# DZAQṪAS

## ***The Zhodani Adventure***

Of all the historical events that shaped Zhodani culture in its nearly 300,000 year history, few rival the plague event known as the **Dzaqtlas (**DZAQṪAS), 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** (QIKNAṼAṮ), like the Zhodani 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.

A picture containing linedrawing

Description automatically generated By c. Imperial year -7980 (-550 by the Zhodani calendar, about 3500 BCE), when Terran humans were still discovering bronze tools, Zhodani humans and their Qiknavrats friends took their first steps into space. Orbital flights soon became routine, and exploration of Zhdant’s moon **Viepchakl** (VĪPĈAḰ) had begun. To their surprise and mutual delight, the explorers discovered another species of *Chirper* living on Viepchakl, whom they named the **Viepchaklts** (VĪPĈAḰṮ), 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 Zhodani 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** (TAṼZĨNŚ), or *Morality’s Path* that defines Zhodani culture even today.

The empire building through psionic development and moral guidance enabled the newly-emergent Zhodani society to recover and prosper again, and within a few hundred years of the end of the Second Dark Age, Zhodani humans had once again achieved space flight and began returning to Viepchakl and beyond[[1]](#footnote-1).

This supplement will cover how to create characters for play during the time of the Zhodani Second Dark Age. You will need a copy of both the core rules and Mongoose Alien Module 4: Zhodani.

**CREATING A SURVIVOR CHARACTER**

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

**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.

**Birthplace:** Characters are either from one of the kingdoms of Western Dleqiats (Kaznad, KAZNAD) or Drifters (Baz, BAZ).

**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.

|  |  |
| --- | --- |
| **Talent** | **Learning DM** |
| **Telepathy** | **+4** |
| Clairvoyance | +3 |
| Telekinesis | +2 |
| **Awareness** | **+1** |
| Teleportation | +0 |
| *Psychic Transfer* | -1 |
| *Empathic Healing* | -1 |
| *Machine Symbiosis* | -1 |
| *Blocking* | -2 |
| ***Healing*** | **-2** |
| *Mimic* | -2 |
| *Teleprojection* | -3 |
| Per talent already learned | -1 |

Characters with Psi-9 or higher automatically become Dlenchiepr (ḊENĈĪṖ), The Chosen, and become part of a noble’s retinue as Priests, Healers, or Agents. Agents are either Bringers of the Word – the Tozjabr (TOZJAḄ) - or Guardians of the Word – Tavrchedl (TAṼĈEḊ).

## History of the Dzaqtlas Era

|  |  |  |  |
| --- | --- | --- | --- |
| Z.Y. | I.Y. | S.Y | Event |
| -130,538 | -302,000 | 295,000 BCE | Ancients arrive on Zhdant with proto-Zhodani humans. |
| -129,654 | -300,000 |  | Extensive development of Qiknavra by Ancients |
| -129,521 | -299700 |  | Final War results in devastation of Zhdant.  Nuclear winter follows with beginning of First Ice Age. |
| -120,811 | -280,000 |  | End of First Ice Age. |
| -118,601 | -275,000 |  | Human nomadic hunter-gatherer tribes range across Dleqiats. |
| -111,969 | -260,000 |  | Huts, fishing developed. |
| -107,548 | -250,000 |  | *Nad zhdatl* emergent on northern Dleqiats. |
| -103,127 | -240,000 |  | *Nad vlastebr* emerges on southern Dleqiats.  *Qiknavrats* rediscover agriculture. |
| -85,443 | -200,000 | 195,000 BCE | Human races clash; interbreeding creates *Nad zhdotlas.* |
| -63,337 | -150,000 |  | Qiknavrats establish two large, static empires on Qiknavra. |
| -41,232 | -100,000 |  | Second Ice Age begins. |
| -32,389 | -80,000 |  | Second Ice Age ends. |
| -14,705 | -40,000 |  | Animal herding and breeding. |
| -10,284 | -30,000 |  | Special domesticated breeds emerge. |
| -7631 | -24,000 |  | *Nad zhdotlas* develops agriculture and domesticated grains. |
| -4979 | -18,000 |  | Zhodani Iron Age. *Viepchaklashtie* Empire founded. |
| -4536 | -17,000 |  | *Viepchaklashtie* Empire at its peak. |
| -3652 | -15,000 |  | *Viepchaklashtie* Empire collapses. Beginning of First Dark Age. |
| -2768 | -13,000 |  | Rise of noble classes and feudalism. |
| -1000 | -9000 |  | End of First Dark Age. Beginning of first Age of Enlightenment. |
| -818 | -8590 |  | Invention of the printing press. |
| -801 | -8550 |  | Ocean trade. Discovery of Qiknavra. |
| -796 | -8540 |  | First Zhodani contact with *Qiknavrats.* |
| -792 | -8530 |  | Invention of movable type |
| -778 | -8500 | 3982 BCE | Development of elementary psionic powers. |
| -690 | -8300 |  | First Industrial Revolution. |
| -646 | -8200 |  | Warfare between Dleqiats and Qiknavra. |
| -557 | -8000 |  | Uneasy peace between the continents. |
| -549 | -7980 | 3426 BCE | First space exploration. Orbital flights and satellites. |
| -539 | -7959 |  | First expedition to Viepchakl. |
| -535 | -7950 |  | Viepchakl base. First contact with Viepchaklts. |
| -535 | -7949 |  | First meeting between *Qiknavrats* and *Viepchaklts.*  Beginning of the *Dzaqtlas*. |
| -534 | -7948 |  | Extinction of *Qiknavrats* and *Viepchaklts.* |
| -533 | -7945 | 3427 BCE | *Dzaqtlas* spreads to Zhdant; near-extinction of *nad zhdotlas.* |
| -531 | -7940 | 3425 BCE | *Second Dark Age* begins. |
| -220 | -7920 | 3385 BCE | Rise of the *Dlenchiepr* empire on Western Dleqiats.  Emergence of the psionic nobility. |
| c. -200 | c. -7100 | c. 3000 BCE | Present day. |

## Dlenchiepr Noble Houses

**“Enlistment”:** All Barbarians are not the same. The most common way to begin a Barbarian “career” is by being born into a tribe. In this case 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. If enlistment is required, as may be the case with separatists, survivalists, and modern primitives, roll 5+ to enlist, DM +1 for Endur 9+, DM +2 for Stren 10+.

**TYPES OF BARBARIANS**

On closer examination, barbarian characters can fall into one of four main categories. These are Low Tech/Primitive, Developing, Survivalist/Separatist/Modern Primitives, and Post-Apocalypse Barbarians.

**Primitive Barbarians:** These are probably the most easily recognizable Barbarians. Primitives are almost always from low-tech worlds of TL 4 or less. They likely are hunter/gatherer societies that may or may not have developed early agriculture. 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 which involves a Survival roll (6+, DM +2 if Stren 8+) followed by acquisition of one level of an appropriate Survival skill (usually wilderness-based) and a weapon skill (a hand weapon or primitive missile weapon).

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:** Societies that have developed metallurgy, 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 (Survival roll for 6+, DM +2 if Stren 8+, learn one survival skill 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/Modern Primitives:** These are people who come from a more technologically advanced (atomic age or later) world, who have for some reason decided to go “off the grid” and reject the 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-Apocalypse/Fallen World Barbarians:** When everything goes wrong and a society collapses, these guys are the ones left scrabbling among the ruins. Post-Apocalypse 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. Two tech levels apply for skill and background purposes – the TL of the world/society Pre-collapse, and the current prevailing TL. They may even exist alongside a higher tech culture. This is determined during the Background section. As with Primitive and Developing barbarians, there is no “Enlistment” happening here – 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. Such worlds would be functioning at

**Homeworld and Background:** Barbarian characters as presented here and in Supplement 4 are presumed to be human.

The most important items to determine when beginning a Barbarian character is the planet of origin and circumstances that make him a Barbarian. Often these two factors feed into each other (low tech worlds are more likely to have barbaric tribes; high tech are less likely). This can be done randomly or in collaboration between the Referee and the player. The tables below are provided for random Barbarian creation.

Note that certain UWP configurations are not conducive to primitive living (asteroid, small worlds with vacuum atmosphere, zero hydrographics, insidious environments, etc).

**GENERAL WORLD DESCRIPTION CODES**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| *Die Roll* | *Tech Level* | *Size* | *Atmo* | *Hydro* | *Population* | *Starport* | *Law* |
| 2 | Pre-Indust. | Small | Thin | Desert | Low | X | None |
| 3 | Pre-Indust. | Small | Thin | Desert | Low | X | None |
| 4 | Pre-Indust. | Small | Thin | Dry | Moderate | E | Low |
| 5 | Industrial | Small | Thin | Dry | Moderate | E | Low |
| 6 | Industrial | Medium | Standard | Wet | Moderate | D | Low |
| 7 | Pre-Stellar | Medium | Standard | Wet | Moderate | D | Moderate |
| 8 | Pre-Stellar | Medium | Standard | Wet | Moderate | C | Moderate |
| 9 | Early Stellar | Medium | Standard | Wet | Moderate | C | Moderate |
| 10 | Early Stellar | Large | Dense | Wet | High | C | High |
| 11 | Avg Stellar | Large | Dense | Wet | High | B | High |
| 12+ | High Stellar | Large | Dense | Water | High | A | Extreme |
| DMs: |  |  | Small: -2  Large: +2 | Small: -2  Large: +2 |  | High Stellar: +2  Avg Stellar: +1  Pre-Stellar: -1  Ind: -2  Pre-Ind: -5 | Low Pop: -1  Hi Pop: +1 |

Roll 2D on each column of the table to determine the homeworld description. If playing Post-Apocalypse Barbarians, roll twice on the Tech Level column with DM+2 on the first roll and -2 on the second. The higher is the starting TL; the lower is the current TL. Remnants from the higher TL can be found among the ruins. Additionally, roll once on the *What Caused The Collapse?* table below to determine what happened.

**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?**

|  |  |
| --- | --- |
| *Die Roll* | *Calamitous Event* |
| 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 *Tainted.* 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 *Tainted.* 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 *Tainted.* |
| 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 look 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 standard terms of four years each.

**Assignments:** For each year of a four-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 from E1 to E9 may be used at the Referee’s discretion. This table is provided for bookkeeping purposes. Feel free to invent your own titles of rank.

|  |  |
| --- | --- |
| *Rank*  *Abbreviation* | *Officer Rank*  *Title or Description* |
| O1 | Warboy (1) |
| O2 | Senior Warboy (1) |
| O3 | Leader (2) |
| O4 | Senior Leader (2) |
| O5 | Imperator (3) |
| O6 | Chieftain (4) |
| O7 | Chief (5) |
| O8 | Elder Chief (5) |
| O9 | Tribal Elder (6) |
| O10 | Warlord (6) |

**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 has to 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, Animal Handling.
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 |

1. **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 glamourous 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**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Wanderer** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Hide Out* |
| 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+

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Craftsman** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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+

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Scout** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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+

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Warrior** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Healer** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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+

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Shaman** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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+

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Leader** | *Raid* | *Scavenge* | *Trade* | *Exploration* | *Scouting* | *Patrol* |
| 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**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Die Roll* | *Barbarian*  *Life* | *Tribal*  *Life* | *Hideout*  *Life* | *Survivalist* | *Post-Apocalypse* | *Modern Primitive* |
| 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 | +1Endur | +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**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| *Die Roll* | *Wanderer* | *Craftsman* | *Scout* | *Warrior* | *Healer* | *Leader* |
| 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, for what it’s worth. |

**BENEFITS TABLES**

|  |  |  |
| --- | --- | --- |
| *Die Roll* | *Cash* | *Benefits* |
| 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.

1. Mongoose Traveller Alien Module 4: Zhodani, pp. 57-61 [↑](#footnote-ref-1)