

## **Programs/Websites/Books for Running Traveller**

- Traveller Judge Emulator - Excel
- Artflow for profile pictures - Website
- Behind the Name for names for Terran/Solomani - Website
- Traveller RPG Fast Tradegood Generator - Website
- Traveller's Aid Society (TAS) Terminal – Program
- 1001 Characters – Book
- 76 Patrons – Book
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## **Programs/Websites/Books for Traveller Setting**

- Traveller Worlds for planet maps – Website
- Don Jon Alien RPG System Generator – Website
- Traveller Map – Website

## **Notes**

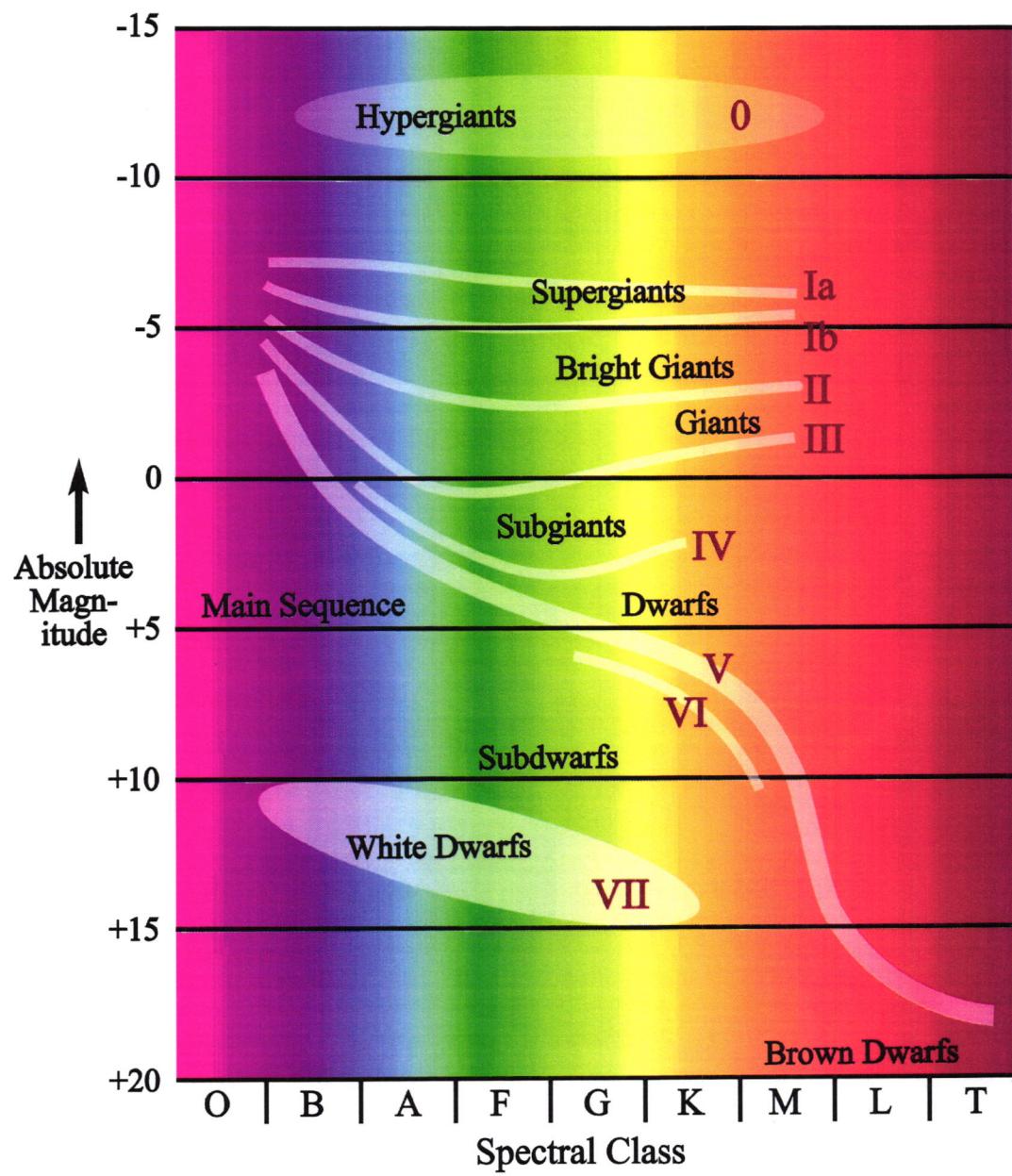
- UPP: Universal Personality Profile- Strength, Dexterity, Endurance, Intelligence, Education, and Social
- UPP/UWP: Universal Planetary/World Profile- Starport, Size, Atmosphere, Hydrosphere, Population, Government, Law, Tech Level

## **Attractions Notes**

### Zamishkar Starburst Ratings

Zamishkar is a well-known Tourism company and its Starburst rating systems has been widely adopted and are used here. The ratings are:

- No starbursts - Of local interest only
- One Starburst - Worth visiting if on-planet
- Two Starbursts - Worth a trip in-system for
- Three Starbursts - Worth a detour if in the Subsector
- Four Starbursts - Worth a detour if in the Sector
- Five Starbursts - Worth crossing the Imperium for!



Starport size, Atmo,  
Hydro, Pop, Gov, Law,  
Tech

### SYSTEM CONTENTS TABLE

<i>Die Roll</i>	<i>Starport</i>	<i>Naval Base</i>	<i>Scout Base</i>	<i>Gas Giant</i>	<i>Digit</i>	<i>Description</i>	<i>SIZE</i>
2	A	no	no	yes	0	Asteroid/Planetoid Belt.	
3	A	no	no	yes	1	1000 miles (1600km).	
4	A	no	no	yes	2	2000 miles (3200km).	
5	B	no	no	yes	3	3000 miles (4800km).	
6	B	no	no	yes	4	4000 miles (6400km).	
7	C	no	yes	yes	5	5000 miles (8000km).	
8	C	yes	yes	yes	6	6000 miles (9600km).	
9	D	yes	yes	yes	7	7000 miles (11200km).	
10	E	yes	yes	no	8	8000 miles (12800km).	
11	E	yes	yes	no	9	9000 miles (14400km).	
12	X	yes	yes	no	A	10000 miles (16000km).	

Roll once for each column.

Scout base: Apply DM -1 if starport C; -2 if starport B; and --3 if starport A.

Do not roll if starport E or X.

Naval base: Do not roll if starport C, D, E or X.

### STARPORT TYPES

#### Type Description

A Excellent quality installation.  
Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Naval base and/or scout base may be present.

B Good quality installation.  
Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing non-starships present. Naval base and/or scout base may be present.

C Routine quality installation.  
Only unrefined fuel available. Reasonable repair facilities present. Scout base may be present.

D Poor quality installation.  
Only unrefined fuel available. No repair or shipyard facilities present. Scout base may be present.

E Frontier installation.  
Essentially a marked spot of bedrock with no fuel, facilities, or bases present.

X No starport. No provision is made for any ship landings.

Note: World sizes greater than A may be created by the referee.

### ATMOSPHERE

#### Digit Description

0	No atmosphere.
1	Trace.
2	Very thin, tainted.
3	Very thin.
4	Thin, tainted.
5	Thin.
6	Standard.
7	Standard, tainted.
8	Dense.
9	Dense, tainted.
A	Exotic.
B	Corrosive.
C	Insidious.

Note: Atmosphere types may require protective clothing. The precise requirements are given on page 9.

### HYDROGRAPHICS

#### Digit Description

0	No free standing water. Desert.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	No land masses. Water World.

## **POPULATION**

### *Digit Description*

- 0 No inhabitants.
- 1 Tens of inhabitants.
- 2 Hundreds of inhabitants.
- 3 Thousands of inhabitants.
- 4 Tens of thousands.
- 5 Hundreds of thousands.
- 6 Millions of inhabitants.
- 7 Tens of millions.
- 8 Hundreds of millions.
- 9 Billions of inhabitants.
- A Tens of billions.

## **LAW LEVEL**

### *Digit Description*

- 0 No prohibitions.
- 1 Body pistols undetectable by standard detectors, explosives (bombs, grenades), and poison gas prohibited.
- 2 Portable energy weapons (laser carbine, laser rifle) prohibited. Ship's gunnery not affected.
- 3 Weapons of a strict military nature (machine guns, automatic rifles) prohibited.
- 4 Light assault weapons (sub-machineguns) prohibited.
- 5 Personal concealable firearms (such as pistols and revolvers) prohibited.
- 6 Most firearms (all except shotguns) prohibited. The carrying of any type of weapon openly is discouraged.
- 7 Shotguns are prohibited.
- 8 Long bladed weapons (all but daggers) are controlled, and open possession is prohibited.
- 9 Possession of any weapon outside one's residence is prohibited.

Note: Law level is also the general throw for police or enforcement harassment for violations. Thus, on a world with law level 4, the throw to avoid arrest when encountering an enforcement agent such as a customs official or policeman is 4+.

## **GOVERNMENT**

### *Digit Description*

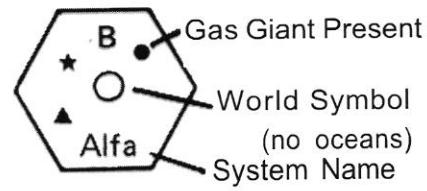
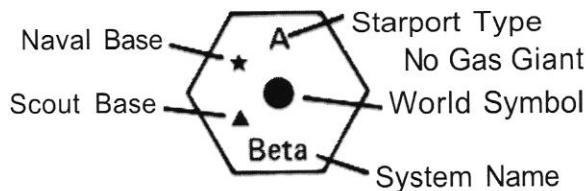
- 0 No government structure. In many cases, family bonds predominate.
- 1 Company/Corporation. Government by a company managerial elite; citizens are company employees.
- 2 Participating Democracy. Government by advice and consent of the citizen.
- 3 Self-Perpetuating Oligarchy. Government by a restricted minority, with little or no input from the masses.
- 4 Representative Democracy. Government by elected representatives.
- 5 Feudal Technocracy. Government by specific individuals for those who agree to be ruled. Relationships are based on the performance of technical activities which are mutually beneficial.
- 6 Captive Government. Government by an imposed leadership answerable to an outside group. A colony or conquered area.
- 7 Balkanization. No central ruling authority exists; rival governments compete for control.
- 8 Civil Service Bureaucracy. Government by agencies employing individuals selected for their expertise.
- 9 Impersonal Bureaucracy. Government by agencies which are insulated from the governed.
- A Charismatic Dictator. Government by a single leader enjoying the confidence of the citizens.
- B Non-Charismatic Leader. A previous charismatic dictator has been replaced by a leader through normal channels.
- C Charismatic Oligarchy. Government by a select group, organization, or class enjoying the overwhelming confidence of the citizenry.
- D Religious Dictatorship. Government by a religious organization without regard to the specific needs of the citizenry.

## WORLD GENERATION CHECKLIST

1. Determine world occurrence (1D for 4, 5, 6 is standard).
2. Check system contents table (page 10) for details of world.
  - A. Find starport type.
  - B. Check for naval base.
  - C. Check for scout base.
  - D. Check for gas giant.
3. Name world.
4. Decide if travel zone coded.
5. Establish communications routes.
6. Generate universal planetary profile for world.
  - A. Note starport type.
  - B. Planetary size: 2D-2.
  - C. Planetary atmosphere: 2D-7 +size. If planetary size is 0, the atmosphere must be 0.
  - D. Planetary hydrographies: 2D-7 +size. If planetary size is 0, then hydrographies must be 0; if atmosphere is 0, 1, or A+, then apply a DM of -4.
  - E. Population: 2D-2.
  - F. Government: 2D-7+population.
  - G. Law level: 2D-7+government.
  - H. Technological Level: 1D+DMs from tech level table.
7. Note trade classifications (page 16) based on universal planetary profile.
8. Note statistics for reference.

## SYSTEM HEX FORMAT

When noting information on the subsector grid map, the following format should be used to insure that all necessary information is recorded.



## WORLD DATA FORMAT

When noting universal planetary profiles, the following format should be used in order to insure recording all necessary information. Information should include: name, hex location, UPP, bases, trade classifications, travel zones, and gas giant.

Speer

0108 C432430 - 8 S Poor. Non-industrial.

R G

## TECH LEVEL TABLE

Star-Digit port	Sue	Atm	Hyd	Pop	Govt
0	+2	+1	—	—	+1
1	+2	+1	—	+1	—
2	+1	+1	—	+1	—
3	+1	+1	—	+1	—
4	+1	—	—	+1	—
5	—	—	—	+1	+1
6	—	—	—	—	—
7	—	—	—	—	—
8	—	—	—	—	—
9	—	—	+1	+2	—
A	+6	—	+1	+2	+4
B	+4	—	+1	—	—
C	+2	—	+1	—	—
D	—	—	+1	—	-2
E	—	—	+1	—	—
F	—	—	—	—	—
X	-4	—	—	—	—

Determine DMs from this table and apply them to 1D to find tech level.

Tech level is more fully presented with tables on pages 14 and 15 showing achievements at specific levels.

Note: Dashes indicate that there is no DM for the given digit; blanks indicate that there is no digit possible in that situation under this generation system.

## TECHNOLOGICAL LEVELS

<i>----- Weaponry -----</i>				
	<i>Personal</i>	<i>Armor</i>	<i>Heavy</i>	<i>Computers</i>
0	club, cudgel spear			runners
1	dagger, pike sword	jack	catapult	abacus
2	halberd, matchlock broadsword		cannon	heliograph
3	foil, cutlass, flintlock blade, bayonet			
4	revolver shotgun		artillery	adding machine telephones
5	carbine, rifle pistol, SMG	steel plate	sandcasters mortars	Model/1 radio
6	auto rifle light machine gun	cloth	missiles missile launchers	Model/1 bis television
7	body pistol	mesh flak jacket	pulse laser grenade launcher	Model/2 hand calculator
8	laser carbine snub pistol	vacc suit	auto-cannon	Model/2 bis artillery computer
9	laser rifle	ablat	beam laser	Model/3 battle computer
10		reflec		Model/4
11		combat armor		Model/5 hand computer
12				Model/6
13		battle dress		Model/7
14				
15				
	<i>----- beyond common levels -----</i>			
16			disintegrators	
17				artificial intelligence
18				
19				
20				
21				

### TECHNOLOGICAL LEVELS

	<i>Water</i>	<i>Land</i>	<i>Air</i>	<i>Space</i>	<i>Energy</i>
	<i>Transportation</i>				<i>muscle</i>
0	canoes rafts	carts			
1	galleys	wagons			
2					wind
3	sailing ships		hot air balloons		water wheel
4	steamships	trains	dirigibles		coal
5		ground cars	fixed wing aircraft		oil
6	submersibles	ATV AFV	rotary wing aircraft		fission
7	-----hovercraft-----			non-starships	solar
8			air/rafts		fusion
9				drives A - D	
10	-----grav vehicles-----	grav tanks		jump drive drives E - H	
11				drives J - K	
12			grav belts	drives L - N	
13				drives P - Q	
14				drives R - U	
15				all drives	
16	-----matter transport-----				
17					anti-matter
18					
19					
20					
21					

## *Grand Census—Detailing a Culture*

### **TECHNOLOGY**

The basic *Traveller* technology code presents a broad view of common planet-wide technology. Social, economic, and cultural pressures may produce widely differing patterns of scientific and technical achievement from culture to culture. To provide a more detailed description of planetary technology, the Cultural Profile divides the basic UPP tech level into key areas of technological achievement, each with a separate tech level.

The tech levels given for each category are based on a hypothetical culture which follows the technology development guidelines set down in basic *Traveller*. However, every society grows at its own rate, with emphasis on different areas; a culture conceivably could have a tech level of 0 in one area (say Personal Military), but a tech level of 15 in another (such as Medicine). Generally however, technology will tend to be more or less consistent across the categories.

In *Traveller*, the technology code is a 1-character code which represents the *highest* level of sophistication commonly available. As explained above, anomalies are possible—which may help explain unusual world UPP combinations.

### **THE TECHNOLOGY PROFILE**

The *Grand Census* Technology Profile provides a breakdown of major technological areas. It consists of 14 entries detailing both the levels of technology commonly enjoyed by the populace and the levels of technological achievement on the world.

The Technology Profile is divided into three blocks of information:

- Common Tech Levels
- Achievement Tech Levels
- Novelty Tech Level

**The Common Tech Levels:** The common tech levels are further divided into two values: *high* common, and *low* common.

*High common* represents the highest level of technology commonly enjoyed by the world's population. This is the tech level typically encountered near the starport and in the most modern urban areas. This is also the tech level value listed in the world's UPP stats.

Because *high common* represents the tech level of manufactured goods typically available near the local world's starports, most forms of equipment that a character might acquire near a starport will be of this tech level.

*Low common* represents the level of technology enjoyed by the bulk of the world's population. It can be significantly lower than the technological level of goods commonly available near the starport.

*Low common* indicates the minimum tech level the characters can always find on the world no matter where they go. The low common tech level may be the same as the high common tech level, indicating the population enjoys a consistent level of technology worldwide.

When comparing the two common tech levels, the referee should decide who has access to any tech levels above the low common figure. This could be important in resolving encounters or in describing surroundings during an adventure.

As an illustration of how the high common and low common tech level works, consider Terra circa 1985. The high common tech level is 8, and the low common tech level is early tech level 6. Globally, the tech level enjoyed by the bulk of Terra's 5 billion

population is the low common tech level of 6, even though certain areas (mostly urban North America, Europe, and some parts of Asia) possess the high common tech level of 8.

**The Achievement Tech Levels:** The achievement tech levels represent the best technology the world has been able to achieve locally. In the cases where the achievement tech level exceeds the high common tech level, the achievement tech level represents the forefront of technological research: a level of technology not yet available to the general population.

The achievement tech levels are divided into three subgroups: *quality of life* tech levels, *transportation* tech levels, and *military* tech levels.

**Quality of Life** technology encompasses five basic areas: energy production, computer/robotics, communications, medical, and environmental engineering. These technology areas are essential to the world's quality of life and form the basis for the technological achievements in the two other subgroups.

**Energy Production Technology:** Indicates the culture's ability to make use of energy. Use of energy is fundamental to many other technological developments. Once cheap fusion power comes on the scene, it supersedes all other forms of energy production. Where fusion plant size becomes a problem, batteries or fuel cells are still required.

**Computers/Robotics Technology:** Indicates the culture's progress in the creation and use of high-tech computer circuitry. The development of computers is fundamental to many other technological developments. The computers/robotics tech level determines the basic availability of computers and robots.

**Communications Technology:** Indicates the culture's use of long-range communication devices. Communications technology depends largely on developments in computers/robotics.

**Medical Technology:** Indicates the quality of biological research and medical care available. Medical technology also depends heavily on developments in computers/robotics.

**Environmental Engineering Technology:** Indicates the ability of the culture to manipulate their environment. It establishes the chance of local terraforming projects being underway, and dictates the ways in which cities and other large civil engineering works are constructed.

**Transportation** technology covers the four fundamental transportation areas: land, water, air, and space. Transportation technology depends in a large part on the achievements in the quality of life group.

**Land Transport Technology:** Indicates the population's methods of land transport. Once grav locomotion arrives, land, water, and air transport merge.

**Water Transport Technology:** Indicates the population's achievements with regard to transport over oceans and seas. Special cases are *waterworlds* (where land transport technology does not exist) and planets where gravitic vehicles are present, since grav locomotion blends land, sea, and air transport into a unified whole.

**Air Transport Technology:** Represents the availability of various forms of air transportation. Vacuum worlds have no air transport until gravitics are invented. Again, gravitic vehicles blend the various planet bound transportation technologies into a single technology. As grav locomotion continues to improve, air transport ultimately merges with orbital space transport.

**Space Transport Technology:** Indicates the world's local

## *Grand Census—Detailing a Culture*

achievements in space travel. Space transport is independent of breakthroughs in gravitics.

**Military** technology defines the two key technological areas: personal military and heavy (vehicle-based) military. Personal military technology depends a lot on the achievements attained in the quality of life group, while heavy military technology depends mostly on the achievements in the transportation technology group.

**Personal Military Technology:** Indicates the culture's advancements in personnel-carried weapons and armor. Personal military technology covers everything from clubs to disintegrator weapons.

**Heavy Military Technology:** Indicates the culture's advancements in long-range vehicle-oriented weapons and armor. Heavy weapon systems include such things as artillery, support weapons, and combat vehicles.

**The Novelty Tech Level:** The novelty tech level indicates the tech level that may sometimes be found on the world, but is far from common. The novelty tech level represents a level of local technology that is rarely encountered unless specifically sought out.

The novelty tech level is frequently higher than the high common tech level. Novelty technology can be the artifacts or products of a previous (sometimes more highly advanced) culture, imported goods from nearby advanced worlds, or local experimental prototypes.

### **DETERMINING A WORLD'S TECHNOLOGY PROFILE**

This section describes how to determine a world's technology profile by starting with the world's overall UPP tech level. Before you determine the Technology Profile, you should first determine the world's Social Outlook.

The Technology Profile uses the same tech level codes for each detailed technological area as is used for the world's UPP tech level. Thus a world UPP tech level might be 8 and the technology profile might also list a medical technology of 8. In both cases a tech level of 8 means the same thing: the technology is Terra circa 1980 to 1989.

**High Common Tech Level:** Use the world's UPP tech level code. By definition, the world's high common tech level is the world's UPP tech level code.

*Example:* The world Regina has a UPP of A788899-C. The UPP tech level is 12 (C), so the high common tech level for Regina is also 12.

**Determining the Technology Limits:** Determine the upper and lower tech limits for each remaining technology area. No matter what, the resulting tech level from subsequent steps can not exceed these limits.

If the computed lower limit is less than zero, then the lower limit becomes zero. If you are using the official Traveller universe, the upper tech limit can never be more than 16 (except in extremely rare cases).

#### *Low Common Limits:*

- Upper limit = high common
- Lower limit = high common / 2 (drop fractions)

*Example:* Using Regina (high common tech level of 12), we compute: low common upper limit = 12; lower limit = 6 (12/2).

#### *Energy Limits:*

- Upper limit = high common + high common / 5 (drop fractions)
- Lower limit = low common lower limit

*Example:* Continuing with Regina, which has a high common tech level of 12, we compute: energy upper limit = 14 (12 + 12/5); lower limit = 6.

#### *Computers/Robotics Limits:*

- Upper limit = energy upper limit
- Lower limit = upper limit - 3

*Example:* Using Regina, which has an energy upper limit of 14: computers/robotics upper limit = 14; lower limit = 11 (14 - 3).

#### *Communications Limits:*

- Upper limit = energy upper limit
- Lower limit = upper limit - 3

*Example:* Again using Regina, which has an energy upper limit of 14: communications upper limit = 14; lower limit = 11 (14 - 3).

#### *Medical Limits:*

- Upper limit = energy upper limit
- Lower limit = 0

*Example:* Again, with Regina, which has an energy upper limit of 14: medical upper limit = 14; lower limit = 0.

#### *Environment Limits:*

- Upper limit = energy upper limit
- Lower limit = upper limit - 5

*Example:* Using Regina, which has an energy upper limit of 14: environment upper limit = 14 ; lower limit = 9 (14 - 5).

#### *Land Transport Limits:*

- Upper limit = energy upper limit
- Lower limit = upper limit - 5

*Example:* Using Regina, which has an energy upper limit of 14: land transport upper limit = 14; lower limit = 9 (14 - 5).

#### *Water Transport Limits:*

The water transport tech level limits depend on the final land transport tech level, to be determined later.

#### *Air Transport Limits:*

As with the water transport limits, the air transport tech level limits depend on the final land transport tech level, to be determined later.

#### *Space Transport Limits:*

- Upper limit = energy upper limit
- Lower limit = upper limit - 3

*Example:* Regina has an energy upper limit of 14 which gives a space transport upper limit = 14 and a lower limit = 11 (14 - 3).

#### *Personal Military Limits:*

- Upper limit = energy upper limit
- Lower limit = 0

*Example:* Regina has an energy upper limit of 14 which gives a personal military upper limit = 14 and a lower limit = 0.

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### Heavy Military Limits:

- Upper limit = energy upper limit
- Lower limit = 0

Example: Regina has an energy upper limit of 14 which gives a heavy military upper limit = 14 and a lower limit = 0.

**Determining the Actual Tech Levels:** The overall procedure for the rest of the technology areas involves these steps:

1. For each area, take the high common tech level, and apply any indicated tech level modifiers (hereafter referred to as "TL Mods") to it;
2. Roll 2D on the Tech Level Modifier Table. Apply the resulting modifier (which may vary from -6 to +6) to the modified high common tech level from step 1.
3. Record the result as the tech level for that technology area—making sure the final tech level does not exceed the upper or lower limits determined previously. In some cases, the final tech level may also depend on the tech previously determined for another area.

**Low Common Tech Level:** Apply the following TL Mods to the high common tech level:

- If the world's...  
population UPP is 5-, TL Mod +1  
population UPP is 9+, TL Mod -1
- If the *global extensiveness* is...  
"monolithic", TL Mod +1  
"discordant", TL Mod -1  
"fragmented", TL Mod -2

Next, determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified high common tech level becomes the low common tech level.

Example: Using Regina (high common tech level of 12), we compute the following:

1. World population 9, TL Mod = -1 ; global extensiveness = "harmonious" giving no TL Mod; the modified high common=11 (12-1);
2. Roll of 2D on Tech Level Modifier Table results in 4, giving a further modifier of -1, for a resultant low common tech level of 10 (11-1);
3. This fits within the low common upper limit of 12 and lower limit of 6.

**Energy Tech Level:** Determine the TL Mod by rolling 2D on the Tech Level Modifier Table, and applying the result to the high common tech level. The modified high common tech level becomes the energy tech level.

Example: Using Regina, which has a high common tech level of 12, we compute the following:

1. Roll of 2D on Tech Level Modifier Table results in 4, giving a modifier of -1, for a resultant energy tech level of 11 (12-1).
2. This fits within the energy upper limit of 14 and lower limit of 6.

**Computers/Robotics Tech Level:** Apply the following TL Mods to the high common tech level:

- If the world's...

population UPP is 5-, TL Mod +1

population UPP is 9+, TL Mod -1

Determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified high common tech level becomes the computers/robotics tech level.

Example: Using Regina, which has a high common tech level of 12, we compute the following:

1. World population 9, TL Mod = -1 ; modified high common TL=11 (12-1);
2. Roll of 2D on Tech Level Modifier Table results in 7, giving no modifier, for a computers/robotics tech level of 11;
3. This fits within the computers/robotics upper limit of 14 and lower limit of 11.

*If Low UPP is 9+ TL Mod -1*

**Communications Tech Level:** Determine the TL Mod by rolling 2D on the Tech Level Modifier Table, and applying the result to the computers/robotics tech level. The final modified computers/robotics tech level becomes the communications tech level.

Example: Using Regina, which has a computers/robotics tech level of 11, we compute the following:

1. Roll of 2D on Tech Level Modifier Table results in 9, giving no modifier, for a communications tech level of 11;
2. This fits within the communications upper limit of 14 and lower limit of 11.

**Medical Tech Level:** Apply the following TL Mods to the computers/robotics tech level:

- If the *interstellar extensiveness* is...  
"xenophilic", TL Mod +1

*or Population UPP is 5+, TL Mod -1*

Determine the TL Mod by rolling 2D on the Tech Level Modifier Table, and applying the result to the computers/robotics tech level. The modified computers/robotics tech level becomes the medical tech level.

Example: Using Regina, which has a computers/robotics tech level of 11, we compute the following:

1. Interstellar extensiveness = "friendly", giving no TL Mod; use the computers/robotics tech level of 11 unmodified;
2. Roll of 2D on Tech Level Modifier Table results in 6, giving no modifier, for a resultant medical tech level of 11;
3. This fits within the medical upper limit of 14 and lower limit of 0.

**Environment Tech Level:** Apply the following TL Mods to the energy tech level:

- If the world's...

atmosphere UPP is not 5, 6, or 8; TL Mod +1

hydrosphere UPP is 0 or 10, TL Mod +1

Determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified high common tech level becomes the environment tech level.

Example: For Regina, with an energy tech level of 11, we compute the following:

1. Atmosphere 8 and hydrosphere 8, TL Mod = 0 ; use the energy tech level of 11 unmodified;
2. Roll of 2D on Tech Level Modifier Table results in 6, giving no modifier, for an environment tech level of 11;
3. This fits within the environment upper limit of 13 and lower limit of 8.

2	-1P
3	-2
4	-1
5	-
6	-
7	-
8	+1
9	+2
10	+10

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**Land Transportation Tech Level:** Apply the following TL Mods to the energy tech level:

- If the world's...  
hydrosphere UPP is 10, TL Mod -1

Determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified energy tech level becomes the land transport tech level.

*Example:* For Regina, with an energy tech level of 11, we compute the following:

1. Hydrosphere 8 gives a TL Mod of 0; use the energy tech level of 11 unmodified;
2. Roll of 2D on Tech Level Modifier Table results in 9, giving no modifier, for a land transport tech level of 11;
3. This fits within the land transport upper limit of 13 and lower limit of 8.

**Water Transport Tech Level:** Apply the following TL Mods to the land transport tech level:

- If the world's...

hydrosphere UPP is 0, TL Mod -1 *Hydro is A, TL Mod +1*

If the land transport tech level is 10 or more, use the land transport tech level as the water transport tech level.

Otherwise, determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified land transport tech level becomes the water transport tech level. However, the water transport tech level can never exceed the land transport tech level.

*Example:* For Regina, with a land transport tech level of 11 (and thus a land transport tech level of 10 or more), the water transport tech level becomes 11 also.

**Air Transport Tech Level:** If the land transport tech level is 10 or more, use the land transport tech level as the air transport tech level.

Otherwise, determine any additional TL Mod to the energy tech level by rolling 2D on the Tech Level Modifier Table. The final modified energy tech level becomes the air transport tech level, with these exceptions:

- If the land transport tech level is 9 or less, the air transport tech level can never exceed 9.
- If the world's atmosphere UPP is 0, and the land transport tech level is 9 or less, the air transport tech level automatically becomes 0;
- If the air transport tech level is 2 or less, then it automatically becomes 0.

*Example:* For Regina, with a land transport tech level of 11 (which is 10 or more), the air transport tech level becomes 11 also.

**Space Transport Tech Level:** Apply the following TL Mods to the lower of the energy tech level or the computers/robotics tech level:

- If the world's...  
starport is A or B, TL Mod +1
- If the *interstellar extensiveness* is...  
"friendly" or "xenophilic", TL Mod +1  
"aloof" or "xenophobic", TL Mod -1

Next, determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified energy or computers/

robotics tech level becomes the space transport tech level, with these exceptions:

- If the space transport tech level is 4 or less, the space transport tech level automatically becomes 0;
- If the starport is X, use the lower of tech level 8 or the space transport lower limit: whichever value is less automatically becomes the space transport tech level.

*Example:* Using Regina, which has an energy tech level of 11 and a computers/robotics tech level of 11, we use the energy tech level of 11 (it doesn't matter which we use, since both are the same) and compute the following:

1. Starport A, TL Mod = +1; interstellar extensiveness of "friendly", TL Mod = +1, for a modified energy TL of 13 (11+1+1);
2. Roll of 2D on Tech Level Modifier Table results in 9, giving no further modifier, for a space transport tech level of 13;
3. This fits within the space transport upper limit of 14 and lower limit of 11.

**Personal Military Tech Level:** Apply the following TL Mods to the energy tech level:

*Comment:* If the aggressiveness attitude is...

- "expansionistic", TL Mod +1
- "passive", TL Mod -2
- If the aggressiveness action is...
- "militant", TL Mod +1
- "conciliatory", TL Mod -1

Next, determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified energy tech level becomes the personal military tech level.

*Example:* Using Regina (energy tech level of 11), we compute the following:

1. Aggressiveness attitude of "unaggressive", no modifier; aggressiveness action of "peaceable", no modifier; use the energy tech level of 11 unmodified;
2. Roll of 2D on Tech Level Modifier Table results in 10, giving a modifier of +1, for a personal military tech level of 12 (11+1);
3. This fits within the personal military upper limit of 13 and lower limit of 0.

**Heavy Military Tech Level:** Apply the following TL Mods to the land transport tech level:

- If the aggressiveness attitude is...
- "expansionistic", TL Mod +1
- "passive", TL Mod -2
- If the aggressiveness action is...
- "militant", TL Mod +1
- "conciliatory", TL Mod -1

Next, determine any additional TL Mod by rolling 2D on the Tech Level Modifier Table. The final modified land transport tech level becomes the heavy military tech level.

*Example:* Using Regina (land transport tech level of 11), we compute the following:

1. Aggressiveness attitude of "unaggressive", no modifier; aggressiveness action of "peaceable", no modifier; use the land transport tech level of 11 unmodified;
2. Roll of 2D on Tech Level Modifier Table results in 3, giving a modifier of -2, for a heavy military tech level of 9 (11-2);
3. This fits within the heavy military upper limit of 14 and lower limit of 0.

2 -1 D  
3 -2  
4 -1  
↑  
10 +1  
11 +2  
12 +1 D

## *Grand Census—Detailing a Culture*

**Novelty Tech Level:** This tech level is determined by the referee, following these guidelines:

- Find the highest UPP tech level from among the nearest class A starport worlds; this represents the "novelty import" tech level. If the local world's starport class is X, the novelty import tech level is zero.
- Find the highest achievement tech level; this represents the "local prototype" tech level.
- The referee can assign a tech level to a prior culture if he wishes; this represents the "local artifact" tech level. Otherwise, use zero for the local artifact tech level.

The highest of these three tech levels becomes the novelty tech level.

*Example:* Of the class A starport worlds near to Regina, Efate has the highest tech level: tech level 13.

The highest achievement tech level for Regina is the space transport tech level of 13.

We decide that there was no prior culture on Regina, so the prior culture tech level is zero.

In comparing the three areas, we have a tie between the novelty import tech level of 13 and the prototype tech level of 13. So the novelty tech level of Regina is obviously 13.

### **UNDERSTANDING THE TECHNOLOGY PROFILE**

The basic tech level in a world's UPP provides a general guide to the technology available on the world. The *Grand Census Technology Profile* provides a detailed picture of the world's technological abilities.

By examining the achievement tech levels and comparing them to the high and low common tech levels, it is possible to draw some useful conclusions about conditions on the world.

**Achievement Tech Level Greater Than High Common:** This represents a technological area in which the world is forging ahead through experiments and research. Breakthroughs are occurring, but little practical use has yet to be made of the discoveries or inventions.

Characters may be able to locate and make use of this technology in an adventure if they are desperate, but any such technology likely consists of a handful of prototypes of dubious reliability.

**Achievement Tech Level Between High Common and Low Common:** This represents a technological area in which the world has local manufacturing and distribution capability. Research and development are ongoing, but no major breakthroughs have been made recently.

If the tech level is below high common, any high common items in this specific technology area are imported and likely cost more than usual.

**Achievement Tech Level Less Than Low Common:** This represents a technological area in which the world has great technological difficulty.

Many explanations for this exist:

- The world, for whatever reason, has no pressing need for this area of technology;
- The world may actually be expending great energy and resources trying to advance in this area, but efforts have yet to produce meaningful results. A technological disaster could be the cause of this; alternatively, some sort of "cultural block"

could make research in this area impractical.

• The populace may prefer offworld goods to local goods—in other words, there is no market for this type of technology if it is locally manufactured.

If characters want items of low common tech level or above, and the technology area has an achievement level below low common, the items will be imported and very expensive.

### **THE TECHNOLOGY CHARTS**

*Grand Census* provides tech level breakdown charts for each major area covered in the Technology Profile. The charts list official *Traveller* technology through tech level 21. These charts form the most complete technology listings ever compiled for *Traveller*: many of the items listed for the higher tech levels are appearing in print for the first time in *Grand Census*.

Each chart has two main columns: index development and associated developments. The Scouts look for the index development when they evaluate a world's tech level: it provides the primary key to the world's likely tech level. The associated developments are often seen at the indicated tech level, but are not seen as essential developments as are the index developments.

The maximum tech level commonly encountered in the Imperium is 15, with an occasional tech level 16. Tech levels over 16 are almost never encountered in the official *Traveller* universe except as artifact tech levels. There is only one exception to this in the entire Imperium: Sabmiqys (Antares 2117). Sabmiqys possesses an active, developing tech 17 culture. But because of social reasons the population of Sabmiqys is planet bound. Their space transport tech level is 8: they are without jump drive capability.

Tech levels to 21 are possible with basic *Traveller* world generation; because of that, the charts list technology to that tech level.

### **OTHER TECH LEVEL NOTES**

Worlds with a tech level of 10 or less often contain some areas on the world that have only been superficially explored. In cases where the tech level is 11 or more, then if the world's population code is less than 6, the world typically contains some superficially explored areas. Worlds with a tech level of 7 or less generally have several large unexplored regions.

## Grand Census—Detailing a Culture

Table 1.1

PROGRESSIVENESS	
ATTITUDE (2D)	ACTION (2D)
2 Radical	2 Enterprising
3 Radical	3 Enterprising
4 Progressive	4 Enterprising
5 Progressive	5 Enterprising
6 Progressive	6 Advancing
7 Progressive	7 Advancing
8 Conservative	8 Advancing
9 Conservative	9 Advancing
10 Conservative	10 Indifferent
11 Conservative	11 Indifferent
12 Reactionary	12 Indifferent
13 Reactionary	13 Stagnant
+1 if Pop 6+	+1 if Conservative
+2 if Pop 9+	+1 if Reactionary
+1 if Law A+	+1 if Law A+
-1 if Law 1-	-1 if Law 2-

Table 1.2

AGGRESSIVENESS	
ATTITUDE (2D)	ACTION (2D)
2 Expansionistic	2 Militant
3 Expansionistic	3 Militant
4 Competitive	4 Militant
5 Competitive	5 Neutral
6 Competitive	6 Neutral
7 Unaggressive	7 Neutral
8 Unaggressive	8 Neutral
9 Unaggressive	9 Peaceable
10 Unaggressive	10 Peaceable
11 Passive	11 Peaceable
12 Passive	12 Conciliatory
13 Passive	13 Conciliatory
+1 if Law A+	-2 if Expansionistic
+1 if Gov A+	-1 if Competitive
-1 if Gov 2-	+2 if Passive
+1 if Law 2-	-1 if Law 2-
+1 if Law A+	+1 if Law A+

Table 1.3

EXTENSIVENESS	
GLOBAL (2D)	INTERSTELLAR (2D)
2 Monolithic	2 Xenophilic
3 Monolithic	3 Xenophilic
4 Harmonious	4 Friendly
5 Harmonious	5 Friendly
6 Harmonious	6 Friendly
7 Harmonious	7 Friendly
8 Discordant	8 Aloof
9 Discordant	9 Aloof
10 Discordant	10 Aloof
11 Discordant	11 Aloof
12 Fragmented	12 Xenophobic
13 Fragmented	13 Xenophobic
+1 if Gov 2-	-2 if Starport A
+4 if Gov 7,0	-1 if Starport B
-1 if Gov F	+1 if Starport D
+1 if Law 4-	+2 if Starport E
-1 if Law A+	+3 if Starport X
+1 if Law A+	+2 if Conservative
-1 if Law A+	+4 if Reactionary
+1 if Law A+	+1 if Law A+

### SOCIAL OUTLOOK TABLES

Use these tables to determine a culture's social outlook. The social outlook defines how the general population feels about new ideas (progressiveness), forcing one's viewpoint upon another (aggressiveness), how pervasive these views are on the world (global extensiveness), and how amiable the world is toward offworlders (interstellar extensiveness).

Progressiveness and extensiveness are each divided into two component parts: *attitude* and *action*. Attitude represents the culture's professed mindset, while action tells what the culture actually does—which may be radically different from their espoused attitude.

To determine a culture's social outlook, use the following procedure:

1. Roll 2D (with DMs) on the Progressiveness Attitude table.
2. Roll 2D (with DMs) on the Progressiveness Action table.
3. Roll 2D (with DMs) on the Aggressiveness Attitude table.
4. Roll 2D (with DMs) on the Aggressiveness Action table.
5. Roll 2D (with DMs) on the Global Extensiveness table.
6. Roll 2D (with DMs) on the Interstellar Extensiveness table.
7. Record the results on the Cultural Profile form.

## Grand Census—Detailing a Culture

1-2 Young  
 3-4 Middle  
 5-6 Old

**Table 2.1**

DIVISION OF GOVERNMENT AUTHORITY (1D)	
Die	Division of Authority
1	3-way division
2	3-way division
3	2-way division
4	2-way division
5	No division
6	No division

**Table 3.1**

UNIFORMITY OF LAW	
Die	Uniformity
2	Personal
3	Personal
4	Personal
5	Personal
6	Territorial
7	Territorial
8	Undivided
9	Undivided
10	Undivided
11	Undivided
12	Undivided

DMs:

+2 if Extensiveness

Monolithic

-1 if law level A+

**Table 2.2**

2-WAY GOVERNMENT AUTHORITY (1D)		
Die	Representative Authority	Other Authority
1	Executive & Judicial	Legislative
2	Executive & Judicial	Legislative
3	Executive & Legislative	Judicial
4	Executive & Legislative	Judicial
5	Executive & Legislative	Judicial
6	Legislative & Judicial	Executive

**Table 2.3**

3-WAY GOVERNMENT AUTHORITY (1D)		
Die	Representative Authority	Other Authorities
1	Executive	Legislative, Judicial
2	Executive	Legislative, Judicial
3	Legislative	Executive, Judicial
4	Legislative	Executive, Judicial
5	Judicial	Executive, Legislative
6	Judicial	Executive, Legislative

### GOVERNMENT TABLES

Use these tables (2.1 through 2.5) to detail a culture's government authority organization.

#### UNIFORMITY OF LAW TABLE

Use table 3.1, Uniformity of Law, to determine how uniformly the culture's laws apply to the populace.

**Table 5.8**

Die+Die	APPLICABLE GROUP
11	All the populace
12	All the populace
13	All the populace
14	Men
15	Men
16	Men
21	Men
22	Men
23	Women
24	Women
25	Women
26	Women
31	Women
32	Children
33	Children
34	Certain races
35	Certain races
36	Certain races
41	Religious figures
42	Religious figures
43	Religious figures
44	Political figures
45	Political figures
46	Political figures
51	Medical figures
52	Medical figures
53	Medical figures
54	Certain age groups
55	Certain age groups
56	Certain age groups
61	Low social class
62	Low social class
63	Low social class
64	High social class
65	High social class
66	High social class

**Table 2.5**

ORGANIZATION TYPES	
Die	Organization
2	Demos
3	Elite Council
4	Elite Council
5	Elite Council
6	Ruler
7	Ruler
8	Several Councils
9	Several Councils
10	Several Councils
11	Several Councils
12	Demos

**Table 2.4**

GOVERNMENT ORGANIZATION GUIDE	
Gov	Action to take for...
Type	Description
0	No government structure
1	Company/Corporation
2	Participating Democracy
3	Self-Perpetuating Oligarchy
4	Representative Democracy
5	Feudal Technocracy
6	Captive Government
7	Balkanization
8	Civil Service Bureaucracy
9	Impersonal Bureaucracy
10	Charismatic Dictator
11	Non-Charismatic Dictator
12	Charismatic Oligarchy
13	Religious Dictatorship
14	Religious Autocracy
15	Totalitarian Oligarchy
	Representative Authority
	No authority—no roll needed
	Roll on Table 2.5
	Always Demos
	Roll 1D: 1-4, Elite Council; 5-6, Several Councils
	Roll on Table 2.5
	Roll on Table 2.5
	Roll on Table 2.5
	See text.
	Always Several Councils
	Always Several Councils
	Roll 1D: 1-5, Ruler; 6, Elite Council
	Roll 1D: 1-5, Ruler; 6, Elite Council
	Roll 1D: 1-4, Elite Council; 5-6, Several Councils
	Roll on Table 2.5, reroll if result is Demos
	Roll on Table 2.5, reroll if result is Demos
	Roll 1D: 1-4, Elite Council; 5-6, Several Councils

Detailed Law Level = 2d6 - 7 + Law level

## Grand Census—Detailing a Culture

**Table 5.2**

DRESSING HABITS	
Die+Die	Local Custom
11	Same clothes for men/women
12	Unusual clothes*
13	Unusual clothes*
14	Unusual clothes*
15	Unusual clothes*
16	Unusual clothes*
21	Shaved heads*
22	Shaved heads*
23	Shaved heads*
24	Hair never cut*
25	Hair never cut*
26	Hair never cut*
31	Unusual hairdos*
32	Unusual hairdos*
33	Unusual hairdos*
34	Unusual hairdos*
35	Unusual hairdos*
36	Unusual hairdos*
41	Unusual fingernails*
42	Unusual fingernails*
43	Unusual cosmetics*
44	Unusual cosmetics*
45	Unusual cosmetics*
46	Unusual cosmetics*
51	Unusual cosmetics*
52	Unusual jewelry*
53	Unusual jewelry*
54	Unusual jewelry*
55	Unusual jewelry*
56	Unusual jewelry*
61	Tattooing on face*
62	Tattooing on face*
63	Tattooing on face*
64	Tattooing on body*
65	Tattooing on body*
66	Hidden tattooing*

\*Roll on the Applicable Group Table to determine which group practices the custom.

**Table 5.1**

### LOCAL CUSTOM (1D)

Die	Which Table
1	Dressing Habits
2	Eating Habits
3	Living Quarters
4	Family Practices
5	Miscellaneous Customs 1
6	Miscellaneous Customs 2

**Table 5.3**

EATING HABITS	
Die+Die	Local Custom
11	Unusual foods*
12	Unusual foods*
13	Unusual foods*
14	Unusual foods*
15	Unusual foods*
16	Unusual foods*
21	Segregated during meals*
22	Segregated during meals*
23	Vegetarians*
24	Vegetarians*
25	Vegetarians*
26	Carnivorous*
31	Carnivorous*
32	Carnivorous*
33	Omnivorous*
34	Omnivorous*
35	Omnivorous*
36	Certain colored food taboo*
41	Certain colored food taboo*
42	Certain shaped food taboo*
43	Certain shaped food taboo*
44	Eat in special location*
45	Eat in special location*
46	Eat in special location*
51	Eat only at home*
52	Eat only at home*
53	Eat only at home*
54	Eat at unusual times*
55	Eat at unusual times*
56	Eat at unusual times*
61	Eat at unusual times*
62	Men eat women's leftovers
63	Women eat men's leftovers
64	Children eat leftovers
65	Low class eats leftovers
66	Cannibalistic

\*Roll on the Applicable Group Table to determine which group practices the custom.

**Table 5.4**

LIVING QUARTERS	
Die+Die	Local Custom
11	Live apart from others*
12	Live apart from others*
13	Live apart from others*
14	Live apart from others*
15	Live apart from others*
16	Live apart from others*
21	Live at place of work*
22	Live at place of work*
23	Live at place of work*
24	Live at place of work*
25	Live at place of work*
26	Live at place of work*
31	Have extravagant quarters*
32	Have extravagant quarters*
33	Have extravagant quarters*
34	Have extravagant quarters*
35	Have extravagant quarters*
36	Have extravagant quarters*
41	Have minimal quarters*
42	Have minimal quarters*
43	Have minimal quarters*
44	Have minimal quarters*
45	Have minimal quarters*
46	Have minimal quarters*
51	Quarters are taboo**
52	Quarters are taboo**
53	Quarters are taboo**
54	Quarters are taboo**
55	Quarters are taboo**
56	Quarters are taboo**
61	Live with extended families
62	Live with groom's family
63	Live with wife's family
64	Live in communal housing
65	Live in communal housing
66	Live in communal housing

\*Roll on the Applicable Group Table to determine which group practices the custom.

\*\*Roll twice on the Applicable Group Table to determine whose quarters are taboo to whom.

Roll 1D6 = 6 then "normal"

### LOCAL CUSTOMS TABLES

The tables on this page and the next page list an array of local customs that can be found in various cultures throughout the Imperium. The Applicable Group Table (on the previous page) is used for certain customs to find out which group practices the custom.

Roll 2D/8+  
roll culture

## Grand Census—Detailing a Culture

*Table 5.5*

FAMILY PRACTICES	
Die+Die	Local Custom
11	Child named by ...*
12	Child named for living relative
13	Child named for dead relative
14	Child named for cultural hero
15	Child named for ...*
16	Child named for an object
21	Marriage arranged by ...*
22	Marriage arranged by ...*
23	Marriage arranged by ...*
24	Marriage arranged by parents
25	Marriage arranged by parents
26	Marriage arranged by parents
31	Marriage allowed within caste
32	Marriage allowed within caste
33	Marriage allowed within caste
34	Marriage allowed out of caste
35	Marriage allowed out of caste
36	Remarriage prohibited*
41	Remarriage prohibited*
42	Remarriage prohibited*
43	Groom's family pays dowery
44	Groom's family pays dowery
45	Bride's family pays dowery
46	Bride's family pays dowery
51	Very short marriages the rule
52	Very short marriages the rule
53	Remarriage required*
54	Remarriage required*
55	Remarriage required*
56	Remarriage required*
61	Widow marries brother-in-law
62	Widower marries sister-in-law
63	Polyandry practiced
64	Polygyny practiced
65	Polygyny practiced
66	Polygyny practiced

\*Roll on the Applicable Group Table to determine which group practices the custom.

*Table 5.6*

MISCELLANEOUS CUSTOMS 1	
Die+Die	Local Custom
11	Unusual sleep period*
12	Unusual sleep period*
13	Unusual sleep period*
14	Special language for ...*
15	Special language for ...*
16	Special language for ...*
21	Unusual responsibilities for..*
22	Unusual responsibilities for..*
23	Unusual responsibilities for..*
24	Drinking/drugs prohibited*
25	Drinking/drugs prohibited*
26	Drinking/drugs prohibited*
31	Drinking/drugs required*
32	Drinking/drugs required*
33	Drinking/drugs required*
34	Special privileges for ...*
35	Special privileges for ...*
36	Special privileges for ...*
41	Special privileges for ...*
42	Special privileges for ...*
43	Special privileges for ...*
44	Unusual greetings
45	Unusual greetings
46	Unusual leavetakings
51	Unusual secret societies*
52	Unusual secret societies*
53	Unusual secret societies*
54	Unusual training for ...*
55	Unusual training for ...*
56	Unusual training for ...*
61	Free education for ...*
62	Free education for ...*
63	Free education for ...*
64	Unusual giftgiving customs*
65	Unusual giftgiving customs*
66	Unusual giftgiving customs*

\*Roll on the Applicable Group Table to determine which group practices the custom.

*Table 5.7*

MISCELLANEOUS CUSTOMS 2	
Die+Die	Local Custom
11	Unusual responsibilities*
12	Unusual responsibilities*
13	Unusual responsibilities*
14	Fixed times for visiting ...*
15	Fixed times for visiting ...*
16	Fixed times for visiting ...*
21	Fixed times for visiting others
22	Fixed times for visiting others
23	Fixed times for visiting others
24	Bargaining/haggling required
25	Bargaining/haggling required
26	Bargaining/haggling required
31	Bargaining/haggling required
32	Bargaining/haggling required
33	Bargaining/haggling required
34	Unusual holidays
35	Unusual holidays
36	Unusual holidays
41	Unusual leisure/recreation
42	Unusual leisure/recreation
43	Unusual leisure/recreation
44	Unusual maturity ceremony
45	Unusual maturity ceremony
46	Unusual maturity ceremony
51	Unusual attitudes toward ...
52	Unusual attitudes toward ...
53	Unusual attitudes toward ...
54	Unusual significance of flora
55	Unusual significance of flora
56	Unusual significance of flora
61	Unusual significance of fauna
62	Unusual significance of fauna
63	Unusual significance of fauna
64	Daytime rest period (Siesta)
65	Daytime rest period (Siesta)
66	Daytime rest period (Siesta)

\*Roll on the Applicable Group Table to determine which group practices the custom.

*Table 4.1*

TECH LEVEL MODIFIER	
Die	TL Mod
2	-1D
3	-2
4	-1
5	—
6	—
7	—
8	—
9	—
10	+1
11	+2
12	+1D

### LOCAL CUSTOMS TABLES, PAGE 2

The tables on this page and the previous page list an array of local customs that can be found in various cultures throughout the Imperium.

### TECHNOLOGY MODIFIER TABLE

Use this table to determine the modification (if any) to the base tech level for the specific area of technology.

$$\begin{aligned}
 B/C &= +4 \\
 A/48 &+ 3 \\
 7/615 &= +2
 \end{aligned}$$

Has religion = 5-6 / 1d6

### Grand Census—Detailing a Culture

Table 6.1

~~Ancient Tech~~ 2D-2 + Tech/4

Level	View
0	Animism. All natural phenomena and objects (trees, rivers, wind, etc.) are caused or inhabited by spirits or demigods.
1	Polytheistic animism. Certain natural phenomena are associated with specific gods or goddesses, arranged in a distinct hierarchical order.
2	Polytheism. Multiple gods (probably with lingering animistic associations or titles) exist, each of roughly the same importance.
3	Rational polytheism. A multiplicity of gods is viewed as numerous different aspects of a handful of true divinities.
4	Dualism. Two mutually antagonistic gods or principles, one good and one evil, exist; their struggle is mirrored in nature and in moral/ethical problems.
5	Interactive Monotheism. A single god exists and is interested in the daily actions of sophonts.
6	Influential Monotheism. God interacts with sophonts only at key moments in life.
7	Crisis Monotheism. God is involved in mortal affairs only at crucial moments of history.
8	Remote monotheism. God exists, but is not generally available. A select few interactions in mortal affairs may occur from time to time.
9	Deism. God created the universe, but thereafter took no part in mortal affairs, and is permanently out of reach.
A(10)	Pantheism. God is not a personality--God is everything and everything is God.
B(11)	Agnosticism. It is impossible to know whether or not there is a God.
C(12)	Rational Atheism. A rejection of the existence of a Supreme Being on the basis of science, logic, or reasoning.
D(13)	Skeptical Atheism. A rejection of the existence of a Supreme Being on the basis of personal, non-rational conviction ("faith").
E(14)	Atheism. A total rejection of the existence of a Supreme Being; complete lack of religious beliefs.
F(15)	Philosophical Atheism. A failure to understand the concept of a Supreme Being. The question of religious beliefs is meaningless.

Table 6.2

~~Ancient Tech~~ 2D-2 + God View/3

Level	Aim
0	Worshippers are a chosen elite who deserve to dominate.
1	Worshippers will be rewarded in this life. Prayers are answered, regardless of their nature.
2	Worshippers will be saved from some imminent disaster.
3	Reincarnation with a karma doctrine. One's level in the next life is based on one's devotion and/or morality in this one.
4	Reincarnation is accomplished via personal choice of the next vehicle for the soul. Strength of character enables the individual to choose the best possible form for a new incarnation.
5	Statistical reincarnation causes a return in an essentially random form, but how one faces each life builds merit for an ultimate, distant afterlife.
6	Worshippers will be received into paradise when they die.
7	Worshippers will avoid being condemned to a place of eternal punishment (presumably, again, by going to paradise).
8	Ethical and moral standards are their own reward, regardless of the possibility of heavenly rewards or punishments.
9	Believers perform charitable acts to build a better society for posterity.
A(10)	Believers seek to promote peace, harmony, and order to improve the quality of life for all.
B(11)	Believers seek to expand the frontiers of knowledge through inquiry and speculation.
C(12)	Believers seek to preserve the knowledge and wisdom of the past.
D(13)	Believers seek to improve their own lives by self-discipline and training.
E(14)	An Epicurean philosophy—"Eat, drink, and be merry, for tomorrow we die." Hedonism is the only proper purpose in life.
F(15)	Nihilism--there is no purpose to life, and nothing to be gained by living. Beliefs along these lines are often symptomatic of a maladjusted or dangerously unstable society or personality.

### RELIGION TABLES (OPTIONAL)

Use the tables on this page and the next page to detail the "state religion" for a culture with a government type of D (religious dictatorship) or government type E (religious autocracy). Also, use these tables to detail any religion you wish to develop.

These tables are optional, however. Those who prefer to avoid the question of religion in Traveller may freely do so.

### Grand Census—Detailing a Culture

Table 6.3

*2D-7 + Spiritual Aim*

DEVOTION REQUIRED	
Level	Frequency
0	Constant devotion. No word, act, deed, or thought that isn't connected with religious belief should ever be tolerated.
1	Several times per hour
2	Hourly
3	Several times per day
4	Daily
5	Several days per week
6	Weekly
7	Semi-weekly
8	Monthly
9	Semi-monthly
A(10)	Quarterly
B(11)	Bi-annually
C(12)	Yearly
D(13)	Several times during life
E(14)	At least once before death
F(15)	None

Table 6.5

*2D-7 + Organizational S.*

LITURGICAL FORMALITY	
Level	Description
0	"Word of God" is pronounced by living oracles (statues, computers, deified leaders, prophets, mediums, etc.). Services are tightly controlled by priesthood.
1	Holy writings exist, but are accessible only to the highest church authorities.
2	Holy writings are accessible only to certain specific levels of authority.
3	Services are conducted by rote in a "holy tongue" few worshippers understand.
4	Services are conducted by rote in common languages.
5	Very formal church ritual coupled with minimal teaching of holy writings.
6	Formal church ritual and very limited teaching.
7	Rituals are combined with moderate teaching.
8	Rituals are combined with an open teaching policy.
9	Emphasis is laid on communal teaching with limited ritual.
A(10)	Formal study groups focus on discussion and interpretation of church writings.
B(11)	Formal study groups include philosophical inquiry into questions not covered in holy writings, but under rigid methods of preserving the sanctity of fundamental topics.
C(12)	Informal study groups with extensive limitations on allowable subject matter.
D(13)	Highly informal liturgy with some limitations on topics of references.
E(14)	Complete informality. Open exchange of ideas and concepts in a conversational setting.
F(15)	Religion does not enter into conversations at any time; although some philosophical questions may crop up from time to time, no one organizes "services" or "worship" around such matters.

Table 6.4

*2D-7 + Devotion R.*

ORGANIZATION STRUCTURE	
Level	Structure
0	The religious hierarchy assumes the functions of government. A theocracy or religious dictatorship.
1	Rigid hierarchy answerable to a central authority with minimal decision-making at lower levels.
2	Rigid hierarchy with most decisions on a regional level.
3	Rigid hierarchy with most decisions on a planetary level.
4	Rigid hierarchy with most decisions on a local level.
5	Loose hierarchy answerable to a central authority with minimal decision-making at lower levels.
6	Loose hierarchy with most decisions on a regional level.
7	Loose hierarchy with most decisions on a planetary level.
8	Loose hierarchy with most decisions on a local level.
9	Loose hierarchy with most decisions up to individual worshippers.
A(10)	No organization above regional level.
B(11)	No organization above planetary level.
C(12)	No organization above local level.
D(13)	Local organization without regulations.
E(14)	Loose, highly informal organization.
F(15)	No organization of any kind.

Table 6.6

*2D-2 + (God View - OP) +*

MISSIONARY FERVOR	
Level	Description
0	Zealous and willing to convert any sophont.
1	Zealous among a limited number of sophont races.
2	Zealous but intolerant of other sophont races.
3	Active and willing to convert any sophont.
4	Active among a limited number of sophont races.
5	Active but intolerant of other sophont races.
6	Ordinary and willing to convert any sophont.
7	Ordinary among a limited number of sophont races.
8	Ordinary but intolerant of other sophont races.
9	Occasional.
A(10)	Conversion attempts are highly infrequent.

Table 6.7

*2D-1 (+1/-1 by pop) + (Missionary Fervor) - 1/2*

NUMBER OF ADHERENTS	
Level	Number
0	1-9
1	10-99
2	100-999
3	1000-9999
4	10,000-99,999
5	100,000-999,999
6	1,000,000-9,999,999
7	10,000,000-99,999,999
8	100,000,000-999,999,999
9	1,000,000,000-9,999,999,999
A(10)	10,000,000,000-99,999,999,999
B(11)	100,000,000,000-999,999,999,999

## *Grand Census—Detailing a Culture*

Looking at Table 2.4, we see that impersonal bureaucracies always have government organizations of "several councils"; rolling twice on Table 2.5 tells us the executive branch is an elite council, and the legislative branch is a demos.

Time again for the details: with its law level of 9, and an impersonal bureaucratic court system, being arrested on Regina is unpleasant to say the least. Suspects may be rounded up en masse when a crime has been committed, and it might be weeks after a trial has convicted one of them before the rest are finally cleared. Meanwhile, those arrested must report their whereabouts and activities to the police every two hours. Notwithstanding this inconvenience, trials are usually fair.

The executive branch consists of four persons chosen by lot. Each year, four citizens are chosen at random to share the oversight of the government's administration. Each has veto power over the other, providing a check against tyranny at the cost of inefficiency and no small degree of confusion. Once a citizen has served in this capacity, he is ineligible to serve again.

The inhabitants of Regina as a whole make the laws for the world. Specific laws are proposed by the judicial and executive branches, and weekly elections are held to confirm or reject these laws. A complicated computer network is used to conduct these elections, and while in theory every law on the books or newly proposed is voted on, in fact citizens vote only on those laws most important to them. Unfortunately, it is easier to pass a new law than to repeal one. All native-born Reginans are eligible to vote in these plebiscites, with no other restrictions. This means that immigrants never have any voice in the government, but newborn babes, criminals, and the insane do, as long as they have Regina birth certificates.

### LAW

Law is the influence that a government has over a population. At one end of the scale, anarchy prevails, and all are free to act under whatever whims move them at the moment. At the opposite extreme, the insidious fingers of the government reach into every nook and cranny of activity, no matter how personal.

It is important for the referee to realize when reading this section that it is more difficult to make precise rules for law levels than for government types. The suggestions made here are only guidelines, and must be tempered by the referee's sense of the game.

The degree to which the law interferes with individual actions is affected to some degree by the type of government prevalent in the area. Still, two very similar governments may have widely different law levels. As a general rule of thumb, bureaucracies and dictatorships try to exert finer degrees of control than do democracies.

Law level also indicates how vigorously laws are enforced. At low law levels, there may be no police; individual citizens must bring charges against lawbreakers themselves. Minor infractions of the law may be ignored, and judges may be lax in punishing wrongdoers hauled into court. At higher law levels, police may be unrelenting in their pursuit of criminals, and statutes of limitations may not exist.

Enforcement can be particularly important to the characters, because they may commit a crime unobserved. At a low law level, the transgression may be ignored by the authorities. If the law level is high, police will continue to hunt for the characters

using any available evidence.

The law can involve itself in many different spheres of conduct. If the referee wishes, he can roll separate law levels for each of these domains, or use one law level for all of them. (Each domain is listed on the cultural profile form for your convenience, but we have found that using one law level for all of them usually works as well. Use the individual values only when you desire to set up some special situation for your characters to encounter.) Roll 2D - 7 + government type for each law level.

Once the law level is known, it is a simple matter for the referee to roll to determine whether a character is challenged in the course of his activities. The law level scale is a sliding one; when characters are engaged in a certain type of activity, the referee rolls at that time to determine if the characters run afoul of the law.

If the law level for the activity is less than 12, throw 2D for greater than the level once per day to avoid an encounter with the authorities. If the law level is 12 or greater, throw 2D +10 for greater than the level four times per day to avoid unwanted police intrusion.

**Weapons:** How law level applies to possession and use of weapons is already detailed in the regular rules; keep in mind that these are general guidelines and may vary slightly from one government to another. The stricter the law level, the more weapons are restricted.

**Trade:** In the realm of business, the law can intrude in a number of ways. At the lowest levels, the only law might be *caveat emptor*—let the buyer beware. At higher levels, laws against fraud and deception may be enforced. At still higher levels, the state may prohibit certain types of businesses or regulate them by requiring licenses or other permits.

For example, weapons and drugs might be legally sold only by authorized companies. At the highest levels, the state may set prices and wages, and even decide for the individual what work he should do.

**Criminal Law:** What activities are considered to be crimes? At lower law levels, actions which use physical force to harm other individuals or their property are the only ones prohibited. At higher levels, almost any activity can be considered criminal.

Oftentimes, these stricter laws define individual choices or actions against "the state" rather than against other individuals, whether the prohibited activities harm anyone or not. For example, the government of Ohasset (Ley Sector 1435) punishes shaving with a prison term until the offender's beard grows out again. For whatever reason, red-headed men are exempt from this law.

**Civil Law:** Even if a particular action is not criminal, the situation may involve a wrong committed against another person or his property, and the government may set up rules that allow the harmed individual to collect from the perpetrator. Often, such losses are the result of negligence.

At lower law levels, each individual must fend for himself against his fellows. At middle levels, the government sets up rational rules of recompense for one citizen against another. At high law levels, a portion of the funds collected in these cases go to the government to support all victims rather than to the individual harmed.

**Personal Freedom:** What may a person say? With whom may he associate? Where can he travel? What books may he

read? How can he worship? What can he think? The degrees of influence a government claims in these areas can run the gamut from low law levels (where anything is allowed) to high law levels (where everything is restricted).

#### UNIFORMITY OF LAW

Who is required to observe the law? Do some laws apply to one group and not to another? Or do the laws apply equally to all? Three main categorizations answer these questions.

**Undivided:** In many governments, one set of laws applies equally to all inhabitants. Advantages of this system are a consistency of justice and the resulting simplification of the judicial function.

**Territorial:** In some governments, different laws apply differently depending on where a person is. By moving across a territorial boundary, a given act may change in status from legal to illegal, or vice versa, even though the government in authority has not changed.

**Personal:** It is not uncommon, unfortunately, for different laws to apply to different persons under the same governmental authority. The distinction applied by the government may be based on sex, religious beliefs, race, wealth, age, job, caste, tribal membership, or world of birth.

It is also possible for a government to combine these types of influence. For example, one set of laws may apply to Vargr in one area, while a second legal code applies to Vargr in another, while a third governs humans in both regions.

To determine the uniformity of law, roll 2D on the Uniformity of Law Table (Table 3.1).

*Example:* Regina (Spinward Marches 1910 A788899-C) has a global extensiveness of Harmonious (no DM) and a law level of 9 (no DM). Rolling 2D on the Uniformity of Law Table gives 9, for a result of "Undivided". The laws on Regina apply equally to every inhabitant.

#### LAW IN THE IMPERIUM

With 11,000 worlds to choose from, there are a variety of law-making bodies in the Imperium. Depending on where the characters are, one or more of these may apply to their actions.

**Local Law:** At the local level, laws are different for each world, or even each country on balkanized worlds. These laws then extend only to behavior on that particular world, and characters can not be punished for actions they commit elsewhere.

In particular, note that the "law level" digit is meant to apply principally to the urban areas near a starport. Wilderness areas on a world usually have lower law levels, especially in the area of enforcement: where there are no police, there are no laws, as the Vargr say. At high tech levels, of course, it is easier for police to observe wrongdoings and collect clues even in uninhabited areas, so this distinction does not apply.

**Local Interstellar Law:** Sectors and subsectors can and do establish laws that must be obeyed on every world within their boundaries. Usually, these laws concern themselves with diplomatic relations and Imperial taxes. Characters should be aware, however, that laws at this level often establish extradition procedures. Adventurers who flee a world after committing a crime there may gather undue attention from police everywhere they go.

In a few cases, several member worlds in the Imperium may

have a closer governmental relationship. The most common reason for this is a captive world or colony, but there are instances of worlds banding together into small political units. Local laws in these situations may extend over all the worlds involved.

**Imperial Law:** The Imperium for the most part is a trade protectorate, and its principal legal duties are protecting the space between member worlds from piracy and foreign attack. Imperial laws also set up a minimum standard of behavior for every world within its borders.

For example, murder (killing a sentient being without provocation) is an Imperial crime. Where local laws do not adequately prohibit murder, Imperial law would apply. Naturally, this rarely happens except in open space.

Imperial law is enforced by Imperial nobility and Imperial troops. Where possible, criminals are brought to the nearest world where a fair trial can be held under the procedures of the local law.

#### CRIME AND PUNISHMENT

Once a court has tried and convicted a criminal, it usually imposes some punishment. These vary by type, usually according to the kind of crime committed.

**Fines:** Small fines are often imposed for minor, non-violent offenses, but fines for trade law violations might be up in the millions of credits. For minor offenses, determine the fine by rolling 4D x Cr10. The fines for trade law violations are up to the referee.

**Corporal Punishment:** Usually applied for more serious crimes, corporal punishments are of three types.

Restrictions on activity are the mildest of corporal punishments, usually involving a prison term for some specified time. Under certain arrangements, criminals may be released early, but must report their activities to the authorities for some time after this release. For minor crimes, the jail term is usually 2D days. For local major crimes, on a 2D roll for less than the law level, the prison term is 4D years. If the 2D roll is equal or greater than the law level, the prison term becomes 1D+2 decades.

Injury and death may be inflicted upon the criminal as a punishment. Limbs are sometimes removed for theft, and murder and other serious crimes are often punished by death. Of particular note is Easter (Solomani Rim 1802), where looking at the ruler's face is punishable by being blinded. The referee must determine if this type of punishment exists for a given crime.

Banishment seems like a lenient punishment, but it is severe to the person who must leave his world or country and live apart from his family and friends. The early Greeks on Terra banished one of their countrymen every year by a vote of all the citizens (demos as defined above). Those punished in this way could return only after ten years of enforced absence. As with injury or death, the referee must determine if this type of punishment exists for a given crime.

**Guidelines on Setting the Severity of Punishment:** The harshness with which criminals are dealt varies considerably from world to world. A crime punishable by death on one world might merit only a small fine on another. Since it is impossible to give strict rules for every world, the following guidelines should help.

The severity of punishment varies inversely to the law level. That is, punishments are lax at the highest law levels and more

## *Grand Census—Detailing a Culture*

severe the lower the law level gets. This variation is easy to understand.

At low law levels, only the most serious offenses are considered to be criminal, and so naturally punishment for any crime is harsh. At the highest law levels, where every act is a crime and every citizen is a criminal, it is virtually impossible to punish every infraction, so minor offenses are often overlooked. Unfortunately, a character who upsets a minor bureaucrat on such a world may find himself receiving special visits from the police for these "crimes". (This is not to imply, either, that serious crimes are punished in a modest manner at high law levels.)

### **COORDINATING GOVERNMENT AND LAW LEVELS**

The law level of a world can give an extra glimpse into the "enthusiasm" which the three branches of government show for their work. An infinite variety is possible by combining all the possible values of the different characteristics.

On a low law level world, the legislative branch will "keep it's nose out of people's business", promulgating only a minimum of laws to protect its citizenry. The small executive branch will also exert its influence in a minimal way to make sure that these laws are enforced. When lawbreakers are apprehended, the judicial branch will conduct quick trials, although often meting out harsh sentences for serious crimes.

On a high law level world, the legislative branch will interest itself in every sphere of activity, producing a multitude of laws. The executive branch, often weighed down in an inefficient bureaucratic structure, will enforce these laws in a heavy-handed way, often over the objections of the citizens. Trials might drag on for years, with the judicial branch swamped by a heavy work load made worse by overprecise procedural rules.

### **INTELLIGENT NATIVE LIFE: MINOR RACES**

On rare occasions, if a world harbors locally evolved native life (determined using *Grand Survey*), the native life will be intelligent. When playing *Traveller* against the official background of the Imperium, determining that native life is intelligent means you have located the homeworld of a *minor race*.

As of the current Imperial date of 1113, there are 426 identified minor races inside the borders of the Imperium. Of those 426 minor races, about 40 of them are minor human races (which amounts to an occurrence of roughly 10%).

To determine if a world with native life is the homeworld of a minor race, roll 3D for 17+, with a DM of +3 if the world's population digit is 6+. If the minor race roll is successful, a further 3D roll of 15+ indicates the minor race is a minor human race.

*Example:* Kidulaar (Fornast 0819) has locally evolved native life. Kidulaar has a UPP population digit of 9, giving us a DM of +3 on the 3D roll. We roll 3D+3 and get 17, which means Kidulaar is the homeworld of a minor race. An additional roll of 3D gives us 7, which is far short of the 15+ needed for the minor race to be a human minor race.

What is this minor race like? We must resort to our imagination for these details. Let's say the minor race is referred to as the Kidulans. A good trick is to start with the animal encounter classes in the *Traveller* basic rules and decide on an animal group. Just for fun, we'll say the Kidulans are descended from herbivore/filter stock, and are large, multi-tentacled creatures

that will eat any plant life in their path. They originally dwelled on the floor of dense jungles. But when environmental shifts on their world dried-up the jungle vegetation and turned it into steppe land, their struggle for survival pushed them to intelligence. They had achieved tech level 4 by the time they were contacted by the Vilani over 6,000 years ago.

### **PARTIAL LIST OF MINOR RACES**

Here is a list of identified minor races taken from official *Traveller* publications. This list includes only those minor races that are within Imperial borders. The specific published source with the most detail about the minor race is listed.

### **PARTIAL LIST OF MINOR RACES**

<i>Minor Race</i>	<i>Source</i>
Ael Yael	Contact, <i>Journal #15</i>
Answerin (minor human race)	<i>Travellers' Digest # 5, p40</i>
Bwaps (Newts)	Contact, <i>Journal #11</i>
Cafadans (minor human race)	<i>Travellers' Digest # 3, p47</i>
Chirpers	<i>Alien Module 5</i>
Dynchia (minor human race)	Contact, <i>Journal #24</i>
Ebokin	<i>Traveller Adventure</i>
Geonee (minor human race)	Supplement 8, <i>Library Data (A-M), p34</i>
Githiaskio	Contact, <i>Journal #16</i>
Gl'lru	<i>Travellers' Digest # 1</i>
Ilthara (minor human race)	<i>Pilots Guide to Drexilthar, p22</i>
Irdu	<i>Travellers' Digest #3</i>
Jgd-II-Jagd	Contact, <i>Journal #22</i>
Kidulans	<i>Grand Census</i>
Kolzar	<i>Travellers' Digest #5, p42</i>
Lalendrians	Contact, <i>Journal #26</i>
Llellewyloly	<i>Traveller Adventure</i>
Minlad (just barely sentient)	<i>Travellers' Digest #6</i>
Pr't	Contact, <i>Journal #26</i>
Shriekers	<i>Adventure 10</i>
Suerrat (minor human race)	Supplement 8, <i>Library Data (A-M), p34</i>
Tahavi	<i>Travellers' Digest # 5, p47</i>
Vegan	Supplement 11, <i>Library Data (N-Z), p28</i>
Virushi	Contact, <i>Journal #12</i>

### **Arrests and Sentencing**

Characters arrested for a crime will face punishment, determined by rolling 2D6+DMs on the Sentencing table. For crimes involving smuggling banned goods, the DM is equal to the difference between the planet's Law Level and the banned goods in question. Other crimes have a set DM, per the Sentencing Modifiers by Crime table.

**Table: Sentencing Modifiers by Crime**

Crime	DM
Assault	Law Level -5
Destruction of Property	Law Level -3
False Identity	Law Level -2
Manslaughter	Law Level -1
Murder	Law Level +0

A character with the Advocate skill may attempt to reduce the severity of sentencing by making a check. If successful, reduce the Sentencing DM by the Effect of the check.

**Table: Sentencing**

Result	Sentence
0 or less	Dismissed or trivial punishment
1-2	Fine of 1D6x1,000 Credits
3-4	Fine of 2D6x5,000 Credits
5-6	Exile or a fine of 2D6x10,000 Credits
7-8	Imprisonment for 1D6 months or exile or fine of 2D6x20,000 Credits
9-10	Imprisonment for 1D6 years or exile
11-12	Imprisonment for 2D6 years or exile
13-14	Life imprisonment
15+	Death

# HYDROSPHERE RELATED DETAILS 3

## NATURAL RESOURCES

Resource	Density				Atmosphere		Population		Technology				Life*	
	Heavy Core	Molten Core	Rocky Body	Icy Body	Atm 4-9	Atm 0-3,A+	Pop 0-4	Pop 5+	Tech 0-3	Tech 4-6	Tech 7-11	Tech 12+	Yes	No
Agricultural	+1	+4	+4	-4	+1	-3	0	0	+1	0	-1	-2	+5	0
Ores	+8	+7	+3	0	0	+1	0	0	+1	0	0	+1	0	0
Radioactives	+7	+5	+3	0	0	+1	0	0	+1	0	0	+1	0	0
Crystals	+6	+5	+2	0	0	0	0	0	+1	0	0	+1	0	0
Compounds	+5	+6	+1	-4	0	+1	0	0	+1	0	0	+1	+1	-1

\*Life: "Life" refers to life native to the world

## PROCESSED RESOURCES

Resource	Density				Atmosphere		Population		Technology				Life*	
	Heavy Core	Molten Core	Rocky Body	Icy Body	Atm 4-9	Atm 0-3,A+	Pop 0-4	Pop 5+	Tech 0-3	Tech 4-6	Tech 7-11	Tech 12+	Yes	No
Agroproducts	0	+1	+1	0	+2	0	+1	+2	+1	+2	+1	+1	+5	0
Metals	+2	0	0	-1	0	+1	-1	+1	-1	+2	+4	+5	0	0
Non-Metals	+1	0	0	-1	+1	+1	0	+1	0	+2	+4	+6	+3	0

\*Life: "Life" refers to life native to the world

## MANUFACTURED GOODS

Resource	Atmosphere				Population			Government				Technology				Life*	
	Atm 4-9	Atm 0-3,A+	Pop 0-4	Pop 5-8	Pop 9+	Gov 0,1	Gov 2-6	Gov 7	Gov 8+	Tech 0-3	Tech 4-6	Tech 7-11	Tech 12+	Yes	No		
Parts	0	+1	-1	+1	+2	-1	+1	+2	0	0	0	+2	+4	+1	0		
Durables	0	+1	-1	+2	+3	-1	+1	+2	0	0	+1	+2	+3	+1	0		
Consumables	0	+1	-1	+1	+4	-1	+1	+2	+1	0	+1	+2	+4	+1	0		
Weapons	0	+1	-1	0	+1	0	+1	+3	+1	0	+1	+1	+2	+1	0		

\*Life: "Life" refers to life native to the world

## INFORMATION

Resource	Population			Government			Law Level				Technology					
	Pop 0-4	Pop 5-8	Pop 9+	Gov 0,1	Gov 2-6	Gov 7	Gov 8+	Law 0-2	Law 3-6	Law 7-9	Law A+	Tech 0-3	Tech 4-6	Tech 7-11	Tech 12+	Yes
Recordings	0	+1	+2	0	+1	+1	+2	0	+1	+2	+3	-3	+1	+2	+3	
Artforms	0	+2	+3	0	+1	+2	0	0	0	0	0	+2	+1	+1	+1	
Software	0	+1	+4	0	+1	+1	+1	0	+1	+2	+3	-9	0	+1	+4	
Documents	-1	0	+1	0	+1	+2	+4	0	+2	+4	+6	0	+1	+3	+1	

\*Life: "Life" refers to life native to the world

## 8 Resources and Goods

The Natural Resources table, Processed Resources table, Manufactured Goods table, and the Information table are used to set the chance of any particular resource or good being present on a world.

yields a number of 5 (+4-3+0-1+5). Rolling 2D for this number (5 or less) results in a 7: this world does not readily have natural agricultural resources.

## 9 Weather Control

If the world's tech level is at least 8, weather control may have been introduced. Roll 2D — if the result is less than both the world's tech level and the world's population, weather control is practiced.

**Example:** A molten core world has an atmosphere digit of 2, a population digit of 5, a tech level of 7, and has native life. Consulting the Natural Resources table for agricultural goods

Rolling 2D gives 3, which is less than the tech level and the population digit. Weather control is practiced on this world.

- World Name
  - Judge
- UWP
  - Per Book 3 Worlds
- Star Name
  - Judge
- No of Stars
  - Table 5
- Star Types
  - Generate/Traveller Map
  - Or table below, Roll 1D, then 1D 1-2 IV  
3-4 IV  
5-6 III
- System Planets
  - # of planets based on table 6A

Table 4	Star System
2-4	Binary
5-10	Single
11-12	Trinary

Table 5	Star Type
2	B
3	A
4-6	M
7	K
8	G
9	K
10	F
11	Giant (Roll again)
12	Oddity

II/III

- Annotations next to name; no annotations means rocky planet
  - Gas Giants G (Roll 1D)
  - Asteroid Belt A 1-4 (Small)  
5-6 (Large)
  - Dust Ring D
  - Dust Ring D
  - Terrestrial Planet T
  - Terrestrial Planet T
  - Oddity O
- Habitability is depending on the following (assuming main sequence)
  - M = 1st orbit
  - K = 1<sup>st</sup> or 2<sup>nd</sup> orbit
  - G = 3<sup>rd</sup> or 4<sup>th</sup> orbit
  - F = 5<sup>th</sup> or 6<sup>th</sup> orbit
  - A = 7<sup>th</sup> or 8<sup>th</sup> orbit start: orbit 1-3
  - B = 9<sup>th</sup> or 12<sup>th</sup> orbit (no planets in orbits 1-3) start orbit 4
- Year Surveyed
  - Judge

- Planet Density
  - Rolled as 1D+Size+ATMO (ATMO max 9, A+ = DM +7) (Roll 2D for 1-12)
    - 1-2 Ice Body
    - 3-7 Rocky Body
    - 8-10 Ice Body
    - 11-12 Rocky Body
    - 13-19 Molten Core
    - 20+ Heavy Core

- Seismic Activity #
  - Only pertinent for Heavy Core or Molten Core
  - # is 2D-3, result is number of seismic events per month

- No of Major Volcanoes
  - 1/3 of Seismic Events

- Tidally Locked
  - Based on star type (M=tidally locked)

- Temperature
  - Roll on table, 2D + DM
    - If atmosphere is 0-1 = -2 or Ice body
    - If atmosphere is 8-9 then +2

- Day Night Length
  - Roll on table
    - +1/-1 if atmosphere 5,6,7
    - +1 if outside habitability zone
    - +2 if inside habitability zone
    - +2 if first planet and not in HZ

Table 6A	M	K-F	A-B
2	1	3	1
3	1D	1D	1
4-9	1D+1	2D	1D+3
10	1D+2	1D+6	2D
11	2D-2	1D+7	2D+1
12	2D-1	12	2D+3

Table 6B	Inner Planet (Habitable Zone +1)	Outer Planet
2	Dust Ring	Gas Giant Part R
3	Dust Ring	Asteroid Belt
4	Asteroid Belt	Terrestrial Planet
5-9	Terrestrial Planet	Gas Giant
10	Asteroid Belt	Terrestrial Planet
11	Gas Giant	Asteroid Belt
12	Gas Giant	Gas Giant Oddity / T. Planet

Edge (orbiting)  
2-5 AB  
6 DR  
7-9 T  
10-11 G  
12 O

Table 6C	Terrestrial Planet	Gas Giant
2	3 Satellites	1D-3 Satellites
3	0 Satellites	1D Satellites
4	2 Satellites	2D Satellites
5-9	1 Satellite	2D+5 Satellites
10	2 Satellites	4D Satellites
11	0 Satellites	5D Satellites
12	3 Satellites	6D Satellites

Table 12	Temperature average
1	-200C
2	-90C
3-4	-70C
5	-50C
6	-20C
7	0C
8	15C
9	50C
10-11	70C
12	100C
13	300C
14	500C

Table 13	Day Length
2-3	1D-1 hours
4-5	1D+2 hours
6-8	2D+4 hours
9-10	1D days
11-12	2D weeks

14. Terraformed
    - Roll on table 14A if atmosphere or hydrosphere is 4-8 and size is 3-, Roll on table 14B for all other planets
  15. Atmosphere Primary Gases and density
    - Earth-like atmosphere compositions (nitrogen, carbon dioxide, oxygen) unless tainted or A+ then roll on tables series 15
  16. Atmosphere appearance
    - See planet description excel
  17. Hydrosphere percentage
    - UWP + 2D-**13**
  18. Ocean color
    - See planet description excel
    - For odd colors, check same excel file
  19. Satellites

**14A, ATM/HYD Terraformed**  
**4-8 SIZ 3-**

<b>14B</b>	<b>Terraformed</b>
1-5	No
6	Yes

- Roll on table 6C for number of satellites
  - Colony: Roll 1D-5, ~~if~~ = Colonized
    - $DM = POP \# - 1$  per colony after first 5<sup>th</sup>
    - If colony exists generate UWP (-5 to +5) - total size, population
  - Density is same as planet density but roll 2D

20. Major Race

  - Judge, Inhabited by Sophont Species who independently developed Jump Drive

21. Native Life

  - Roll on table below with 2D + following DMs
    - ATMO 4-9 = +2  $Hydro A = -1$
    - HYD 3+ = +1  $Auto No. F$
    - TEMP between -20C and 50C = +2  $Afmo A = -1$
    - $Solar$   $G$  or K star = +1  $Atmosphere$   $h/-or$   
 $temperatures$

22. Radical Life Forms

  - Roll if previous rolls succeeds or fails; if both succeed, competing but incompatible biologies inhabit the planet
  - 2D 11-12 is yes
    - +1 if atmosphere is A or greater

23. Native Lifeform Complexity

  - Native Life: See Native life table
  - Non-Native Life: Always limited ecosystem or Higher

24. Native Jump Drive

  - Judge or roll of 2D+ native tech level; Yes on result of 18 or better

25. Non-Native Life ~~size 4+~~ ~~4-A~~

  - If planet has atmosphere 4, 6, 8, 9 and hydrosphere 3+, then roll 2D on 9 or greater non-native life, Judge may overrule encouraged if the planet is already settled by Humans, presumed to be complex

26. Modern Introduction (of non-native life)

<b>15A</b>	<b>Tainted (2,4,7,9)</b>
<b>2</b>	Disease
<b>3</b>	Gas Mix
<b>4</b>	High Oxygen
<b>5</b>	Pollutants
<b>6</b>	Sulfur Compounds
<b>7</b>	Pollutants
<b>8</b>	Sulfur Compounds
<b>9</b>	Gas Mix
<b>10</b>	Low Oxygen
<b>11</b>	Gas Mix
<b>12</b>	Disease

<b>15B</b>	<b>Exotic (A)</b>
<b>2</b>	Very Thin, Irritant
<b>3</b>	Very Thin
<b>4</b>	Thin
<b>5</b>	Thin, Irritant
<b>6</b>	Standard
<b>7</b>	Standard, Irritant
<b>8</b>	Dense
<b>9</b>	Dense, Irritant
<b>10</b>	Very Dense
<b>11</b>	Very Dense, Irritant
<b>12</b>	Occasionally Corrosive

<b>15C</b>	<b>Corrosive (B)</b>
<b>2</b>	Below -100C
<b>3</b>	Very Thin, -100C to -25C
<b>4</b>	Very Thin, -25C to 50C
<b>5</b>	Very Thin, 50C to 100C
<b>6</b>	Standard, -200C to -25C
<b>7</b>	Standard, -25C to 50C
<b>8</b>	Standard, 50C to 100C
<b>9</b>	Very Dense, -200C to -25C
<b>10</b>	Very Dense, -25C to 50C
<b>11</b>	Very Dense, 50C to 100C
<b>12</b>	Over 100C

**15D**    **Insidious (C)**

- 2**    Gas Mix
- 3**    Gas Mix
- 4**    Radiation
- 5**    Temperature
- 6**    Pressure
- 7**    Gas Mix
- 8**    Pressure
- 9**    Temperature
- 10**    Radiation
- 11**    Gas Mix
- 12**    Gas Mix

**Table 20 Native Lifeform Complexity**

Complexity	
2-11	None
11	Single-cell
12	Multicellular
13-14	Limited Ecosystems
15-16	Complex Ecosystems
17	Sapient, Primitive
18 - 19	Sapient, Advanced

## SECTOR DESCRIPTION

1. Date of Preparation

2. Sector Name

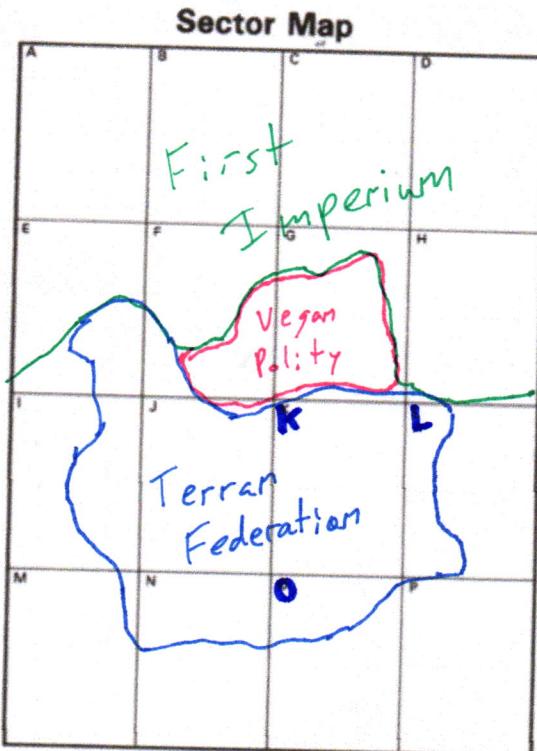
Terran Sector

3. Subsectors

Subsectors	
A Ultima	I Albadawi
B Suleiman	J Dingir
C Concord	K Sol
D Harlequin	L Arcturus
E Alderamin	M Jardin
F Esperance	N Capella
G Vega	O Gemini
H Banasdan	P Kukulkan

Indicate names of the sixteen subsectors corresponding to the letters on the map at right.

4. Sector Map



Indicate basic boundaries of governments within the sector.

5. Sector Capital

TF: Terra FI: Suleiman

6. Major Governments In Subsector

Terran Federation

Vegan Polity

First Imperium

7. Remarks

Border region of the Vilani First Imperium. Border growth stopped. Terran Federation has not discovered other powers as of 1-3000. Only a matter of time.