:** (cascade) Bow, Blowgun, Boomerang, Crossbow, Bola, Sling, Early Firearms

**Modern Weapons:** (cascade) Pistol, Rifle, SMG, Shotgun, Assault Rifle, LAG, Light Machinegun, Revolver, Snub Pistol, Body Pistol

**Blade Combat:** (cascade) Axe, Blade, Sword, Foil, Rapier, Polearm, Two-Handed Sword, Mace, Flail

**Animal Handling:** Covers the skills needed to break, train, and maintain beasts of burden.

**Herding:** Managing herds of animals such as sheep, goats, cattle, etc. for meat, milk, and other resources.

**Equestrian:** Beast riding. At the Referee's discretion this may be replaced by an appropriate vehicle skill.

**Herbalism:** Knowing which plants are safe to eat, which plants are toxic, and which plants can be used as medicine.

## TODAY IS A GOOD DAY TO DIE! FAILED SURVIVAL ROLLS

Blowing a survival roll doesn't always mean death. Roll on the table below to determine the precise circumstances under which your discharge from the tribe occurs. Apply DM +1 for each point you failed by (1 under = +1; 2 below par = +2, etc).

1	Killed by a rival Tribe.
2	Hunted by a rival tribe; lose two benefit rolls.
3	Dishonored in battle but given a Redemption Quest that forms the start of your adventuring career. Soc-2.
4	Injured, allowed to retire gracefully. Lose 1D3 from Stren, Dext, or Endur.
5	Injured, allowed to retire gracefully. Lose 1D3 from Stren, Dext, or Endur.
6	Injured, allowed to retire gracefully. Lose 1D3 from Stren, Dext, or Endur.
7	Grievously injured in battle, allowed to retire with honor. Lose 1D6 from Stren, Dex, or End. +1 Benefit.
8+	Killed in glorious battle. Your name is immortalized in song for generations, whoever you were. Gain +1D to Soc, which passes to your descendants.

## BENEFITS TABLES

<i>Die Roll</i>	<i>Cash</i>	<i>Benefits</i>
1	-	Low Psg
2	-	Armor
3	1000	Weapon
4	2000	Armor
5	3000	Weapon
6	4000	Mid Psg
7	5000	Vehicle

DM +1 if Gambling skill (Cash), +1 if Rank 5 or 6 (Material Benefits)

Weapons and Armor benefits are appropriate to the Tech Level. Low Passage may be traded for Cash of similar value if it would be otherwise unavailable.

Vehicle is either a noble steed in the case of Low Tech level tribes, personal transport appropriate to the tech level, or a Mad Max style custom job in the case of Post-Apocalypse situations. Some post-Dzaqtlas tribes may have been able to reclaim and salvage vehicles and parts from the "before times". Making fuel might be a challenge, though.

## Psionics

The Zhdantia of the Third Imperium era have had thousands of years to develop and perfect the arcane arts of psionics. This is in stark contrast to the Dzaqtlas Era. In the time of this supplement, their understanding and development of psionics is still in its infancy and while it is beginning to play a significant role in their culture, many of the modern cultural features have yet to come into play. For example, while the noble houses recognize the importance and power of the Dlenchiepr priesthood, psionics has not yet been connected to nobility and it is possible for powerful psions to have low social standing and high ranking nobles to be utterly incapable of telepathy.

The first powers to receive significant attention were, naturally, those most capable of helping fight the Dzaqtlas plague unleashed by the Ancient bioweapon. Those with the powers of *Awareness* and *Healing* quickly arose in stature and strength during the Second Dark Age,



## Skills

Names

## Weapons

### Ranged Weapons

<i>Weapon</i>	<i>TL</i>	<i>Range</i>	<i>Damage</i>	<i>Mass</i>	<i>Cost</i>	<i>Traits</i>
<i>Dart</i>	1	50m	1D+2	.2		
<i>Javelin</i>	1	50m	2D	2		
<i>Sling</i>	0	150m	1D	--	Free	
<i>Short bow</i>	2	75m	1D	1		
<i>Longbow</i>	2	150m	2D	2		
<i>Crossbow</i>	2	100m	1D+2	5		Slow

### Melee Weapons

<i>Weapon</i>	<i>TL</i>	<i>Range</i>	<i>Damage</i>	<i>Mass</i>	<i>Cost</i>	<i>Traits</i>
<i>Hand Axe</i>	2	Close	1D	2		
<i>Battle Axe</i>	2	Close	2D	5		
<i>Spear</i>	1	Close	2D	3		
<i>Polearm</i>	2	2m	1D	1		
<i>Dagger</i>	2	Close	1D	1		
<i>Club</i>	0	Close	1D	3		
<i>Staff</i>	0	Close	1D	1		
<i>Hand Hammer</i>	2	Close	1D	2		
<i>Warhammer</i>	2	1m	2D	5		

### Firearms

<i>Weapon</i>	<i>TL</i>	<i>Range</i>	<i>Damage</i>	<i>Mass</i>	<i>Cost</i>	<i>Traits</i>
<i>Musket</i>	3	100m	2D	5		Slow
<i>Rifled Musket</i>	3	150m	2D	5		Slow
<i>Shotgun</i>	3	50m	3D	5		Slow
<i>Revolver</i>	4	10m	3D-3	1		

## Injuries and Psychological Trauma