TRAVELLER

Book 0: An Introduction to Traveller

Science-Fiction Adventure in the Far Future

TRAVELLER

Book Zero

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

Traveller Book Zero provides an introduction to the main game, including key mechanics and explaining game play. Although severely cut down from the main rules it is playable as is, albeit with far less choice in character creation, weapons, skills and much more besides. A universe of adventure awaits...

Players

Most of the participants in a *Traveller* game will be **players**. Usually, each player generates a character using the Character Creation rules; that character becomes the player's avatar in the game world. These player characters are the central protagonists of the game and scenarios revolve around their adventures and actions.

The Referee

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

Games

Traveller may be played in any of three basic configurations – scenario, refereed campaign, or shared campaign.

In a scenario, the players embark on a journey or adventure overseen by a Referee. The Referee determines what dangers the characters will face, from hostile aliens to solar flares, or even political intrigue. The players choose how their characters will react and overcome these obstacles. For example, the characters may be hired to bring a cargo from one world to another, but a rival merchant is trying to stop them and has hired a band of mercenaries to attack the characters' ship en route. The characters have to get the cargo through safely. A scenario can be a one-off game, using characters written by the Referee specifically for that game and discarded afterwards, or it can be part of a campaign. A scenario takes one or more game sessions to complete.

A campaign is a series of scenarios, charting the continuing adventures of a group of player characters. A campaign can be continuous or episodic. In a continuous campaign, each scenario follows on almost immediately from the end of the last one and the fuel, resources and money available to the characters is carefully tracked. In an episodic game, there are longer gaps between scenarios, and the game focuses only on the exciting and conflict-filled parts of the characters' lives.

A campaign can also be refereed or shared. In a refereed campaign, there is a single Referee for the whole game, who sets up the whole universe that the player characters adventure in. Refereed campaigns can have long story arcs and ongoing plotlines, taking multiple scenarios to resolve. In a shared campaign, the position of Referee rotates from player to player – for example, when the characters' ship Jumps to a new star system, a different player takes over as Referee and presents the dangers and opportunities in this new system.

Die Roll Conventions

The *Traveller* system uses two six-sided dice to resolve most actions. Some situations involve fewer or more dice. Accordingly, a quick discussion of various terminology and conventions is needed before proceeding.

1d6/2d6: To avoid writing 'roll two six-sided dice and add them together' over and over again, *Traveller* uses the abbreviation 'roll 2d6'. Where you see 'roll 2d6' read 'roll two six-sided dice and add them together'. Sometimes you may also see '1d6', '3d6' or other numbers of 'd6'. This simply means roll one six-sided die, three six-sided dice, or however many six-sided dice are indicated, and add them together to gain the final result.

d66: This is shorthand for a special way of rolling two six-sided dice. Before rolling nominate one die as the 'tens' die and one as the 'units' die, to give you a two-digit number between 11 and 66. Some numbers cannot be rolled on a d66, giving you a total of 36 possible outcomes.

Check (or Throw): To determine if a character succeeds or fails at a particular task, the player must make a check. To make a check, the player rolls 2d6 and adds any appropriate Dice Modifiers (such as a skill his character possesses, or a bonus from a piece of equipment). If the total is equal to or greater than the target number for that check, he succeeds. A check will usually have a skill or characteristic associated with it. For example, a check of 'Dex 8+' means 'roll 2d6, add your Dexterity Characteristic Modifier, and you succeed if you have a total result of 8 or more'.

Target Numbers: In many checks, the player needs to roll equal to or above a specific number (usually, eight or more). This is denoted by a number followed by a plus, such as 8+ or 10+.

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

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

In *Traveller*, a character's abilities and skills are determined largely by his training and past experience. Character creation begins with rolling your character's Characteristics, six values that describe his beginning physical and metal capabilities. After determining characteristics and a few background skills from your homeworld, it is time to embark on a career. Each character goes through one or more four-year career terms, which give him various skills and benefits. There are risks associated with each career – serving a tour of duty in the Star Marines may give a character a grounding in combat and weapons use, but the character risks injury in battle. A term spent in a corporation is unlikely to get the character injured or killed, but won't usually give skills valuable in combat.

In addition to skills, characters can pick up benefits such as cash or contacts from a career. However, there are limits on how many career terms a character can go through – the risks of aging or injury mount up over time, and most characters will find themselves trying two or three careers. Do not be surprised if your character turns out quite different to how you originally anticipated!

After going through one or more careers and collecting the benefits, you can establish ties between your character and other player characters and pick a campaign package, both of which give extra skills.

Basic character generation should be done as a group by all the players.

CHARACTERISTICS

Every person and creature in *Traveller* has several characteristics that describe their base mental and physical potential. The basic characteristics for a human are:

Strength (Str): A character's physical strength, fitness and forcefulness.
Dexterity (Dex): Physical co-ordination and agility, reflexes. A character's Dexterity affects his accuracy in ranged combat and his reaction speed.
Endurance (End): A character's ability to sustain damage, stamina and determination. A character's resilience is based on his Endurance score, so a character with a low Endurance score will be very vulnerable in a firefight.
Intelligence (Int): A character's intellect and quickness of mind. Intelligence is used in a great many skill checks.
Education (Edu): A measure of a character's learning and experience. Education is also used in a great many skill checks.
Social Standing (Soc): A character's place in society. Characters with a high Social Standing can claim a noble title in the Imperium and will find life much easier thanks to their reputation and contacts.

Character Generation Checklist
Basic character generation uses the following steps:

1. Roll characteristics and determine characteristic modifiers.
2. a. Choose a homeworld.
   b. Gain background skills.
3. a. Choose a career. You cannot choose a career you have already left.
   b. Roll to qualify for that career.
   c. If you qualify for that career, go to Step 4.
   d. If you do not qualify for that career, then you can go to the Draft or enter the Drifter career. The Draft can put you back into a career you have been forced to leave, at your old rank. You can only apply for the Draft once.
4. If this is your first time on this career, get your basic training.
5. Choose a specialisation for this career.
6. Choose one of the Skills and Training tables for this career and roll on it.
   a. Roll for survival on this career.
   b. If you succeed, go to Step 7.
   c. If you did not succeed, then events have forced you from this career. Roll on the Mishap table, then go to Step 9.
7. a. Roll for Events.
   b. Optionally, establish a Connection with another player character.
8. a. Roll for Advancement
   b. If you succeed, choose one of the skills and training tables for this career and roll on it. Increase your Rank and take any bonus skills from the Ranks table for this career. Go to step 9 if you wish to leave the career, or step 5 to continue with this career.
   c. If you roll less than the number of terms spent in this career, you must leave this career.
   d. Military characters (Army, Navy, Marines) can roll for commission instead of rolling for advancement.
9. Increase your age by 4 years. If your character is 34 or older, roll for Aging.
10. If you are leaving the career, roll for Benefits.
11. If you have left your current career, then go to Step 3 to choose a new career, or to Step 12 if you wish to finish your character. Otherwise, go to Step 5.
12. Finalise any Connections with other characters.
13. Choose a Campaign Skill Pack and allocate skills from that pack.
14. Purchase starting equipment and, if you can afford it, a spacecraft.

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

To determine your character's characteristics, roll 2d6 six times and allocate them to the six basic characteristics in any order. Record them on the character sheet. Strength, Dexterity and Endurance are collectively referred to as 'physical characteristics'. Intelligence and Education are referred to as 'mental characteristics'.

For each characteristic, determine the characteristic Dice Modifier (DM).

CHARACTERISTIC MODIFIERS

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

The maximum level for a characteristic for an unaugmented human character is 15.

SKILLS

Skills are the most important aspect of a character in *Traveller*, and are discussed in detail in the chpater starting on page 15. A character's proficiency in a skill is denoted by his level in that skill.

If a character has *no* level in a skill, then he is *untrained* and will suffer a –3 Dice Modifier when trying to use that skill.

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

If a character has one or more level in a skill (Level 1, Level 2, and so on) then he is trained in that skill. Each rank represents several years of experience using that skill. A character with Level 2–3 in a skill is a skilled professional in that field. A character with Medic 2 could be a doctor; a character with Medic 4 is a famous surgeon or specialist.

Some skills have *specialities* – specialised forms of that skill. A character picks a speciality when he gains level 1 in a skill with

specialities. For example, a character might have Engineer 0, allowing him to make any Engineer skill checks without an unskilled penalty. He might then gain a level in Engineer, giving him Engineer (Jump drives) 1. He would make all Engineer checks involving Jump drives at a +1 DM, but would make all other Engineer checks at a +0 DM. A character can have multiple specialities in a skill – an engineer might have Engineer (Jump drives) 1 and Engineer (power plant) 2. He would make checks related to Jump drives with a +1 DM, checks related to power plants with a +2 DM and all other Engineer checks with a +0 DM.

BACKGROUND SKILLS

Before embarking on your careers, you get a number of background skills equal to 3 + your Education DM (1 to 5, depending on your Education score). You must take the skills listed for your homeworld; any extra skills can be taken from the education list.

Homeworld: Growing up on your homeworld gave you skills that depend on the planet's nature. You can select any skill that matches your homeworld's planetary description and trade codes. If you came from a planet already established by *Traveller* books or by the Referee, then consult those sources for the planet's description. Otherwise, just note down what trait you chose for your homeworld.

Agricultural:	Animals 0
Asteroid:	Zero-G 0
Desert:	Survival 0
Fluid Oceans:	Seafarer 0
Garden:	Animals 0
High Technology:	Computers 0
High Population:	Streetwise 0
Ice-Capped:	Vacc Suit 0
Industrial:	Trade 0
Low Technology:	Survival 0
Poor:	Animals 0
Rich:	Carouse 0
Water World:	Seafarer 0
Vacuum:	Vacc Suit 0

Education: A formal education gives you a basic level of competence in various sciences and academic disciplines. Any character may choose from the following list:

Admin 0, Advocate 0, Art 0, Carouse 0, Comms 0, Computer 0, Drive 0, Engineer 0, Language 0, Medic 0, Physical Science 0, Life Science 0, Social Science 0, Space Science 0, Trade 0.

At this point, you are eighteen years old.

For example, Morn has an Education characteristic of 8, which has a DM of +0. He therefore has 0+3 background skills. He comes from a poor desert world, so he takes Animals 0 and Survival 0. He takes Drive 0 from the education list.

CAREERS

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

At many points during a career, a character will have to make a throw of some sort. Most of these throws are characteristic throws – roll 2d6, add the DM from the listed characteristic, and try to get a total higher than the listed value. A throw of Int 8+ means 'roll 2d6, add your Intelligence DM, and you succeed if you roll an 8 or more'. A few throws are skill checks, where you add any levels in that skill and the DM from an appropriate characteristic. For example, a throw of Gunnery 8+ would mean 'roll 2d6, add your Gunnery skill and the DM from an appropriate characteristic such as Dexterity, and get over 8'. If the appropriate characteristic is not obvious, consult the Skills chapter that starts on page 15.

In each career, there are three specialisations. Pick one of those when you enter the career.

Career Format

Qualification: What you need to roll to enter that career. Military careers use 'Enlistment' as the description for this roll instead of qualification. If you fail this check then you cannot enter your chosen career this term. You must either submit to the Draft (see opposite) or take the Drifter career for this term. You suffer a –1 DM to qualification rolls for each previous career you have entered. Once you leave a career you cannot return to it. the Draft and the Drifter career are exceptions to this rule – you can be Drafted into a career you were previously in but got ejected from and the Drifter career is always open.

Skills and Training: Each career has four or five skill tables associated with it – Personal Development, Service Skills, Specialist Skills (divided into three subtables corresponding to assignments) and Advanced Education. In each term you spend in a career, pick one of these tables and roll 1d6 to see which skill you increase. You may only roll on the fourth table (Advanced Skills) if your character has the listed qualification (usually Education 8+ or a certain Rank.). You may only roll on the fifth table (Officer Skills) if your career has one and if you have received a commission (see right).

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

Examples:

Gambler 0 means you get the Gambler skill at level 0. This is of benefit to you only if you have no Gambler skill.

Vacc Suit means you increase your Vacc Suit skill by 1, or gain it at level 1 if you have no Vacc Suit skill to begin with. If you have Vacc Suit 0, it increases to 1. If you have Vacc Suit 3, it rises to 4. And so on.

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

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

Survival: Each career has a survival roll. If you fail this roll, roll on the mishap table. This mishap is always enough to force you to leave the service. You lose the benefit roll for the current term only. A natural 2 is always a failure.

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

The Connections Rule

If both players agree, then any event can involve another suitable player character. Only one character needs to have rolled the specific event. If this is done, then you *both* get one extra skill. This can be any skill you like, although it is good form to relate it to the connection you have just formed. You may gain a maximum of *two* free skills from this rule, and each connection must be with a different player character.

For example, Erik is serving as an Agent, and he rolls an undercover mission (Event number 8 on the Agent event table). Erik's player suggests that Erik could have met Kathya while on this mission, and Kathya's player agrees. When finalising characters, both will gain an extra skill roll.

Note down ideas for connections as you generate your character but these connections are only finalised at the end of character generation. See page 14.

Later during character creation, Erik rolls a mishap on his Agent career, and is nearly killed when an undercover operation goes wrong. Kathya's player suggests that she helped him escape and so he owes her his life.

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

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

Some events give a bonus DM to advancement rolls (see below), or give automatic advancement. You can apply these DMs to commission rolls also.

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

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

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

If you roll a natural 12, then you *must* continue in this career.

Ranks and Benefits: You start at Rank 0 in your career. Each time you succeed at an advancement check, you move onto the next Rank. Ranks are most important for military careers, like the Army or Navy, but every career has its own internal hierarchies and levels of authority and responsibility. Not all ranks have a title.

Some ranks have benefits associated with them, such as extra skills or more benefits. You gain these benefits as soon as you attain that rank.

Mustering-Out Benefits: When you leave a career for any reason, you gain material benefits from that career. There are two tables –

Cash and Benefits. You may only roll on the cash tables a maximum of three times, regardless of how many careers or benefit rolls you have. You get one benefit roll per full term served. Leaving due to a mishap means you lose the benefit roll for that term, but not previous full terms in that career.

If you reached rank 1 or 2, you get an extra benefit roll when leaving that service. If you reached rank 3 or 4, you get two extra benefit rolls, and if you reached rank 5 or 6, you get *three* extra benefit rolls and may apply a +1 to rolls on the Benefits table that you gain from that career. Benefits are described more fully on page 11.

Career Summary Table

Career	Specialisation	Qual.	Survival	Prom.
Army		End 5+		
Page 7	Support		End 5+	Edu 7+
	Infantry		Str 6+	Edu 6+
	Cavalry		Dex 7+	Int 5+
Navy		Int 6+		
Page 9	Line/Crew		Int 5+	Edu 7+
	Engineering/Gunnery		Int 6+	Edu 6+
	Flight		Dex 7+	Edu 5+

Army

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

Enlistment: End 5+.
If you are aged 30 or more, −2 DM
Per previous career, −1 DM

Assignments: Choose one of the following:
- **Support:** You were an engineer, technician, medic, cook or in some other role behind the front lines.
- **Infantry:** You were one of the Poor Bloody Infantry on the ground.
- **Cavalry:** You rode a tank or other ground vehicle.

Career Progress

	Survival	Advancement
Support	End 5+	Edu 7+
Infantry	Str 6+	Edu 6+
Cavalry	Dex 7+	Int 5+

Commission: Soc 8+

Mustering-Out Benefits

Roll	Cash	Other Benefits
1	2,000	Combat Implant
2	5,000	+1 Intelligence
3	10,000	+1 Education
4	10,000	Weapon
5	10,000	Armour
6	20,000	+1 Endurance
7	30,000	+1 Social Standing

Skills and Training:

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Str	Drive (any)	Comms	Tactics (military)
2	+1 Dex	Athletics (any)	Sensors	Leadership
3	+1 End	Gun Combat (any)	Navigation	Advocate
4	Gambler	Recon	Explosives	Diplomat
5	Medic	Melee (any)	Engineer (any)	Tactics (military)
6	Melee (unarmed)	Heavy Weapons (any)	Survival	Admin

Roll	Specialist: Support	Specialist: Infantry	Specialist: Cavalry
1	Mechanic	Gun Combat (any)	Mechanic
2	Drive (any)	Melee (any)	Drive (any)
3	Flyer (any)	Heavy Weapons (any)	Flyer (any)
4	Explosives	Stealth	Recon
5	Comms	Athletics (any)	Gunnery (any)
6	Medic	Recon	Sensors

Ranks and Skills

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Private	Gun Combat (slug rifle or energy rifle) 1		
1	Lance Corporal	Recon 1	Lieutenant	Leadership 1
2	Corporal		Captain	
3	Lance Sergeant	Leadership 1	Major	Tactics (military) 1
4	Sergeant		Lt Colonel	
5	Gunnery Sergeant		Colonel	
6	Sergeant Major		General	Social Standing 10 or +1 Social Standing, whichever is higher.

MISHAPS

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table (page 13) and take the lower result.
2	Your unit is slaughtered in a disastrous battle, for which you blame your commander. Gain him as an Enemy as he has you removed from the service.
3	You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to battle against guerrilla fighters and rebels. You are discharged because of stress, injury or because the government wishes to bury the whole incident. Increase Recon or Survival by one level but also gain the rebels as an Enemy.
4	You discover that your commanding officer is engaged in some illegal activity, such as weapon smuggling. You can join his ring and gain him as an Ally before the inevitable investigation gets you discharged, or you can co-operate with the military police – the official whitewash gets you discharged anyway but you may keep your Benefit roll from this term of service.
5	You are tormented by or quarrel with an officer or fellow soldier. Gain that officer as a Rival as he drives you out of the service.
6	Injured. Roll on the Injury table.

EVENTS

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You are assigned to a planet with a hostile or wild environment. Gain one of Vacc Suit 1, Engineer (any) 1, Animals (riding or training) 1 or Recon 1.
4	You are assigned to an urbanised planet torn by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
5	You are given a special assignment or duty in your unit. Gain a +1 DM to any one Benefit roll.
6	You are thrown into a brutal ground war. Throw Endurance 8+ to avoid injury; if you succeed, you gain one level in Gun Combat (any) or Leadership.
7	Life Event. Roll on the Life Events table (page 11).
8	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
9	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain a +2 DM to your next Advancement check.
10	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
11	Your commanding officer takes an interest in your career. Either gain Tactics (military) 1 or take a +4 DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle. You may gain a promotion or a commission automatically.

NAVY

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

Enlistment: Int 6+.
If you are aged 34 or more: −2 DM
Per previous career: −1 DM

Assignments: Choose one of the following:
- **Line/Crew:** You served as a general crewman or officer on a ship of the line. An average naval career.
- **Engineering/Gunnery:** You served as a specialist technician on a ship. This gives good technical skills, but is difficult to advance in unless you are highly intelligent.
- **Flight:** You served as the pilot of a shuttle, fighter or other vessel. This gives excellent piloting skills and is the fast track to promotion, but is also the most dangerous.

CAREER PROGRESS

	Survival	Advancement
Line/Crew	Int 5+	Edu 7+
Eng/Gun	Int 6+	Edu 6+
Flight	Dex 7+	Edu 5+

Commission: Soc 8+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	1,000	+1 Dexterity
2	5,000	+1 Intelligence
3	5,000	+1 Education
4	10,000	Weapon
5	20,000	TAS Membership
6	50,000	Contact
7	50,000	+2 Social Standing

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned Only)
1	+1 Str	Pilot (any)	Remote Operations	Leadership
2	+1 Dex	Vacc Suit	Astrogation	Tactics (naval)
3	+1 End	Zero-G	Engineer (any)	Pilot (any)
4	+1 Int	Gunner (any)	Computers	Melee (blade)
5	+1 Edu	Mechanic	Navigation	Admin
6	+1 Social	Gun Combat (any)	Admin	Tactics (naval)

Roll	Specialist: Crew	Specialist: Eng/Gun	Specialist: Flight
1	Comms	Engineer (any)	Pilot (any)
2	Mechanic	Mechanic	Flyer (any)
3	Gun Combat (any)	Sensors	Gunner (any)
4	Sensors	Engineer (any)	Pilot (small craft)
5	Melee (any)	Gunner (any)	Astrogation
6	Vacc Suit	Computer	Zero-G

RANKS AND BENEFITS

Rank	NCO Rank	Skill or Benefit	Officer Rank	Skill or Benefit
0	Crewman			
1	Able Spacehand	Mechanic 1	Ensign	Melee (blade) 1
2	Petty Officer, 3rd Class	Vacc Suit 1	Sublieutenant	Leadership 1
3	Petty Officer, 2nd Class		Lieutenant	
4	Petty Officer, 1st Class	+1 End	Commander	Tactics (naval) 1
5	Chief Petty Officer		Captain	Social Standing 10 or +1 Social Standing, whichever is higher.
6	Master Chief		Admiral	Social Standing 12 or +1 Social Standing, whichever is higher.

MISHAPS

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table (page 10) and take the lower result.
2	Placed in the frozen watch (cryogenically stored on board ship) and revived improperly. Reduce Strength, Dexterity or Endurance by 1 due to muscle wastage.
3	During a battle, defeat or victory depends on your actions. You must make an 8+ roll using a skill that depends on your branch: Sensors or Gunner (any) if you are crew, Mechanic or Vacc Suit if you are engineering/gunnery, and Pilot (small craft or spacecraft) or Tactics (naval) if you are flight. If you fail, the ship suffers severe damage and you are blamed for the disaster. You are court-martialed and discharged. If you succeed, your efforts ensure that you are honourably discharged. You still leave the career, but may keep your benefit roll from this term.
4	You are blamed for an accident that causes the death of several crew members. If you were responsible, then you gain one free roll on the Skills and Training table before you are ejected from this career as your guilt drives you to excel. If you were not, then gain the officer who blamed you as an Enemy, but you keep your benefit roll from this term.
5	You are tormented by or quarrel with an officer or fellow crewman. Gain that character as a Rival, as he forces you out of the Navy.
6	Injured. Roll on the Injury table.

EVENTS

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You join a gambling circle on board. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
4	You are given a special assignment or duty on board ship. Gain a +1 DM to any one Benefit roll.
5	You are given advanced training in a specialist field. Throw Education 8+ to gain one level in any skill you already have.
6	Your vessel participates in a notable military engagement. Gain one of Sensors 1, Engineer (any) 1, Gunnery (any) 1 or Pilot (any) 1.
7	Life Event. Roll on the Life Events table (page 11).
8	Your vessel participates in a diplomatic mission. Gain one of Recon 1, Diplomacy 1, Steward 1 or a Contact.
9	You foil an attempted crime on board, such as mutiny, sabotage, smuggling or conspiracy. Gain an Enemy, but also gain a +2 DM to your next Advancement roll in the Navy.
10	You have the opportunity to abuse your position for profit. If you do so, gain an extra Benefit roll from this term. Refuse, and you get a +2 DM to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Either gain Tactics (naval) 1, or take a +4 DM to your next Advancement roll thanks to his aid.
12	You display heroism in battle, saving the whole ship. You may gain a promotion or a commission automatically.

LIFE EVENTS

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

MUSTERING OUT BENEFITS

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

Benefits are gained when a character leaves a career for any reason other than failing a survival roll (willingly leaving the career, an event, an aging crisis, or just wishing to finish character generation). A character gets one Benefit Roll for every full term served in that career. You also get extra benefit rolls if you reached a higher rank.

BENEFITS OF RANK

Highest Rank Reached	Bonus Benefit Rolls
1–2	1
3–4	2
5–6	3, and you get a +1 DM to all Benefit Rolls in this career.

There are two tables for Benefit Rolls – the Cash table and the Other Benefits table. You may only roll on the Cash table a maximum of three times no matter how many careers you have had.

Cash Benefits

A character with the Gambler skill at level 1 or better gets a +1 DM to all rolls on the Cash table.

If the character has any money after rolling on the Cash table then he may purchase personal equipment worth up to 2,000 credits immediately. More expensive items can be bought in play but the characters will have to seek them out. Any left-over money can be taken as cash, trade goods or just saved with a financial institution.

Other Benefits

When you leave a career in good standing with your previous employers, you are permitted to keep various pieces of equipment or even shares of a vessel. Different careers give different benefits. For details of material benefits, see the Equipment chapter that starts on page 28. For details regarding Allies and Contacts, see page 14.

Armour: Select one of the following types of armour – Cloth, Reflec, Vacc Suit, or Combat Armour. (See the Equipment chapter starting on page 28.) If you roll this benefit again, then gain the Vacc Suit or Battle Dress skill or another type of armour.

LIFE EVENTS

2d6	Event
2	**Sickness or Injury:** The character is injured or contracts a bad sickness. Roll on the Injury table (page 13).
3	**Birth or Death:** Someone close to the character dies, like a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, relative, godparent, or similar).
4	**Ending of Relationship:** A romantic relationship involving the character ends. Badly.
5	**Improved Relationship:** A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
6	**New Relationship:** The character becomes involved in a romantic relationship.
7	**New Contact:** The character gains a new Contact.
8	**Betrayal:** The character is betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	**Travel:** The character moves to another world. You gain a +2 DM to your next Qualification roll.
10	**Good Fortune:** Something good happens to the character; he comes into money unexpectedly, has a lifelong dream come true, gets a book published or has some other stroke of good fortune. Gain a +2 DM to any one Benefit roll from his current career.
11	**Crime:** The character commits a crime, is accused of a crime, or is the victim of a crime. Lose one Benefit roll or reduce your Social Standing by 1.
12	**Unusual Event:** Something weird. Roll 1d6:

		Psionics. The character encounters a Psionic institute.
	1	Psionics. The character encounters a Psionic institute.
	2	Aliens. You spend time among an alien race. Gain Life Sciences (biology) and a contact among an alien race.
	3	Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans.
	4	Amnesia. Something happened to you, but you don't know what it was.
	5	Contact with government. You briefly came into contact with the highest echelons of the Imperium – an Archduke or the Emperor, perhaps, or Imperial intelligence.
	6	Ancient technology. You have something older than the Imperium, or even something older than *humanity*.

Contacts, Allies, Rivals and Enemies

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

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

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

Rivals are people who hate or oppose the character, and will attempt to interfere or harass him.

Enemies are even worse than rivals – a rival seeks to one-up or humiliate, but an enemy wants the character dead, imprisoned or otherwise doomed.

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

Other player characters can be Contacts, Allies or even Rivals for the purposes of the Connections rule (see page 5).

Ally: Gain an Ally.

Characteristic Increases: Increase the listed characteristic by the listed amount, up to your racial maximum. Human characters are limited to a score of 15. Characteristic increases above 15 are lost, with the exception of Social Standing increases – excess Social Standing increases become bonus Ship Shares.

Combat Implant: Gain f the following augmentations (see page 28): Characteristic Augmentation. You must take the lowest-TL Augmentation of that type. If you roll this benefit again, then you may either take a different Augmentation or the upgrade one you already possess to the next higher TL.

Contact: Gain a Contact.

Weapon: Select any weapon. If you roll this benefit again, you may take another weapon of the same type, a different weapon, or one level in the appropriate Melee or Gun Combat speciality for a weapon already received as a mustering-out benefit.

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

Membership may be purchased at the cost of 1,000,000 Credits although it is possible for an application to be 'black-balled' by an existing member. The Traveller's Aid Society is an exclusive organisation, made up of those who are truly citizens of the galaxy, not just a single world.

The TAS invests its membership fees and other incomes; it uses its capital and return to provide benefits to its members.

Retirement Pay

A character that leaves a service (other than Scout, Rogue or Drifter) at the end of the 5th or later term of service is considered to have retired and receives retirement pay. This pension is paid at the beginning of each year, effective upon leaving the service, and may be collected at any class A or B starport.

Terms	Pay
5	Cr. 10,000
6	Cr. 12,000
7	Cr. 14,000
8	Cr. 16,000
9+	+2,000 per term beyond 8

AGING AND INJURIES

Aging and injuries can both reduce characteristics before play begins. There are ways to ameliorate the effects of both aging and injuries. Characters can prolong their youth using anagathics (drugs that slow the aging process), but these are hard to find, expensive, and illegal or socially unacceptable in many parts of the Imperium. Injuries can be cured using medical care.

Both drugs and medical care are expensive, and will drain a character's finances. A character must keep track of how much money he spends on anagathics and medical care.

Aging

The effects of aging begin when a character reaches 34 years of age (their fourth four-year career term). At the end of the fourth term, and at the end of every term thereafter, the character must roll 2d6 on the Aging Table. Apply the character's total number of terms as a negative Dice Modifier on this table.

Aging Table

2d6	Effects of Aging
−6	Reduce three physical characteristics by 2, reduce one mental characteristic by 1
−5	Reduce three physical characteristics by 2.
−4	Reduce two physical characteristics by 2, reduce one physical characteristic by 1
−3	Reduce one physical characteristic by 2, reduce two physical characteristics by 1
−2	Reduce three physical characteristics by 1
−1	Reduce two physical characteristics by 1
0	Reduce one physical characteristic by 1
1+	No effect

The character may choose which characteristics are affected by aging.

Aging Crisis: If any characteristic is reduced to 0 by aging, then the character suffers an aging crisis. The character dies unless he can pay 1d6 ☐ 10,000 credits for medical care, which will bring any characteristics back up to 1. The character automatically fails any Qualification checks from now on – he must either continue in the career he is in or become a Drifter if he wishes to take any more terms.

Anagathics: A character can start taking anagathics at any time. While using anagathic drugs, the character effectively does not age – add the number of terms since the character started taking anagathics as a positive Dice Modifier to rolls on the aging table. If a character stops taking anagathics, then he must roll immediately on the aging table to simulate the shock that comes from his system beginning to age again.

Anagathics have two drawbacks. Firstly, the risk of trying to obtain a reliable supply and the disruption to the character's biochemistry means the character must make a second Survival check if he passes his first Survival check in a term. If either check is failed, the character suffers a mishap and is ejected from the career.

Secondly, the drugs cost 1d6 * 2,500 Credits for each term that the character uses the drugs. These costs are paid out of the character's eventual mustering-out cash benefits. If the character cannot pay these bills, he goes into debt – see Medical Debt on the following page.

Aging and Anagathics During Play: If your campaign lasts long enough, characters will have to make further aging rolls every four years. Characters may also seek out anagathic drugs during play.

Injuries

Characters that are wounded in combat or accidents during character creation must roll on the Injury table to see how bad their injuries were.

Injury Table

1d6	Injury
1	Nearly killed. Reduce one physical characteristic by 1d6, reduce both other physical characteristics by 2 (or one of them by 4).
2	Severely injured. Reduce one physical characteristic by 1d6.
3	Missing eye or limb. Reduce Strength or Dexterity by 2.
4	Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
5	Injured. Reduce any physical characteristic by 1.
6	Lightly injured. No permanent effect.

The character may choose which characteristics are affected by injury.

Injury Crisis: If any characteristic is reduced to 0, then the character suffers an injury crisis. The character dies unless he can pay 1d6 ☐ 10,000 credits for medical care, which will bring any characteristics back up to 1. The character automatically fails any Qualification checks from now on – he must either continue in the career he is in or become a Drifter if he wishes to take any more terms.

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

The restoration of a lost characteristic costs 5,000 Credits per point.

If your character was injured in the service of a patron or organisation, then a portion of his medical care may be paid for by that patron. Roll 2d6 on the table below, adding your Rank as a DM. The result is how much of his medical care is paid for by his employer.

Medical Bills

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

For example, Morn suffers a missing limb during his career as a barbarian, reducing his Strength by 2. He has the limb regrown at the starport hospital, at the cost of 10,000 credits. He has to pay this entire amount himself – but he has no money. Morn starts the game with a 10,000 Credit debt to the hospital.

Medical Debt

During finishing touches, you must pay any outstanding costs from medical care or anagathic drugs out of your Benefits before anything else. Any debt left is hanging over your character at the start of the game.

FINISHING TOUCHES

Once you have gone through all the career terms you want, rolled for your skills and benefits, and resolved the effects of any aging or injuries, it is time to move onto finishing touches.

Finalise Connections

The connections between characters rule (see page 5) can give you bonus skills. At this stage, you may make (or finalise) a connection between your character and up to two other player characters. For each connection you make, you may gain one level in any skill, but you cannot bring a skill above level 3 using this rule nor may you take the Jack of all Trades skill.

For example, Erik has a bonus skill from his connection to Kathya. He could use it to bring his Stealth skill from level 2 to level 3, but could not use it to bring his Computer score from level 3 to level 4.

Breathing Life Into Your Character

At this stage of character generation, you have guided your character from his homeworld to the present day. Take some time to consider the parts of his nature that are not represented by numbers on the character sheet. Who is he? How has his past shaped his beliefs? What cause is he willing to fight for? Does he have any odd tics or habits? What does he want?

Skill Packages

As a group, select one of the following skill packages, which are collections of basic skills you will use while adventuring and travelling. Taking a skill package ensures that your group will at least have basic competency in the situations that will come up in the game. When you have collectively decided which skill package is most suitable for the campaign you want to play, each player takes it in turns to select an item from the package. Keep going until all skills have been selected.

Traveller Skill Package: This is an all-round skill package, good for a campaign where the characters are trading one week and blowing things up the next.
Pilot (any) 1, Sensors 1, Comms 1, Gunner (any) 1, Gun Combat (any) 1, Persuade 1, Stealth 1, Medic 1.

Mercenary Skill Package: This skill package focuses on ground combat, and is obviously aimed at combat-heavy games.
Sensors 1, Comms 1, Medic 1, Leadership 1, Heavy Weapons (any) 1, Gun Combat (any) 1, Gun Combat (any) 1, Stealth 1.

Trader Skill Package: This skill package is for campaigns where trading and commerce are the primary activities of the player characters.
Pilot (any) 1, Sensors 1, Medic 1, Streetwise 1, Broker 1, Advocate 1, Diplomat 1, Astrogation 1.

Starship Skills Package: This is for campaigns where the characters will spend almost all their time on their spacecraft.
Pilot (any) 1, Gunner (any) 1, Engineer (any) 1, Mechanic 1, Sensors 1, Medic 1, Comms 1, Astrogation 1.

Explorer Skills Package: For campaigns where the characters are operating on the fringe of known space, dealing with new worlds and ancient relics.
Pilot (any) 1, Astrogation 1, Sensors 1, Survival 1, Recon 1, Gun Combat (any) 1, Stealth 1, Medic 1

Diplomat Skill Package: For campaigns where the characters are government operatives and ambassadors.
Advocate 1, Diplomat 1, Persuade 1, Stealth 1, Streetwise 1, Deception 1, Computers 1, Comms 1.

Investigator Skill Package: For campaigns with an emphasis on solving crimes and investigating mysteries.
Advocate 1, Admin 1, Investigate 1, Persuade 1, Stealth 1, Streetwise 1, Computers 1, Sensors 1, Gun Combat (any) 1

Criminal Skill Package: For campaigns involving seedy crimes or elaborate heists.
Pilot (any) 1, Sensors 1, Stealth 1, Deception 1, Persuade 1, Streetwise 1, Broker 1, Medic 1.

Why Are You Travelling?

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

SKILLS AND TASKS

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

The Referee should only call for checks:
* when the characters are in danger.
* when the task is especially difficult or hazardous.
* when the characters are under the pressure of time.
* when success or failure is especially important or interesting.

TASK CHECKS

To make a check, the player rolls 2d6 and any appropriate Dice Modifiers. If the total is 8 or more, the character succeeds.

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

Characteristic Check: These checks are used when the task is one not covered by an obvious skill, or where the character's innate abilities are the most important influence on the result. To make a Characteristic check, roll 2d6 and add the appropriate characteristic Dice Modifier. For example:
* When forcing open a sealed door on a derelict ship, a character would use his Strength Dice Modifier.
* When balancing on a narrow beam, a character uses his Dexterity Dice Modifier.
* When trying to endure a long trek through the desert, a character would use his Endurance Dice Modifier.
* When trying to decipher an alien puzzle-box, a character uses his Intelligence Dice Modifier.
* When attempting to remember some trivia or piece of common knowledge, a character uses his Education Modifier.
* When trying to impress a guard with his wealth or position, a character uses his Social Standing Dice Modifier.

Skill Check: For a skill check, the character adds both his skill level and an appropriate characteristic DM. The combination of skill and characteristic varies depending on the situation:
* Shooting a gun would use the appropriate Gun Combat sub-skill and the character's Dexterity Dice Modifier.
* Repairing a damaged gun might use Gun Combat and Education.
* Trying to work out what sort of gun caused a particular wound might use Gun Combat and Intelligence (or Investigation and Intelligence).
* Hiding from an enemy soldier would call for Dexterity and Stealth, while staying still for a long time to avoid detection would be an Endurance plus Stealth check.

* Just generally carousing at a party might use Carouse on its own, without any particular characteristic. If the character wants to beat someone in a drinking contest, then he might use Endurance + Carouse; spotting who is out of place at a party would be Intelligence + Carouse, and snubbing someone might use Social Standing + Carouse.

In general, skills can be matched to any appropriate characteristic depending on the situation at hand. Certainly you will roll Dexterity and Gun Combat more often than Social Standing and Gun Combat but you never know what might come up.

When making a skill check, if a character does not have any levels in that skill, then he suffers a –3 unskilled Dice Modifier.

To repeat; **to make a skill check, a character rolls 2d6 + his Skill Level + his Characteristic DM + any other DMs, and tries to get 8 or more.** Anything more than this is detail that can be used or not as the group sees fit.

Task Difficulties

Simple tasks are trivial for everyone. A simple task might be requesting weather data from a standard tourist computer system, ordering a meal in a language you know well, or sneaking up on a drugged guard. Simple tasks have a difficulty DM of +6.

Easy tasks are trivial for a trained professional, and simple for an amateur. An easy task might be hiking cross-country for a few hours, holding a ship in perfectly level flight, or activating an unfamiliar device that has a clear and simple interface. Easy tasks have a DM of +4.

A **routine** task is trivial for a trained professional, and relatively easy even for an amateur. A routine task might be hitting a prone victim in melee, landing a ship in optimum conditions with computer assistance, translating a newspaper and so on. Routine tasks have a difficulty DM of +2.

An **average** task is a moderate obstacle to a trained professional. Shooting a gun accurately at range, plotting the jump calculations for a starship, repairing a damaged circuit board or finding a buyer for a cargo bay full of machine parts on an industrial world are all examples of average tasks, which have a difficulty DM of +0.

A **difficult** task is difficult even for a trained professional. Examples might be making an accurate shot in the middle of a ferocious storm, defending a client in court when he is clearly guilty, hacking into a secure computer network, or spotting the flash of sunlight reflecting off a sniper's scope. Difficult tasks have a difficulty DM of –2.

Very difficult tasks are hard for a trained professional, and nearly impossible for an amateur. They have a DM of –4.

Formidable tasks are exceptionally hard, such as performing surgery in zero-gravity in a ship that is under attack, hacking a military-grade computer network, disarming a terrorist bomb, or convincing a city of superstitious natives that you are a peaceful trader and not a demon from the outer darkness when you don't speak a word of their language. Formidable tasks have a difficulty DM of **–6**.

TASK DIFFICULTY DICE MODIFIERS

Difficulty	DM	Difficulty	DM	Difficulty	DM
Simple	+6	Average	+0	Very Difficult	–4
Easy	+4	Difficult	–2	Formidable	–6
Routine	+2				

Situational Modifiers

If a character has help, such as good tools, competent aids or other beneficial circumstances, he receives a +1 DM to his skill check. Characters can choose instead to use riskier task chains (see page 17) to give other characters bigger Dice Modifiers by linking skill checks together.

Calling For Task Checks

Often, if the characters have the requisite skills, the Referee can just assume they succeed. However, if failure carries a consequence – say, a failed check will result in the characters picking up a false rumour – then it's a good time to call for a skill check.

Which Characteristic?

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

Effect

If the degree of success is important, then subtract 8 from the total of the dice roll plus Dice Modifiers. This margin of success is referred to as the Effect. For example, if a player rolls a 4 and 3, and has a +3 DM for a total of 10, then his Effect is 10 – 8 = 2.

SUCCESS

Effect Total	Success
0	**Marginal Success:** The character barely succeeds at the task, and may have to accept a condition on his success. He fixes the engine but it will overheat. He finds a buyer for the goods but the buyer is a untrustworthy criminal.
1–5	**Average Success:** The character succeeds normally.
6+	**Exceptional Success:** The character succeeds in an impressive and elegant fashion.

FAILURE

Effect Total	Failure
Less than –6	**Exceptional Failure:** The character failed as completely as it is possibly to fail. Anything that can go wrong goes wrong. If attempting to repair a device, the device is further damaged or even destroyed. In a social situation, the character gets into further trouble.
–2 to –5	**Average Failure:** The character has failed the task.
–1	**Marginal Failure:** The character has almost, almost succeeded, and the Referee may permit him to scrape a success if he takes a significant consequence. A character trying to jump across a chasm hangs onto the far side by his fingernails but can only pull himself up if he drops his backpack. A character trying to land a ship can bring it down safely but the ship may never fly again. A character hacking a computer gets in but the security programs can trace his location.

Probability of Success

The probability of rolling 8 or more on 2d6 without modifiers is 41.67%. The table below shows the probability of success after all Dice Modifiers have been applied, as a guide for how likely the character is to succeed at a skill check.

Total Dice Modifier	Target Number	% Chance of Success	Total Dice Modifier	Target Number	% Chance of Success	Total Dice Modifier	Target Number	% Chance of Success	Total Dice Modifier	Target Number	% Chance of Success
–5 or more	13+	0	–2	10+	16.67	+1	7+	58.33	+4	4+	91.67
–4	12+	2.78	–1	9+	27.78	+2	6+	72.22	+5	3+	97.22
–3	11+	8.33	0	8+	41.67	+3	5+	83.33	+6	2+	97.22

Timing

Each task has a time frame of one to six time units. The unit depends on the task – shooting someone or throwing a punch takes 1–6 seconds, while prepping an air/raft for flight might take 1–6 minutes, looking for rumours on the street might take 1–6 hours, and repairing a damaged component on a ship might take 10–60 hours.

To determine how long a task takes, roll 1d6 and multiply it by the increment listed for that action.

Going Faster or Slower

You can choose, before you roll, to move up or down one or two rows on the Time Frames table. Moving up (reducing the time increment) gives you a –1 DM for every row you move; moving down and increasing the time taken gives you a +1 DM for every row you move.

Multiple Actions

A character can try to do two or more things at once, like firing a spacecraft's weapons while also flying, or disarming a bomb while hiding from guards. For every extra thing that the character is doing, he suffers a –2 DM to all skill checks.

Opposed Checks

If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins.

Aiding Another Character

Often, *Traveller* characters will find themselves working as a group, or performing a series of interlinked tasks. Finding a buyer for a cargo of illegal goods, for example, calls for a Streetwise check to find such a buyer, then a Broker check to negotiate a price. When coming up with a plan to attack a fortress, the characters would begin with a Recon check to scope the place out, then a Tactics check to find weak spots in its defences, then Stealth and Electronics rolls to get past the security system.

The result of one check can give a DM to the next.

TASK CHAIN DMs

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

Chains of linked task checks can be formed.

TIME FRAMES TABLE

Time Frame	Increment	Example Action
1–6 Seconds	One second	Shooting, punching, jumping.
10–60 Seconds	Ten seconds	Rerouting power, opening a comms channel.
1–6 Minutes	One minute	Applying first aid, basic technical tasks.
10–60 Minutes	Ten minutes	More complex technical tasks, searching an area thoroughly.
1–6 Hours	One hour	Building a shelter, moving through the wilderness.
6–24 Hours	Four Hours	Researching a problem.
10–60 Hours	Ten hours	Repairing a damaged ship.
1–6 Days	One day	Combing a city for a missing person.

Skill Levels and What They Mean

This information is also presented in the chapter on character generation but is repeated here for clarity.

If a character has *no* level in a skill, then he is *untrained* and will suffer a –3 Dice Modifier when trying to use that skill.

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

If a character has one or more level in a skill (Level 1, Level 2, and so on) then he is trained in that skill. Each rank represents several years of experience using that skill. A character with Level 2–3 in a skill is a skilled professional in that field. A character with Medic 2 could be a doctor; a character with Medic 4 is a famous surgeon or specialist.

Some skills have *specialities* – specialised forms of that skill. A character picks a speciality when he gains level 1 in a skill with specialities. For example, a character might have Engineer 0, allowing him to make any Engineer skill checks without an unskilled penalty. He might then gain a level in Engineer, giving him Engineer (Jump drives) 1. He would make all Engineer checks involving Jump drives at a +1 DM, but would make all other Engineer checks at a +0 DM. A character can have multiple specialities in a skill – an engineer might have Engineer (Jump drives) 1 and Engineer (power plant) 2. He would make checks related to Jump drives with a +1 DM, checks related to power plants with a +2 DM and all other Engineer checks with a +0 DM.

Skills

Each Skill is described using the following format:

Description: What the skill does.

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

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

Admin

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

Avoiding close examination of papers: Education or Social Standing, 10–60 seconds, Average (+0).

Dealing with police harassment: Education or Social Standing, 10–60 minutes, Difficult (–2).

Advocate

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

Arguing in court: Intelligence, Education, or Social Standing, 1–6 days, Average (+0), Opposed.

Debating an argument: Intelligence, 10–60 minutes, Average (+0).

Animals

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

Specialities

- **Riding:** The character knows how to ride an animal who is trained to bear a rider. Unusual mounts raise the difficulty of the check.
  Riding a horse into battle: Dexterity, 1–6 seconds, Difficulty (–2). If successful, the character can control the horse for a number of minutes equal to his Effect before needing to make another check.
- **Veterinary:** The character is trained in veterinary medicine and animal care.
  Applying medical care: See the Medic skill on page 21. Vets can treat humans or other non-animal living things as a Very Difficult (–4 DM) task.
- **Training:** The character knows how to tame and train animals.
  Taming a strange creature: Intelligence, 1–6 days, Formidable (–6).
- **Farming:** The character can grow and harvest crops and raise animals.

Athletics

The character is a trained athlete and is physically fit. The Athletics skill effectively augments a character's physical characteristics: there is never an untrained penalty for *not* having the Athletics skill, you just use your Strength, Dexterity or Endurance DM as normal. Likewise, where a situation might call for a Strength, Dexterity or Endurance check you can always use the appropriate Athletics speciality to boost your roll.

Specialities

- **Co-ordination:** Climbing, juggling, throwing.
  Climbing: Dexterity, 10–60 seconds, Difficulty varies. So long as he succeeds, the character's Effect is usually irrelevant unless he is trying to do something while climbing, in which case the climbing is part of a task chain or multiple action.
  Sprinting: Dexterity or Strength, 1–6 seconds, Average (+0). If a character does *nothing* (including react) but sprint flat-out he can cover 24 + Effect metres with every check. Avoiding obstacles while sprinting requires another Athletics (co-ordination) check with the –2 DM for multiple actions.
  High jumping: Dexterity or Strength, 1–6 seconds, Average (+0). The character jumps a number of metres straight up equal to the Effect halved.
  Long jumping: Dexterity or Strength, 1–6 seconds, Average (+0). The character jumps a number of metres forward equal to the Effect with a running start.
- **Endurance:** Long-distance running, hiking.
  Long-distance running: Endurance, 10–60 minutes, Average (+0).
- **Strength:** Feats of strength, weight-lifting.
  Feats of strength: Strength, 10–60 seconds, Average (+0).
- **Flying:** Species that fly gain this skill for free at level 0. It covers aerobatics, conservation of energy, precise landings and other elements of self-powered flight.
  Flying through a narrow gap at speed: Dexterity, 1–6 seconds, Average (+0). More speed means higher difficulty.

Astrogation

This skill is for plotting the courses of starships and calculating accurate jumps.

Plotting a course to a target world using a gas giant for a gravity slingshot: Education, 10–60 minutes, Difficult (–2)

Plotting a standard Jump: Education, 10–60 minutes, Easy (+4). Carries a -DM equal to the Jump distance.

Carouse

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

Drinking someone under the table: Endurance, 1–6 hours, difficulty varies by liquor, Opposed.

Gathering rumours at a party: Social Standing, 1–6 hours, Average (+0).

Comms

The Comms skill covers the use of modern telecommunications – opening communications channels, querying computer networks, jamming signals and so on, as well as the proper protocols for communicating with starports and other spacecraft.

Requesting landing privileges at a starport: Education, 1–6 minutes, Routine (+2).

Accessing publicly available but obscure data over a comm: Education, 10–60 minutes, Average (+0).

Bouncing a signal off an orbiting satellite to hide your transmitter: Intelligence, 10–60 minutes, Difficult (–2).

Jamming a comms system: Intelligence, 1–6 minutes, Difficult (–2) for radio, Very Difficult (–4) for laser, Formidable (–6). for masers, Opposed. A character using a comms system with a higher Technology Level than his opponent has a +1 DM for every TL of difference.

Computers

The Computers skill is for using and controlling computer systems.

Accessing publicly available data: Education or Intelligence, 1–6 minutes, Easy (+4).

Activating a computer program on a ship's computer: Education or Intelligence, 10–60 seconds, Routine (+2).

Searching a corporate database for evidence of illegal activity: Intelligence, 1–6 hours, Difficult (–2).

Hacking into a secure computer network: Intelligence, 10–60 hours, Very Difficult (–4). Hacking is aided by Intrusion programs and made more difficult by Security programs. The Effect determines the amount of data retrieved; failure means that the targeted system may be able to trace the hacking attempt.

Diplomat

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

Greeting the Emperor properly: Social Standing, 1–6 minutes, Difficult (–2).

Negotiating a peace treaty: Education, 1–6 days, Average (+0).

Transmitting a formal surrender: Intelligence, 10–60 seconds, Average (+0).

Drive

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

Specialities

- **Mole:** For controlling vehicles that move through solid matter using drills or other earth-moving technologies, like plasma torches or cavitation.
  Surfacing in the right place: Dexterity, 10–60 minutes, Average (+0).
  Precisely controlling a dig to expose a vein of minerals: Dexterity, 10–60 minutes, Difficult (–2).
- **Tracked:** For tanks and other vehicles that move on tracks.
  Manoeuvring (or smashing, depending on vehicle) through a forest: Dexterity, 1–6 minutes, Difficult (–2).
  Driving a tank into a cargo bay: Dexterity, 10–60 seconds, Average (+0).
- **Wheeled:** For automobiles and similar groundcars.
  Driving a groundcar in a short race: Dexterity, Difficult (–2), Opposed by other driver(s). Longer races use Endurance instead of Dexterity.
  Avoiding an unexpected obstacle on the road: Dexterity, 1–6 seconds, Average (+0).

Engineer

The Engineer skill is used to operate and maintain spacecraft and advanced vehicles. This skill has several specialities. Engineer can be used to make repairs on damaged systems on spacecraft and advanced vehicles. For repairs on simpler machines, see Mechanic on page 21.

- **Manoeuvre Drive (M-Drive):** Maintaining and operating a spacecraft's manoeuvre drive, as well as its artificial gravity.
  Overcharging a thruster plate to increase a ship's agility: Intelligence, 1–6 minutes, Difficult (–2).
  Estimating a ship's tonnage from its observed performance: Intelligence, 10–60 seconds, Average (+0).
- **Jump Drive (J-Drive):** Maintaining and operating a spacecraft's jump drive.
  Making a Jump: Intelligence, 10–60 minutes, Routine (+2).
- **Electronics:** All forms of computing hardware, sensors and other electronics and electrics.
  Installing a new computer system: Education, 1–6 hours, Average (+0).
  Repairing a damaged sensor: Education, 1–6 minutes, Average (+0).
- **Life Support:** Covers oxygen generators, heating and lighting and other necessary life support systems.
  Safely reducing power to life support to prolong a ship's battery life: Education, 1–6 minutes, Average (+0).
- **Power:** Maintaining and operating a spacecraft's power plant.
  Overcharging a ship's power planet to get extra output: Intelligence, 1–6 minutes, Difficult (–2).

Explosives

The Explosives skill covers the use of demolition charges and other explosive devices, including assembling or disarming bombs. You don't need the Explosives skill to throw grenades. A failed Explosives check with an Effect of –4 or less can result in a bomb detonating prematurely.

Planting charges to collapse a wall in a building: Education, 10–60 minutes, Average (+0). The damage from the explosive is multiplied by the Effect.

Planting a breaching charge: Education, 10–60 seconds, Average (+0). The damage from the explosive is multiplied by the Effect.

Disarming a bomb equipped with anti-tamper trembler detonators: Dexterity, 1–6 minutes, Formidable (–6).

Flyer

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

Specialities

- **Grav:** This covers air/rafts and other vehicles that use gravitic technology. Grav vehicles have theoretically perfect manoeuvrability and can hover, but skill checks may be necessary when performing high-speed aerobatics.
- **Rotor:** For helicopters, hovercraft and other similar craft. Rotor craft can hover but may require skill checks to keep steady in the face of adverse environmental conditions.
- **Wing:** For jets and other aeroplanes using a lifting body. Winged aircraft must keep moving forwards or they will stall and fall out of the sky.

Landing safely: Dexterity, 1–6 minutes, Routine (+2).
Racing another flyer: Dexterity, 10–60 minutes, Difficult (–2), Opposed.

Gambler

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

A casual game of poker: Intelligence, 1–6 hours, Average (+0), Opposed.
Picking the right horse: Intelligence, 1–6 minutes, Average (+0).

Gunner

The various specialities of this skill deal with the operation of ship-mounted weapons in space combat. Most travellers have ships equipped solely with turret weapons.

Specialities

- **Turrets:** Operating turret-mounted weapons on board a ship.
  Firing a turret at an enemy ship: Intelligence or Dexterity, 10–60 seconds, Average (+0).

- **Ortillery:** An abbreviation of *Orbital artillery* – using a ship's weapons for planetary bombardment or attacks on stationary targets.

  Firing ortillery: Intelligence, 1–6 minutes, Average (+0).
- **Screens:** Activating and using a ship's energy screens like Black Globe generators or meson screens.
  Activating a screen to intercept enemy fire: Dexterity, 1–6 seconds, Difficult (–2).
- **Capital Weapons:** Operating bay or spinal mount weapons on board a ship.
  Firing a spinal mount weapon: Intelligence or Dexterity, 10–60 minutes, Average (+0).

Gun Combat

The Gun Combat skill covers a variety of ranged weapons. See Combat, page 23, for details on using guns in combat.

Specialities

- **Slug Rifle:** Using rifle weapons such as the autorifle or gauss rifle.
- **Slug Pistol:** Using pistols like the body pistol or snub pistol.
- **Shotgun:** Using shotguns.
- **Energy Rifle:** Using advanced energy weapons like laser rifles or plasma rifles.
- **Energy Pistol:** Using advanced pistol-style energy weapons like laser pistols and stunners.

Firing a gun: Dexterity, 1–6 seconds, Average (+0).

Heavy Weapons

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

Specialities

- **Launchers:** Rocket launchers and grenade launchers.
- **Man Portable Artillery:** Man portable fusion and plasma weapons – the FGMP, PGMP and similar.
- **Field Artillery:** Fixed guns, mortars and other indirect-fire weapons.

Firing an artillery piece at a visible target: Dexterity, 1–6 seconds, Average (+0).
Firing an artillery piece using indirect fire: Intelligence, 10–60 seconds, Average (+0).

Leadership

The Leadership skill is for directing, inspiring and rallying allies and comrades. A character may make a Leadership action in combat, which increases the initiative of one ally the leader can talk to by the Effect of the Leadership check. The skill can also be used to raise the morale of a losing side. *Shouting an order:* Social Standing, 1–6 seconds,
Average (+0).
Rallying shaken troops: Social Standing, 1–6 seconds,
Difficult (–2).

Mechanic

The Mechanic skill allows the character to maintain and repair most equipment – some advanced equipment and spacecraft components may require the Engineer skill (see page 19). Unlike the narrower but more useful Engineer or Science skills, Mechanic does not allow a character to build new devices or alter existing ones – it is purely for repairs and maintenance but covers nearly everything.

Repairing a damaged system in battle: Intelligence or Education, 1–6 minutes, Average (+0)

Medic

The Medic skill covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery and long-term care.

First aid: Education, 1–6 minutes, Average (+0). The patient regains lost characteristic points equal to the Effect.
Treat poison or disease: Intelligence, 1–6 hours, Average (+0).
Long-term care: Education, 1–6 hours, Average (+0).

Melee

The melee skill covers attacking in hand-to-hand combat. See the Combat chapter starting on page 23 for more details.

Specialities:
* **Unarmed Combat:** Whether it is trained martial arts or street fighting learned the hard way, this is the skill for using your body as a weapon.
* **Blade:** Attacking with swords, rapiers, blades and other edged weapons.
* **Bludgeon:** Attacking with maces, clubs, ,staves and so on.
* **Natural Weapons:** The favoured combat skill of wild animals, this covers fighting with claws, teeth, and other weapons that are a part of you.

Attacking in melee: Strength or Dexterity, 1–6 seconds, Average (+0).

Navigation

Navigation is the planet-side counterpart of astro-gation, covering plotting courses and finding directions on the ground.

Plotting a course using an orbiting satellite beacon: Intelligence or Education, 10–60 minutes, Average (+0).
Avoiding getting lost in thick jungle: Intelligence, 1–6 hours, Difficult (–2).

Pilot

The Pilot skill specialities cover different forms of spacecraft.

Specialities
* **Small Craft:** Shuttles and other craft under 100 tons.
* **Spacecraft:** Trade ships and other vessels between 100 and 5,000 tons.
* **Capital Ships:** Battleships and other ships over 5,000 tons.

Recon

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

Working out the routine of a trio of guard patrols: Intelligence, 10–60 minutes, Average (+0).
Spotting the sniper before he shoots you: Intelligence, 10–60 seconds, Difficult (–2).

Remote Operations

Remote operations is the skill of using telepresence to remotely control drones, missiles, robots and other devices.

Using a mining drone to excavate an asteroid: Dexterity, 1–6 hours, Routine (+2).

Seafarer

The Seafarer skill covers all manner of watercraft and ocean travel. It is the Drive skill of the seas.

Specialities
* **Sail:** This skill is for wind-driven watercraft.
* **Submarine:** For vehicles that travel underwater.
* **Ocean Ships:** For large, motorised sea-going vessels.
* **Motorboats:** For motorised small craft.

Sensors

The Sensors skill covers the use and interpretation of data from electronic sensor devices, from observation satellites and remote probes to thermal imaging and densitometers. Unless otherwise noted in its description sensor equipment does not require a skill check to use, but interpreting data from those sensors can require a roll.

Analysing sensor data: Intelligence or Education, 1–6 hours, Average (+0).
Breaking through interference: Intelligence or Education, 1–6 minutes, Difficult (–2).

Stealth

A character trained in the Stealth skill is adept at staying unseen and unheard. Stealth can be Opposed by Recon or Sensors skills but it is often simpler for the Referee to decide on a difficulty and the player to roll.

Sneaking past a guard: Dexterity, 10–60 seconds, Average (+0).
Avoiding detection by a security patrol: Dexterity, 1–6 minutes, Difficult (–2).

Streetwise

A character with the Streetwise skill understands the urban environment and the power structures in society. On his homeworld and in related systems, he knows criminal contacts and fixers. On other worlds, he can quickly intuit power structures and can fit into local underworlds.

Finding a dealer in illegal materials or technologies: Intelligence, 10–60 hours, Average (+0).
Evading a police search: Intelligence, 10–60 minutes, Difficult (–2).

Survival

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

Gathering supplies in the wilderness to survive for a week: Education or Strength, 1–6 days, Average (+0).
Identifying a poisonous plant: Education or Intelligence, 10–60 seconds, Average (+0).

Tactics

This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements. In combat, the Tactics skill level of a unit's commander gives a boost to the initiative scores of everyone in his unit. See Combat, starting on page 23, for more details.

Specialities:
- **Military Tactics:** Coordinating the attacks of foot troops or vehicles on the ground.
- **Naval Tactics:** Coordinating the attacks of a spacecraft or fleet.

Developing a strategy for attacking an enemy base: Intelligence, 10–60 hours, Average (+0).

Trade

A character with a Trade skill is trained in producing some useful goods or services. There are many different Trade specialities, but each one works the same way – the character can make a Trade check to earn money on a planet that supports that profession. The amount of money raised is 100 Credits ⌂the Effect of the check per month. Unlike other skills with specialties, levels in the Trade skill do not grant the ability to use other specialties at skill level 0. Each specialty must be learned individually. Someone with a Trade skill of 0 has a general grasp of working for a living but little experience beyond the most menial jobs.

Example Trades include:
- **Biologicals:** Engineering and managing artificial organisms.
- **Civil Engineering:** Designing structures and buildings.
- **Space Construction:** Building orbital habitats and megastructures.
- **Hydroponics:** Growing crops in hostile environments.
- **Polymers:** Designing and using polymers.

On some worlds other skills, such as Animals or Computers, may be used to earn a living in the same manner as Trade skills.

Vacc Suit

The Vacc Suit skill allows a character to wear and operate spacesuits and environmental suits. A character will rarely need to make Vacc Suit skill checks – merely possessing the skill is enough. If the character does not have the requisite Vacc Suit skill for the suit he is wearing, he suffers a –2 DM to all skill checks made while wearing a suit for each missing level.

Zero-G

Having the Zero-G skill means the character is adept at moving around in micro-gravity environments and freefall. A character without the Zero-G skill suffers a –2 DM to all checks made in free-fall. The skill can also be used to move around in a zero-gravity environment by pushing off other objects or using thruster packs.

The Zero-G skill is also used for operating grav-belts.

Righting yourself when artificial gravity suddenly fails on board a ship: Dexterity, 1–6 seconds, Average (+0)
Complex manoeuvres with a grav-belt: Dexterity, 10–60 seconds, Difficult (–2)

COMBAT

As adventurers journey through the cities and wilds of the worlds they visit, they will encounter both men and beasts. At times, the only way such encounters can be dealt with is by force. Combat in *Traveller* is designed to be deadly, especially if there is a gap in technology between combatants.

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

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

Setup

If the combatants are all unprepared for combat, then each person rolls 2d6 and adds their Dexterity DM to determine starting Initiative. Initiative measures a character's speed, but also his understanding and control of the battlefield. Initiative determines the order that characters act in, but it can also be spent to react to events. If some of the combatants are ready for combat and some are not, such as in an ambush, the prepared characters are considered to get an automatic 12 on their roll, giving them an Initiative of 12 + Dexterity DM.

Characters who have the Tactics skill may make a Tactics check and add the Effect of this check to the Initiative of everyone in their unit. (Only the highest Tactics Effect in the unit may be used.)

The Referee may prepare detailed maps or even models of battlefields and encounter areas, or just use sketch maps or descriptions. *Traveller* uses a scale of 1.5 metres per square for personal combat.

In most combats, the combatants begin at Medium range. See page 26 for more details about range.

The Combat Round

Each combat round lasts around six seconds of game time. In a combat round each character gets a minor action and a significant action. Actions are taken in descending order of Initiative. If two characters have the same Initiative, the character with the highest Dexterity goes first. If they are still tied, then characters act simultaneously. When a character acts, he takes all his actions at once.

Action Summary

In every round a character may make:

- One significant action.
- One minor action.
- As many reactions as he likes.
- As many free actions as he likes, within reason.

The significant action may be broken down into two minor actions instead, allowing for three minor actions instead of one significant and one minor.

Once everyone has acted a combat round is over and a new round begins. Initiative is not re-rolled but is dynamic, and may be adjusted up and down by actions taken during a round.

DYNAMIC INITIATIVE

During the course of a round a character's Initiative score may be changed by reactions, recoil and hastening. Any changes affect your Initiative for one round only – either the current round if you have yet to act or the following round if you have acted already. Reactions reduce your Initiative in order to allow you to defend yourself from attacks. Recoil slows you down if you are using a weapon heavier than you can handle. Hastening your action lets you act sooner but at a penalty to your roll.

HASTEN

At the start of each combat round a character may declare that he is acting hastily. This gives him a +2 bonus to his Initiative for that round only but all his actions receive a –1 DM. A character can only hasten once.

MINOR ACTIONS

Movement

The character moves up to six metres. Difficult terrain, such as rubble, mud or thick underbrush can halve a character's movement, allowing him to move only three metres per movement action. Crouching also halves movement. Some alien species may have different methods and speeds of movement which will be detailed in their description.

Changing Stance

A character can change to any one of the three stances – prone, crouched or standing – as a minor action.

Drawing and Reloading

The time taken to draw a weapon depends on its size and ease of use. The number of minor actions to ready or reload a weapon is listed in the description of each weapon. Most weapons take one

minor action to draw and another minor action to reload, but some weapons are especially fast or slow.

Aiming

A character who spends a minor action aiming at a target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack. A character may spend multiple actions on aiming, gaining a maximum aiming DM of +6 if he spends six minor actions on aiming.

Miscellaneous

The Referee may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the character's full attention or complex physical actions. Such minor actions include:

- Using Recon to spot a good sniping position.
- Keeping control of a vehicle using a vehicle control skill.
- Identifying the type of gun being used by an enemy using Gun Combat.
- Picking something up off the ground or a nearby surface.

SIGNIFICANT ACTIONS

Minor Actions

A character can take two minor actions instead of a significant action.

Miscellaneous

A character may make a skill check or do something else as a significant action when such an action requires the character's full attention, concentration, complicated physical actions or some combination thereof. Such checks include:

- Applying first aid to a wounded comrade using the Medic skill (see page 21).
- Trying to bypass the security system on a hatch using the Mechanic skill.
- Issuing orders with the Leadership skill (See page 21).
- Calling in an ortillery strike.
- Performing hazardous manoeuvres with a vehicle.

The Referee will adjudicate which skill checks are significant and which are minor.

Attack

The most common significant action is an attack. The basic attack action is trying to injure a foe with a melee attack or a ranged weapon. The attacker declares his target, and the foe may choose to react (see Reactions, right). The attacker then makes a skill check, and if successful, deals damage to his target (see Damage, page 26). As with any other skill check, the standard roll for success is 8+.

The standard skill checks used in making an attack are:

Melee Attack = 2d6 + Melee (appropriate specialty) + Strength or Dexterity DM (attacker's choice)

Shooting Attack = 2d6 + Gun Combat (appropriate specialty) or Heavy Weapons (appropriate specialty) + Dexterity DM

Thrown Attack = 2d6 + Athletics (co-ordination) + Dexterity DM

COMMON MODIFIERS TO ATTACKS

Bonuses	
Aiming	+1 per Aim action
Laser Sight	+1 if aiming
Intelligent Weapon	+1 if total DM is within the program's tolerance
Penalties	
Cover	−0 to −6
Movement	−1 for every 10 full metres of target movement
Target Dodges (Reaction)	−1
Environmental Effects	−1 to −2
Range	−0 to −6
Target Stance	−2 if attacking a prone target at Medium or greater range
	+2 if attacking a prone target at Personal range
Target Parries (Reaction)	-Defender's Melee skill

RECOIL AND HEFT

When you make an attack, compare your Strength DM to the Recoil rating of the weapon you are using. If your Strength DM is higher, no further effects apply. If your Strength DM is lower then the difference is applied to your initiative next round. Melee weapons have a rating called Heft which works in exactly the same way.

When firing automatic weapons in burst mode, increase Recoil by 1. When firing them on full auto increase Recoil by half the Auto score.

REACTIONS

A character who is about to be attacked can react, dodging or ducking out of the way. This means that the more time a character spends reacting, the longer it will be until he acts himself. Each reaction lowers Initiative by 2 and applies a −1 DM to all skill checks until the following round. There is no limit to how many times a character can react in a round but a character can only react once to each attack and the penalties from reacting are cumulative.

A character can only react to attacks that he is aware of.

Dodging

A character who is being attacked may dodge, giving his attacker a −1 DM and giving himself a −1 DM on all skill checks until the next round. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to −2.

Parrying

A character who is being attacked in melee can parry, applying his Melee skill as a negative DM equal to the attack roll. A parrying character also has a −1 DM on all skill checks until the next round.

OTHER ACTIONS

This section covers actions with unusual timing, such as performing a long skill check or interrupting someone else's action.

Free Actions

Some actions are so fast they do not even qualify as a minor action – shouting a warning, pushing a button, checking your watch, and so on. A character can perform as many of these free actions as he likes in a turn, although if he performs several the Referee may require him to spend a minor or even a significant action on his various tasks.

Extended Actions

Some skill checks will take longer than a single combat round to complete. Make a Timing roll for the task (see page 17) and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armour). Failure indicates that this round's work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

Delay

A character does not have to act when his turn comes up in the Initiative order. He may act at any later point during the round, even interrupting another's actions to do so. When he acts, his Initiative is set to the count on which he acted. If the character has not acted by the end of the round he may choose to act first in the next round, effectively giving up his actions in the previous round in exchange for an Initiative advantage. His new Initiative is set to one higher than that of the current first person in the order. When multiple characters are delaying and all wish to act first in the following round, their Initiatives are all set to the same score and they act in Dexterity order as normal.

SPECIAL CONSIDERATIONS

These rules cover unusual situations that will not occur in every firefight.

Automatic Weapons

Automatic weapons – any with a number listed in the Auto column (see page 31) are capable of three fire modes: single-shot, burst, and auto-fire.

- When using single shots, make attacks as normal.
- When using burst fire, add the Auto value to the damage. Burst fire uses a number of rounds equal to the Auto rating.
- When using auto-fire, roll a number of dice equal to the Auto rating of the weapon and sort them into pairs as you wish. Each pair is an attack. Auto-fire attacks can be allocated to as many different targets as you have attacks provided all the targets are within six metres of each other. Auto-fire attacks cannot benefit from a skill any higher than level 1. Weapon skills of 2 or higher only count as 1 when making auto-fire attacks. Auto-fire uses a number of rounds equal to 3 ☐the Auto rating.

Conditions

Certain battlefield conditions affect ranged attacks:

- **Darkness:** Low light gives a −1 DM to ranged attacks. Complete darkness gives a −4 DM. Light penalties can be avoided by using sensors to target instead of the naked eye.
- **Smoke or Fog:** Smoke gives a −1 DM to ranged attacks by obscuring the target; especially thick and impenetrable smoke gives a −2 DM. These penalties are doubled for laser weapons.
- **Extreme Weather:** Driving wind, rain, snowstorms and so forth give a −1 DM to ranged attacks from poor visibility and a −1 DM to ranged attacks from environmental interference. Sensors can be used to avoid the visibility penalty.

Cover

Any sort of low wall, undergrowth, convenient rocks or other objects can serve as cover. Attacks made on characters who are behind cover suffer the negative cover DM on the table below. Crouching or prone targets (see overleaf) can claim cover one step higher on the table. If a character in full cover is crouching or prone they are impossible to hit but cannot return fire – if they expose themselves enough to shoot then they are exposed enough to be shot.

Cover	Cover DM
1/4 (undergrowth, small rock, corner of a building)	−0
1/2 (thick forest, low wall, crate)	−1
3/4 (jungle, trench, reinforced position)	−2
Full (pillbox)	−4

Cover can be hard or soft. Soft cover such as undergrowth works by concealing the character using the cover and does not protect against attacks from enemies who can see through the concealment, such as those using thermal sensors. Hard cover is a physical barrier and will protect against all attacks.

Explosions

Grenades, rockets and other explosives affect an area. A character caught in an explosion may dodge at the usual Initiative cost (or, if the explosion happens outside combat, if the character is in position to dodge). A character who dodges an explosion may reduce the damage by 1d6 if he just dodges or by half if he dives for cover. A character who dives for cover ends up prone and loses his next significant action (he may take minor actions as normal).

Firing into Combat

If a character is firing a weapon at a target who is at Personal range to another combatant, then the attack suffers a –2 DM. If the attack misses, roll 1d6. On a 4+, the attack hits the nearest other combatant to the original target.

Range

Personal combat is divided into a series of range bands:

Range	Distance to Target	Squares to Target (for use with maps and miniatures)
Personal	Less than 1.5 metres	0 (combatants are in the same square)
Close	1.5 to 3 metres	1 to 2 squares
Short	3 to 12 metres	3 to 8 squares
Medium	12 to 50 metres	9 to 34 squares
Long	51 metres to 250 metres	35 to 166 squares
Very Long	251 metres to 500 metres	167 to 334 squares
Distant	501 metres+	334 squares+

Each attack form has an optimum range (or spread of ranges). Attacks within this range have a +0 DM. Attacks outside the optimum range suffer a negative DM. Melee attacks can only be made at Close or Personal range.

Stance

A character can be standing, crouched or prone.

A standing character uses the normal rules. A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover Table (see previous page) – 1/4 cover counts as 1/2 cover, 1/2 cover as 3/4 cover, and so on.

A prone character cannot make melee attacks or dodge. He may make improved use of cover like a crouching character and he may still parry melee attacks. All ranged attacks targeting him suffer a –2 DM penalty. At Close range, the penalty is reduced to +0; a prone character being attacked at Personal range grants a +2 DM to attacks against him.

Tactics and Leadership

These two skills can affect a character's Initiative.

The Tactics skill can be used to give an Initiative bonus to a whole unit at the start of combat. The unit commander may make a Tactics check, and everyone in the unit may increase their Initiative by the Effect of the check.

The Leadership skill can be used to increase another character's Initiative. The character with Leadership makes a Leadership check, and the target character's Initiative is increased by the Effect of the check. Making a Leadership skill check is a significant action.

Thrown Weapons

There are two kinds of thrown weapons: the first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat. The other kind of thrown weapon is a grenade or other explosive projectile that inflicts no damage from impact but typically delivers a harmful payload. The first kind of thrown weapon adds the Effect of the Athletics (co-ordination) check to its damage. The second kind does not.

If the attack fails the projectile scatters in a random direction for (6 + Effect) metres. This is usually only important if the projectile explodes on or after impact.

DAMAGE

Each weapon lists the damage it inflicts as a number of d6. Add the Effect of the attack roll to this damage.

Damage is applied initially to the target's Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the target's Strength or Dexterity (target's choice, but all the damage from a single attack must be subtracted from a single statistic). If either Strength or Dexterity is reduced to 0, the character is unconscious and any further damage is subtracted from the remaining physical characteristic. If all three physical characteristics are reduced to 0, the character is killed.

Weapon Ranges

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Melee Attacks							
Unarmed	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range
Small Blade	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range
Large Blade	−1	+0	Out of range	Out of range	Out of range	Out of range	Out of range
Bludgeon	−1	+0	Out of range	Out of range	Out of range	Out of range	Out of range
Ranged Attacks							
Thrown	Not possible	+0	−1	−2	Out of range	Out of range	Out of range
Pistol	−1	+0	+0	−2	−4	Out of range	Out of range
Rifle	−3	−1	+0	+0	+0	−2	−4
Shotgun	−2	+0	−1	−2	−3	Out of range	Out of range
Assault Weapon	−1	+0	+0	+0	−2	−4	−6
Rocket	−4	−2	−1	+0	+0	−2	−4
Natural Attacks							
Claw	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range
Teeth	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range
Horns	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range
Hooves	−1	+0	Out of range	Out of range	Out of range	Out of range	Out of range
Stinger	−1	+0	Out of range	Out of range	Out of range	Out of range	Out of range
Thrasher	+0	−1	Out of range	Out of range	Out of range	Out of range	Out of range

Armour

Armour reduces damage by the value of the armour. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the target's armour.

Kathya shoots a foe for 5 damage. If the target was wearing jack (armour 1), then the damage would be reduced by 1 to 4. If the target was wearing TL 10 cloth armour (armour 5), she would inflict no damage at all.
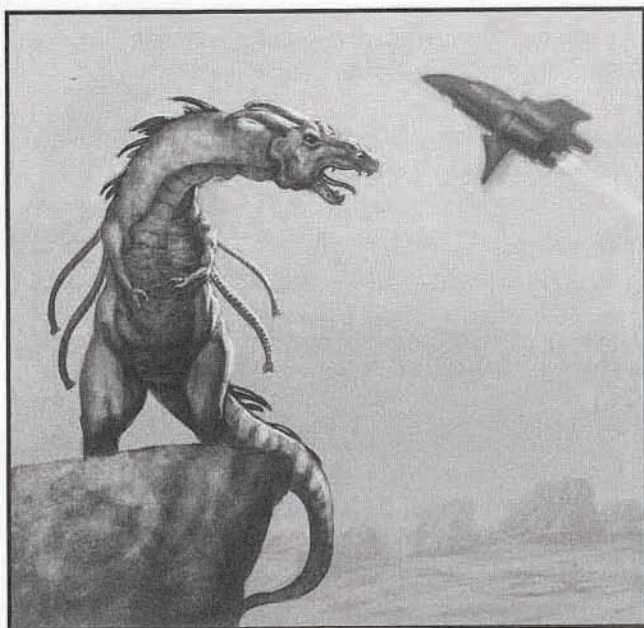
Getting Personal

Characters in Personal range of one another tend to get in each others' way:

- A character may move into Personal range as part of a normal movement action but must stop there. They can move away again with another movement action.
- A character has a −1 DM to all non-combat skill checks for every person within Personal range.
- Many attacks suffer negative DMs when at Personal range; see the table opposite.

The exception is when characters co-operate. Two characters who are co-operating do not give each other penalties to skill checks and can freely move into and out of each others' Personal range as part of one movement action. However, third and additional characters start applying penalties as normal: two people can work on an access panel in a narrow corridor, but someone trying to sprint past them is going to make life difficult for everyone.

EQUIPMENT

Each item is listed with the Technology Level needed to manufacture it, its mass (in kg) and its cost. If an item's mass or cost is not listed, then its mass or cost is negligible. Items are available for several Technology Levels after they become possible, but it is often quite hard to find a low-tech item on a high-tech world (few TL 13 spacefaring civilisations are going to produce a lot of crossbows or backpack radios).

ARMOUR

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

Some armours have a required skill. A character suffers a –2 DM to all actions taken in the armour per missing skill level, including level 0. For example, a character with no Vacc Suit skill who is in a suit that needs Vacc Suit 1 would have a –4 DM to all his rolls.

Jack (TL 1): A natural or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is better than ordinary clothing or bare skin when defending against blades but bullets will punch through it easily.

Cloth (TL 7): A heavy duty body suit tailored from ballistic cloth. The fabric absorbs impact energy and spreads it over the body, which can result in bruising. However, cloth armour is highly useful and versatile – it can be effectively concealed under normal clothing although observers making an Investigate or Recon check at 8+ will notice something unusual. TL 10 cloth armour is lighter and more flexible, and is indistinguishable from ordinary clothing to the naked eye.

Vacc Suit (TL 8): The vacc suit or space suit is the spacer's best friend, providing life support and protection when in space. Early vacc suits are unwieldy and uncomfortable, but they quickly shrink as technology advances. A vacc suit provides a breathable atmosphere and protection from the extremes of temperature, low pressure and radiation typically found in a hard vacuum, for six hours. At TL 14, 'tailored' vacc suits feel like ordinary clothing with a flexible hood and face mask.

Reflec (TL 10): Reflec armour is a flexible plastic suit with layers of reflective material and heat-dispersing gel. It is highly effective against lasers, but provides no protection against other attacks. Reflec can be worn with other armour but is hard to obtain and quite expensive.

Options

Most of the options listed here can also be applied to normal clothing at the same cost. The exceptions are extended life support and grav assist.

Eye Protection (TL 6): Many armours include eye protection such as visors or goggles to guard against flying debris but such protection becomes absolutely vital at TL 9 to guard against the blinding effects of lasers. Eye protection can be added to any armour and is included for free in any TL 9+ armour. Cr 50.

AUGMENTS

While technology is capable of significantly altering and improving the human form, obvious cybernetic, genetic or surgical alteration of the human form is frowned upon in the Imperium. While humans can be altered to survive on hostile worlds – denizens of a waterworld might be given gills and finger-webbing, while those living on a world with dangerous native micro-organisms might have their immune and digestive systems altered to compensate – unnecessary augmentation is seen as unpleasant and even perverse in many cultures. Despite this, there are some worlds where genetic alteration or cybernetics are widespread or even mandatory, just as there are worlds where they are strictly forbidden.

Most of the items in this category can be cybernetic (mechanical or electronic implants and prostheses), biological (genetic engineering and surgical alternation) or both (a more common solution), but the general term 'augment' is used for all of them.

Augmentation can bring characteristics above the normal maximum for a race.

Armour Type	Protection	Required Skill	Cost (Cr)	Mass (kg)
Jack (TL 1)	1	None	50	1
Cloth (TL 7)	3	None	250	2
Cloth (TL 10)	5		500	1
Vacc Suit (TL 8)	4	Vacc Suit 1	7,000	24
Vacc Suit (TL 12)	6	Vacc Suit 0	10,000	12
Vacc Suit (TL 14)	8	Vacc Suit 0	13,000	4
Reflec (TL 10)	0 (10 against lasers)	None	1,500	1

Augments can interfere with medical treatment. All long-term care or surgery Medic rolls (see page 21) treating an augmented character suffer a negative DM equal to the difference in Technology Level between the medical facility and the highest relevant implant. For example, a character with TL 15 Endurance implants being treated in a TL 10 hospital would give a –5 DM to the surgeon's Medic skill checks.

Physical Characteristic Augmentation (TL 11): A character's Endurance, Strength or Dexterity can be increased in various ways, from replacing motor neurons with faster synthetic cells, to reinforcing bones and replacing organs with tougher vat-grown clones. Augmentations must be purchased for each characteristic separately.

TL 11	Characteristic +1	Cr. 500,000
TL 12	Characteristic +2	Cr. 1,000,000
TL 15	Characteristic +3	Cr. 5,000,000

COMMUNICATIONS

Communications technology rapidly merges with computer technology at higher technology levels. Above Technology Level 10 in most cultures, it is unthinkable to be out of touch except in the most remote areas.

Comm (TL6): A personal comm unit is a portable telecommunications device/computer/camera, ranging in size from a bulky handset to a slim watch or pen-like cylinder. Larger comms have physical controls and screens, while smaller units either project data and control displays onto nearby surfaces, have fold-out plastic screens, or connect to cybernetics. Comms have only short-range transmission and reception capabilities, but most technologically advanced worlds will have planet-wide comm networks allowing the user to send messages and access data anywhere.

TL 6	Audio only	Cr. 50
TL 8	Audio and visual, computer/0	Cr. 150
TL 10	Multiple forms of data, computer/1	Cr. 500

COMPUTERS

The power of a computer is given by its rating (Computer/1, Computer/2 and so forth), which measures the complexity of the programs it can run. (Storage space is effectively unlimited at TL 9 and above.) Programs are rated by the computer rating they require. A system can run a number of programs up to its rating – for example, a Computer/2 could run two programs requiring Program/1 at a time, or one Program/2, or a Program/2 and any number of Program/0s. The one exception is that a Computer/0 can only run one Program/0 at a time.

The computers listed here are laptop size. Battery life is two hours at TL 7, eight hours at TL 8, and effectively unlimited at TL 9 and above.

Desktop computers offer a slightly greater amount of processing power for the same cost but not enough to make a difference in-game. Desktops become obsolete during TL 8 although some retro-technology enthusiasts may create old-fashioned cases for their smaller, lighter computers.

Optimum TL	Computer Power	Mass (kg)	Cost (Cr.)
TL 7	Computer/0	10	50
TL 8	Computer/1	5	100
TL 9	Computer/1	5	250
TL 10	Computer/2	1	350
TL 11	Computer/2	1	500
TL 12	Computer/3	0.5	1,000
TL 13	Computer/4	0.5	1,500
TL 14	Computer/5	0.5	5,000

Options

Data Display/Recorder (TL 13): This headpiece worn over one or both eyes provides a continuous heads-up display for the user, allowing him to view computer data from any linked system. Because of the transparent screen vision is not obscured while using a DD/R headset. DD/R headsets are commonly used by starship crews to access information without changing their primary console displays. DD/Rs can display data from any system, not just computers – they can display vacc suit oxygen reserves, grav belt status, neural activity scanner results and so forth. Cr. 5,000.

Software

A character can use any high-rating software at a lower rating, to a minimum of the lowest rating shown. For example, you can run Intrusion/3 on a Computer/1, but it functions only as Intrusion/1.

Programs above Rating/1 cannot be copied easily, as they require a non-trivial amount of bandwidth to transfer.

MEDICAL SUPPLIES

Most of these supplies require a character with the Medic skill to use properly. These items are, in the main, useful only in emergencies, such as when a character is injured on a distant planet far away from a hospital facility.

Medikit (TL 8+): There are different types of medikit available at different Technology Levels. All medikits contain diagnostic devices and scanners, surgical tools and a panoply of drugs and antibiotics, allowing a medic to practise his art in the field. Higher-technology medikits do not give a bonus to basic treatment, but can help with more exotic problems or when treating augmented individuals. For example, a TL 8 medikit can test blood pressure and temperature (amongst other things). All medikits weigh 8 kg.

TL 8: Cr. 1,000.
TL 10: Cr. 1,500.
TL 12: Cr. 5,000.

SENSORS

Most sensors are designed to be plugged into a computer system, but can display the data directly to the user on built-in screens or by feeding it to the user's suit display. At TL 11 sensors become notably more discriminating because they can be hooked up to a system running Intellect/1 that can dynamically filter information based on pre-set parameters – not sounding the alarm if the motion sensor picks up anything too small to be an intruder, for example.

Binoculars (TL 3): Allows the user to see further. 1 kg, Cr. 75. At TL 8 electronic enhancement allows images to be captured; light-intensification allows them to be used in the dark. Cr 750. At TL 12 PRIS (Portable Radiation Imaging System) allows the user to observe a large section of the EM-spectrum, from infrared to gamma rays. Cr 3,500.

WEAPONS

With the advent of powered armour and portable fusion generators, the line between 'personal weapon' and 'heavy artillery' is blurred. The high-end weapons available in the Imperium are staggeringly powerful. Few private citizens can obtain such weapons legally but small brush wars can turn into alarming plasma-fired, city-razing conflagrations when mercenaries are involved.

Weapons are described with the following statistics:

TL: The lowest Technology Level at which the weapon is available.
Range: The range modifiers used for that weapon (see page 26).
Damage: The damage the weapon inflicts.
Auto: The Auto rating of the weapon if it is capable of automatic fire (see page 25).
Recoil: The Recoil rating of the weapon (see page 24).
Mass: The amount, in kilograms, that the weapon weighs on a world with Earth-like gravity.
Magazine: The number of shots the weapon can take before needing to be reloaded or connected to a new power pack. Unless specified otherwise in the weapon's description it takes only a single minor action to reload or two to switch to a new power pack.
Cost: The weapon's cost in credits.
Ammo Cost/Power Pack: The cost in credits to buy a spare magazine for a gun or a spare power pack for an energy weapon.

Melee Weapons

Melee weapons are a symbol of status among the Imperium's nobility, but they also serve a useful purpose in boarding actions. When attempting to capture an enemy vessel, a sword is much less likely to cause significant damage to vulnerable systems or cause a hull breach than a gun but is better at opening a self-sealing vacc suit to the airless cold of space.

Blade: A hybrid knife weapon, somewhere between a dagger and a cutlass, with a large basket hilt.

Broadsword: A heavy two-handed sword.

Cutlass: The standard shipboard blade weapon, often kept near airlocks to repel boarders.

Slug Throwers

Despite advances in energy weapons and other offensive technologies, accelerating a small piece of metal to a high velocity is still one of the most efficient ways of killing someone. Chemically propelled firearms give way to gyrojet (rocket bullets) and gauss (electromagnetically launched bullets) as technology advances.

Advanced Combat Rifle (ACR): The ultimate evolution of the conventional firearm, advanced combat rifles are the weapon of choice for many military units. Standard equipment includes an electronic battlefield sight, incorporating both light amplification and IR abilities, visual magnification up to 5x zoom, and a laser rangefinder which may also be used as a target painting device (reveals exact distance to target). The weapon is also gyroscopically stabilised during firing (as a gyroscopic stabiliser, already included in the stats).

Autopistol: Variants of this semi-automatic pistol are the standard sidearm for law enforcement officers and criminals across the Imperium.

Revolver: A conventional six-shooter handgun. Revolvers take two minor actions to reload.

Shotgun: Shotguns are smoothbore weapons that typically fire ammunition consisting of multiple small pellets. They are most effective at shorter ranges. A shotgun using pellet ammunition ignores Dodge dice modifiers, but Armour gives double protection against pellet attacks. A shotgun can also fire solid slugs, which follow all the normal rules for shooting.

Energy Weapons

Directed-energy weapons first enter the battlefield as target designators and range-finders, but by TL 9 weapons capable of inflicting damage directly appear. Laser weapons require a power supply – pistols come with a belt- or wrist-mounted power pack, while rifles come with backpacks connected by a cable. In addition to their damage, a laser that hits with Effect 6+ will permanently blind its target unless they are wearing some sort of eye protection.

Laser Pistol: The TL 9 pistol is bulky, but effective, with no recoil and a large magazine. At TL 11, advances in battery technology and miniaturisation mean that the pistol is no larger than a conventional firearm, but must still be connected to a battery pack for sustained use.

Laser Rifle: Laser rifles are highly accurate at long range. They are powered by heavy backpacks, although they have an internal battery that can store enough energy for six shots for mobile sniping.

Melee Weapons

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Unarmed Attack	-	Melee (unarmed)	1d6	-	-	-
Improvised Weapon	-	Melee (unarmed or appropriate to weapon)	2d6−2	1	2	-
Blade	2	Melee (small blade)	2d6	-	0.5	50
Broadsword	2	Melee (large blade)	4d6	2	3	300
Cutlass	2	Melee (large blade)	2d6+4	−1	1	100

Slug Throwers

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Pistols									
Revolver	5	Ranged (pistol)	3d6−3	No	0	1	6	150	5
Autopistol	6	Ranged (pistol)	3d6−3	4	0	0.5	15	200	10
Rifles									
ACR	10	Ranged (rifle)	3d6	6	0	3	40	1,000	15
Shotguns									
Shotgun	4	Ranged (shotgun)	4d6	No	2	4	6	200	10

Energy Weapons

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Power Pack (Cr.)
Laser Pistol	9	Ranged (pistol)	3d6	No	-	3	100	2,000	1,000
	11		3d6+3					3,000	350
Laser Rifle	9	Ranged (rifle)	5d6	No	-	8	100	3,500	1,500
	11		5d6+3			5		8,000	3,500

Name:
Age:
Homeworld:

Race:
Racial Traits:

Characteristics

Modifier	-3	-2			-1			+0			+1			+2			+3
Score	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Str																
Dex																
End																
Int																
Edu																
Soc																

Armour

Type:

Rating

Special Notes

Skills

Admin
Advocate
Animals (   )
Animals (   )
Athletics (   )
Athletics (   )
Athletics (   )
Art (   )
Art (   )
Astrogation
Battle Dress
Broker
Carouse
Comms
Computers
Deception
Diplomat

Drive (   )
Drive (   )
Engineer (   )
Engineer (   )
Explosives
Flyer (   )
Flyer (   )
Gambler
Gunner (   )
Gunner (   )
Gun Combat (   )
Gun Combat (   )
Gun Combat (   )
Heavy Weapons (   )
Heavy Weapons (   )
Investigate
Jack of all Trades

Language (   )
Language (   )
Leadership
Life Sciences (   )
Life Sciences (   )
Mechanic
Medic
Melee (   )
Melee (   )
Navigation
Persuade
Pilot (   )
Pilot (   )
Physical Sciences (   )
Physical Sciences (   )
Recon
Remote Operations

Seafarer (   )
Seafarer (   )
Sensors
Social Sciences (   )
Social Sciences (   )
Space Sciences (   )
Space Sciences (   )
Stealth
Steward
Streetwise
Survival
Tactics (   )
Tactics (   )
Trade (   )
Trade (   )
Vacc Suit
Zero-G

Finances

Pension

Debt

Cash on Hand

Monthly Ship Payment

Equipment

Equipment	Mass

Total Mass =

Weapons

Range Modifiers

Weapon	Attack	Damage	P	C	S	M	L	VL	D	Notes

Career History

Career	Branch	Events	Rank	Title

ALLIES, CONTACTS, ENEMIES, RIVALS

Traveller is back. Based on the classic original and updated for the new millennium, within these covers you can find everything you require to begin exploring the vast Third Imperium and the alien-controlled regions that surround it – or any other science fiction setting you can imagine!

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