

SCIENCE-FICTION
ADVENTURE IN
THE FAR FUTURE

TRAVELLER

BOOK 10: COSMOPOLITE

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TRAVELLER

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SPECIAL THANKS

Thank you to Jacob Ross and Matthew Sprange for their invaluable help. Dedicated to my parents, especially my father – a true Citizen.

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INTRODUCTION

Civilisations stand and fall, not by might of arms, but by its cosmopolites – the ordinary citizens and scholars who make up much of the population.

Book 10: Cosmopolite takes a look at two careers from the *Traveller Core Rulebook*, scholars and citizens, and demonstrates both are complementary and essential for a Civilisation to flourish. Scholars and citizens are keepers of the flame of Civilisation, together.

Citizens build Networks, now available upon mustering out. As a citizen advances in his career, he is bound to acquire lists of contact details for potential Allies, Contacts and possible Patrons. The Network benefit allows a Citizen character, with a little effort and some comm calls, to locate someone who can assist him. Some Networks are large enough that they have become self-sustaining societies in and of themselves – the Travellers' Aid Society is one such example.

Similarly, scholars can approach their own organisations, called Societies or Fellowships, for funding and to gain access to resources unavailable to non-scientists. These Societies – many of which are attached to academic establishments such as universities – provide grants and bursaries, laboratory equipment and access to faculty laboratories, and even grant loans of laboratory ships.

Career scientists stand and fall by their work. A scientist who ceases to publish papers is effectively invisible to the scientific community. Without a regular infusion of papers, a scientist's effective Social Standing fades in the eyes of the scientific community; this can lead to difficulties in obtaining academic funding for research.

SCIENTIFIC LEXICON

The world of science has its own language and jargon which can seem confusing at times to outsiders.

Experiment: The process of testing a hypothesis, theory or scientific law.

Evolution: The theory of the process by which life forms change and adapt to changing environments through natural selection. Developed by Charles Darwin. See Theory below for an explanation of what the term Theory of Evolution means to a scientist.

Falsifiability: Outlined by philosopher Karl Popper, the core criterion of a scientific statement is that it could be falsified. A statement which cannot be proven false is not a scientific statement. For example, 'Under the right circumstances, the Devil can be summoned' is not falsifiable, but 'All swans are white' is falsifiable – and can be refuted by the observation of a single black swan.

Hypothesis: An educated guess, based on gathered evidence. For example, Observed: A biscuit jar that you had filled with chocolate biscuits is lying empty on the floor. Observed: Biscuit crumbs lead into the living room. Observed: Your toddler son is covered with biscuit crumbs and chocolate stains. Hypothesis: Your son has been at the biscuit jar.

Law: A statement describing an aspect of the universe, based on repeated scientific measurement and observations. Scientific laws always apply the same way under the same conditions, and imply a causal relationship involving its elements.

Multidisciplinary: Science involving more than one field, such as Astrophysics (Astronomy + Physics) or Socioeconomics (Sociology + Economics).

Observation: The process of measuring phenomena and gathering evidence. This evidence is needed to form the first hypotheses, which will later be refined by the process of experimentation and eventually turned into a working theory.

Paper: No matter the field or specialisation, a Scholar has to publish their findings in a paper, to be circulated among the scientific community. A paper describes the nature of the scientist's experiments, outlines equipment used, specifies the laboratory conditions, collects all the relevant data and reaches some form of conclusion. The specific details of a paper are intended to allow independent sources to attempt to replicate the experiments under, ideally, identical conditions. This is a requisite of falsifiability – to test the validity of any scientific hypothesis, any scientist needs to be able to reproduce the experiment under the same conditions, to see if the experiment produces the same results.

Proof: In mathematical and scientific terms, a proof is the process by which the observed evidence is turned into a theory; the workings, not the conclusion in and of itself.

Statement: Two types of scientific statement exist, observational and categorical. An observational statement is something like 'There is a white swan.' Categorical statements are of the type 'All swans are white' or 'The sky is blue.' Statements must meet the falsifiability criterion, or they are not scientific but pseudoscience.

Theory: A scientific fact, effectively proven with all evidence gathered to date. Should evidence be uncovered which refutes the theory, the scientist would have to go back to the drawing board.

PRE-CAREER EDUCATION

Before a character embarks on a lifelong career, there are several educational options that may be worth considering. These include going to university and perhaps engaging in further education beyond this to better prepare for careers ahead.

This usually takes place in a character's first term, though it can be delayed up until the third term if a term or two in a career is desired. From term four and onwards, these options are no longer available.

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

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

After successful graduation, a character may attempt to enter a career of their choice as normal, though pre-career options often given bonuses or automatic entry to certain careers, as listed under their benefits.



UNIVERSITY

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

Entry: Edu 8+.

DM-1 if in Term Two, DM-2 if in Term Three

DM+1 if Soc 9+

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

Admin, Advocate, Animals (farming or veterinary), Art (any), Astrogration, Broker, Comms, Computers, Engineer (any), Language (any), Life Sciences (any), Navigation, Physical Sciences (any), Social Sciences (any), Space Sciences (any), Trade (any).

Increase Edu by +1

Graduation: Int 8+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

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

ADVANCED EDUCATION

Successful graduation in university gives characters a chance to enter advanced education in a highly prestigious medical school. This consumes another four years of a character's life but ensures they are highly specialised with automatic entry to the medical career of their choosing should they be successful.

MEDICAL SCHOOL

There is more than one route to becoming a doctor, be it specialist or researcher, but the very best tend to be those who graduate from a respected medical school. Successful graduation at medical school will likely lead to a high-flying career.

Entry: Edu 8+

DM+1 if Int 9+

DM+2 if graduated with honours.

Skills: Admin 0, Life Sciences (any) 1, Medic 1

Graduation: Int 8+. If 10+ is rolled, graduate with honours.

GRADUATION BENEFITS

- Gain Medic 2 and two more levels to Life Sciences (any); these two levels may be put into a single Life Science or split between two Life Sciences.
- Increase Edu by +1
- Graduation grants automatic enlistment to any military career (if the character went to a military academy, this must be the same career the academy is tied to). Graduating with honours grants an automatic commission before the military career's first term, allowing the character to start at officer rank (O1).
- Graduation grants automatic enlistment to the Scholar career in the *Traveller Core Rulebook*, or any Medical career in this book, starting at rank 1. Graduating with honours means the character will start at rank 2.

EVENTS DURING PRE-CAREER AND ADVANCED EDUCATION

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

2D	Event
2	You are approached by an underground (and highly illegal) psionic group who sense potential in you. You may test your Psionic Strength (as described on page 152 of the <i>Traveller Core Rulebook</i>) and attempt to enter the Psion career in any subsequent term.
3	Your time in education is not a happy one and you suffer a deep tragedy; perhaps you become hopelessly addicted to drink or drugs, a failed romance leaves you in tatters, or a fatal accident involving a close friends shakes your confidence. You crash and fail to graduate.
4	A supposedly harmless prank goes wrong and someone gets hurt, physically or emotionally. Roll Soc 8+. If you succeed, gain a Rival. If you fail, gain an Enemy.
5	Taking advantage of youth, you party as much as you study. Gain Carouse 1.
6	You become involved in a tightly knit clique or group and make a pact to remain friends forever, wherever in the galaxy you may end. Gain D3 Allies.
7	Life Event. Roll on the Life Events table (see page 34 of the <i>Traveller Core Rulebook</i>).
8	You join a political movement. Roll Soc 8+. If successful, you become a leading figure. Gain one Ally within the movement but gain one Enemy in wider society.
9	You develop a healthy interest in a hobby or other area of study. Gain any skill of your choice, with the exception of Jack-of-all-Trades, at level 0.
10	A newly arrived tutor rubs you up the wrong way and you work hard to overturn their conclusions. Roll 9+ on any skill you have learned during this term. If successful, you provide a truly elegant proof that soon becomes accepted as the standard approach. Gain a level in the skill you rolled on and the tutor as a Rival.
11	War comes and a wide-ranging draft is instigated. You can either flee and join the Drifter career next term or be drafted (roll 1D: 1-2 Army, 3 Marines, 4 Navy, 5 Air Force, 6 Wet Navy). Either way, you do not graduate this term. However, if you roll Soc 9+, you can get enough strings pulled to avoid the draft and complete your education – you may attempt graduation normally and are not drafted.
12	You gain wide-ranging recognition of your initiative and innovative approach to study. Increase your Social Standing by 1.

LIFE EVENTS TABLE

The life of a *Traveller* character is not just about the tasks he is assigned, the skills earned, promotions received, events and mishaps suffered along the way. The character's life intrudes often on his work. The character's family, love life, circle of friends and neighbours take up the character's time as much as his superiors, subordinates and colleagues.

This table expands upon the basic Life Events table in the *Traveller Core Rulebook*. Characters can either roll on that table, or the one presented here.

D66	Event
11	Disaster: Sickness or injury strikes. Roll twice on the Injury Table and take the lower result.
12	<p>Relationship Tragedy: A relationship ends with the death of your partner. Roll 1D.</p> <p>1: It was an accident, but it was your fault. 2: It was an accident, but it was your partner's fault. 3: It was a random accident out of the blue. 4: Your partner committed suicide. 5: Your partner died of a disease. 6: Your partner was murdered by one of your Enemies.</p>
13	<p>Missing: Your partner goes missing. Roll 1D.</p> <p>1-2: Your partner went of his or her own accord. 3-4: Your partner was abducted by Enemies unknown. 5-6: You and your partner had an argument beforehand and you will always wonder whether you drove your partner away. Roll Investigate 10+ once per term from now until you enter play to find out what happened to your partner. Roll 1D for the outcome.</p> <p>1: Your partner was last seen heading off to the stars and will never be found. 2: Your partner was found dead; see entry 12 above. 3: Your partner became a psion. 4: Your partner was abducted by slavers, and is up for auction at a secret location (roll Streetwise 8+ to discover the location). 5: Your partner is being held by a dangerous cult. 6: Your partner (if a female, otherwise re-roll) is pregnant.</p>
14	<p>Family Tragedy: You hear of a tragedy in the family. Roll 1D.</p> <p>1: Elderly relative (grandparent, Great Aunt or Uncle). 2: Parent. 3: Sibling. 4: Cousin or removed relative. 5: Offspring – niece, nephew, son, daughter 6: Offspring – grandchild, etc.</p> <p>As for the manner of death, go to entry 12 above and roll 1D there.</p>
15	<p>Family Problems: Family squabbles lead to estrangements. Roll 1D.</p> <p>1-2: You are in the wrong. 3-4: All parties are in the wrong. 5-6: You are in the right.</p> <p>Roll 1D to determine the person being estranged:</p> <p>1-2: Parent. 3-4: Sibling. 5-6: More distant (but loved) relative, e.g. grandparent or nephew.</p>

D66	Event
16	<p>Breakup: You and your partner end your relationship. Roll 1D.</p> <p>1: It is acrimonious. Your partner becomes a Rival. 2: It is amicable. You go your separate ways. Reunions down the line could still be awkward. 3: It is work-related; your partner got an irresistible offer. 4: You lost interest and just drifted apart. 5: Your partner's family thinks the relationship is wrong and put pressure on your partner to break it off. 6: Your family thinks the relationship is wrong and put pressure on you to break it off.</p>
21	Tragedy: A friendship ends with the death of a friend. Go to entry 12 and roll 1D.
22	Betrayal: A person whom you considered a friend stabs you in the back. Turn one of your Contacts to an Enemy, or turn one Ally into a Rival.
23	<p>Distance: A friendship grows distant. Roll 1D.</p> <p>1: Something you said or did caused your friend to walk out in disgust. 2: Your interests are no longer mutual; your friendship drifts apart as you have fewer and fewer topics of mutual interest to discuss. 3: Your friend is growing bored of you. 4: You are growing bored of your increasingly annoying friends. 5: You do not like your friend's new company. 6: Your friend just disappears. Go to entry 13 and roll there.</p>
24	<p>Shifting Allegiances: Roll 1D.</p> <p>1: An Enemy. 2-3: A Rival. 4-5: A Contact. 6: An Ally.</p> <p>Now roll what they turn into; roll 1D.</p> <p>Enemy: 1-2, Rival; 3-4, Contact; 5-6, Ally. Rival: 1-2, Enemy; 3-4, Contact; 5-6, Ally. Contact: 1-2, Enemy; 3-4, Rival; 5-6, Ally. Ally: 1-2, Enemy; 3-4, Rival; 5-6, Contact.</p>
25	Loss: Lose one of your Contacts or Allies. They do not become Rivals or Enemies – you just drop the person from your list. They just cease to be connected to you in that capacity.
26	Troublesome: Gain your choice of one new Rival or one new Enemy.
31	Financial Loss: Whether through market failures, someone's criminal activity, losing a legal dispute or having to pay a hefty bribe, you lose heavily this term. Lose one Benefit roll.
32	Social Embarrassment: The winds of change turn against you. Roll Social Standing 8+ or lose one Social Standing.
33	Loss of Residence: You lose your home. Roll Streetwise 8+ to obtain new digs or be forced into the Drifter career next term.
34	Harassment: Your neighbourhood is targeted by local bullies. Roll Social 8+ to gain Leadership 1 as you rally the locals against them. Fail, and roll on the Injury Table, but gain Melee Combat 1.
35	Fire Sale: You have to sell off some of your possessions to make ends meet. Lose one Benefits roll.
36	Crime: You are either the victim of a crime, or the perpetrator. One of your Cash Benefit suffers DM-2.
41	Good Fortune: Something works out for you. Either a qualification roll or an advancement roll for this term automatically succeeds.
42	House Move: You move to better premises. Your next benefit roll gains DM+2.
43	Social Advancement: Your star is rising. Gain +1 Social Standing.
44	Windfall: An inheritance pays out. Roll on the Noble Cash Benefit table from the Traveller Core Rulebook, with a +2 modifier, and double the result.
45	Travel: You relocate to another world. Gain +2 on your next qualification roll.
46	Self-Improvement: You have been busy, and the investment in your body or mind pays off. Pick one characteristic other than Social Standing, and increase it by +1.

D66	Event
51	Connections: Gain one new Contact or Ally.
52	Useful Traveller Skill: Your character learns an essential skill that is not listed in your regular skills tables. Choose any skill from Flyer (any) 1, Pilot (any) 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from this list.
53	Connections: Drop one Enemy or Rival. That Enemy or Rival simply ceases to be a credible threat.
54	Relationship: A relationship deepens; a mere friend becomes a Significant Other. See 'Friends and Family' in the chapter 'Backbone of Society' below.
55	<p>Relationship: Some startling revelations emerge about your partner. Roll 1D.</p> <p>1: Your partner is rich: you can add DM+2 to your Cash Benefits tables for as long as the relationship lasts.</p> <p>2: Your partner is connected: once per term, for as long as the relationship lasts, one Qualification or Advancement roll automatically succeeds.</p> <p>3: Your partner is resourceful: gain a non-cash Benefit roll this term.</p> <p>4: Your partner is smart: gain level 1 in any skill of your choice.</p> <p>5: Your partner is generous: gain one of your partner's Allies or Contacts.</p> <p>6: Your partner is famous: your Social Standing increases by +1.</p>
56	Relationship: A new relationship, if you were not involved in one; otherwise, a deepening of a relationship, as entry 54 above.
61	Family: At a family gathering, you meet some of the spouses and in-laws, and they seem a good bunch. Gain one new Contact or Ally.
62	Family: You hear news of a family wedding, and an invitation to attend. You acquire a plus one to attend with you – that plus one guest decides to stick around. See entry 56, above.
63	Family: You hear news of a family birth. Take DM -1 to your next Cash Benefits roll to pay for a gift for the newborn. Your generosity draws the attention of the in-laws. Choose between gaining a new Ally, gaining a new Contact or applying DM+2 to your next advancement roll.
64	<p>Psionics: At some point, you develop psionic abilities. Roll 1D.</p> <p>1-2: You are guided by weird dreams and an unexplained instinct to a Psionics Institute, where you are awakened. You can generate your Psionic Strength and Talents normally, using the rules in <i>Traveller Core Rulebook</i>.</p> <p>3-4: You awaken your abilities spontaneously. Your Psionic Strength is 1D+6, you automatically acquire one Talent of your choice and you may roll for the others, rolling for the second Talent as if it were your first, and so on.</p> <p>5-6: You come into contact with some unknown phenomenon or Artefact which awakens your psionic abilities. Roll for 3-4 above, but the Referee chooses the Talent which you acquire for free. You must roll for the others, as above.</p> <p>After generating your psionic abilities, you may choose to continue in your present career, or you may choose (and automatically qualify for) a Psion career – see 'Psionics' in the <i>Traveller Core Rulebook</i>.</p>
65	<p>Interesting Times: Roll 1D.</p> <p>1: Everything happens all at once – roll twice on this table, taking both results. Ignore rolls of 65 or 66.</p> <p>2: Stuff happens – roll on the Mishap table.</p> <p>3: Conflict of Interest – choose between remaining in your career and forgoing this term's benefit roll, or keeping your benefit roll and choosing a new career.</p> <p>4: Windfall – you win big on the local lottery. Roll 2D, and add your Gambler skill if you have it; multiply the result by Cr100,000.</p> <p>5: Higher Powers – you catch the eye, and the approval, of one of the grand movers and shakers of the campaign. You may automatically succeed on your next advancement roll, or – if you wish to begin a new career – automatically qualify for it. Your star is rising. You may one day become one of those movers and shakers yourself, if you survive.</p> <p>6: Beneficiary – you help out a very rich and powerful person, and are rewarded for your efforts. Begin play with a ship of up to 500 tons of your choice and its mortgage paid off in full. The beneficiary can turn up as a Patron in play.</p>

Unusual Event: Roll 1D.

1: First Contact – You are contacted by an alien species' scout service. Gain Language (alien language) 1 and Diplomat 1.
2: Exchange Program – You spend time among an alien race. Gain Life Science (alien biology) 1 or Language (alien language) 1 and an alien Contact.

3: Alien Artefact – You acquire a strange and unusual device from an alien culture that is not normally available to humans.

4: Amnesia – Something happened to you, but you do not know what it was. You miss one whole term. The Referee generates what happens to you during this time. This must also include one Life Event from this table; the referee must re-roll on this table, ignoring a result of 66. This information is to be held by the referee until the revelation can be brought into play.

5: Mystery – You stumble across a great mystery which will be brought into play throughout the campaign. The referee must prepare the mystery, including laying out clues to present to you. You are required to solve the mystery yourself.

6: Jack In The Box – Something that you took for granted turns out to be something completely different. Examples include;

- You find you are not human, but belong to an alien race that looks human.
- Your parents are not, in fact, your real parents.
- Your life is not what you thought it was, but you have been, in fact, stuck in a vat of amniotic fluid, wired up to a sophisticated simulation of reality.
- You realise that you are, in fact, a fictional character from an entertainment show, that you have managed to somehow make the jump from the world of the show into the real world. While your skills are real, all of your mustering-out benefits, and your knowledge of the universe around you, are fictional. Only ... how have you, a fictional character, managed to escape into the real world? Did you stumble into this world by accident, or were you brought here? If you were brought here, who or what brought you here and to what end? Is there a way back? And now that you are in the world where you are a fictional character, how can you survive long enough to figure out what is you are supposed to do while you are here?



CITIZEN CAREERS

Citizens manage to fall between Merchants and Nobles, yet embody the best of both. A Citizen can seek prosperity as much as the next man – in fact, he *is* the next man – and citizens can rise above the rank and file to rule, yet still retain that ‘common man’ touch so beloved of the people.

Citizens construct schools, hospitals and homes bearing the maker’s stamp on every brick. Others build communities and found colonies, or set up organisations to protect their interests and those of the group with whom they identify.

And some become leaders and guides, changing the universe one mind at a time.

Every Citizen’s ultimate goal is to create something that outlasts him; something that will be his legacy.

ARTISAN

Artisans are makers and creators – builders and engineers, software designers and professional architects. The strongest skills of these specialisations are making skills such as Trade, Mechanic and Engineering.

FUNCTIONARY

Functionaries are the most invisible citizens of them all, yet without these paper pushers and form fillers, nothing would get done. The specialisations here cover a range of careers range from bank tellers to postal delivery workers, administrators to

health and safety enforcement officers and traffic wardens. The strongest skills of these specialisations are paper skills such as Admin and Advocate.

PILLAR OF THE COMMUNITY

Nobles may rule the people, but these people represent the people. This specialisation covers the career politicians, political activists, political agitators, leaders of Occupy and protest movements, union leaders, arbitration service officers and civilian diplomats and even ambassadors. The strongest skill set of this range of specialisations comprises people skills such as Diplomat, Deception and Persuade.

Artisan	Specialisation	Survival	Advancement
	Architect	Edu 6+	Social 6+
	Craftsman	Int 6+	Social 6+
	Labourer	Str 6+	Social 7+

Functionary	Specialisation	Survival	Advancement
	Administrator	Social 6+	Social 7+
	Enforcement	End 6+	Social 8+
	Maintenance	Int 6+	Edu 6+

Pillar of the Community	Specialisation	Survival	Advancement
	Agitator	Social 6+	Social 6+
	Arbiter	Social 5+	Social 6+
	Representative	Social 6+	Social 7+



ARTISAN

Making things was your forte. You built them big, you built them small, and you built them to last.

QUALIFICATION

Edu 8+; DM-1 for every previous career.

ASSIGNMENTS

Choose from the following:

ARCHITECT: Whether you designed buildings or sports stadia, parks or colonies, computer chips or Starships, you practically drew blueprints in your dreams.

CRAFTSMAN: Your trade was your strength, and people considered your name a byword for quality in your product.

LABOURER: You went from job to job making the architects' dreams a reality, living on site with your gang. Every building in this quadrant has your name in every brick.

BASIC TRAINING

Note that, as citizens, characters use their relevant Specialist table instead of choosing from the Service Skills table during Basic Training.

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Edu	Drive (any)	Art (any)
2	+1 Int	Flyer (any)	Advocate
3	Carouse	Streetwise	Diplomat
4	Gambler	Melee (any)	Language (any)
5	Drive (any)	Steward	Computers
6	Jack of all Trades	Trade (any)	Medic

1D	Architect	Craftsman	Labourer
1	Advocate	Drive (any)	Animals (any)
2	Engineer (any)	Mechanic	Trade (construction)
3	Broker	Art (any)	Jack of all Trades
4	Computers	Engineer (any)	Drive (any)
5	Diplomat	Trade (any)	Remote Operations
6	Leadership	Science	Recon

RANKS AND BENEFITS

Rank	Architect	Benefit
0	—	—
1	—	—
2	Assistant Architect	Admin 1
3	—	—
4	Architect	Engineering (civil engineering) 1
5	—	—
6	Master Architect	Leadership 1

Rank	Craftsman	Benefit
0	—	—
1	—	—
2	Apprentice	Admin 1
3	—	—
4	Craftsman	Trade (any) 1
5	—	—
6	Master Craftsman	Advocate 1

Rank	Labourer	Benefit
0	—	Trade (construction) 1
1	—	—
2	Apprentice	Trade (construction) 2
3	—	—
4	Builder	Engineering (civil) 1
5	—	—
6	Boss	Trade (construction) 3

CAREER PROGRESS

	Survival	Advancement
Architect	Edu 6+	Social 6+
Craftsman	Int 6+	Social 6+
Labourer	Str 6+	Social 7+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	1,000	Network 1
2	5,000	Ally or Network 1
3	10,000	Contact or Network 1
4	10,000	Trade Equipment
5	10,000	10 Ship Shares
6	50,000	TAS Membership
7	100,000	+1 Social

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	Protesters line up to oppose your ambitious yet ecologically-unsustainable plans. Gain the protesters as an Enemy.
4	Hard times caused by a lack of interstellar trade costs you your job. Lose one Social Standing.
5	Your work place gets caught up in a government crackdown on illegal trading practices. Roll Advocate 8+ to avoid gaining a law enforcement Enemy who believes you got away lightly (whether you actually committed any offences or not).
6	Someone in the market gives you inside trade information. If you use the illegal data, gain D3 extra benefit rolls before leaving the career to avoid prosecution. If you refuse the bribe, roll Advocate 8+ to properly defend yourself and avoid being ejected from this career.
7	One of your superiors suspects you of taking bribes. If this is true, gain 1D x 1,000 Credits as you leave the career. If it is untrue you may stay in the career but cannot roll for advancement this term.
8	Your business practices are investigated. However, this is a shakedown by unscrupulous government types trying to extort money from you. Roll Advocate 8+ or lose one Benefit roll for this career.
9	One of your designs fails catastrophically, and lives are lost. Roll Soc 8+ to shift blame on a hapless subordinate. If you fail, you must lose your benefit roll for this term and leave this career. If you succeed, you may stay in this career, but lose your benefit roll for this term anyway – and gain a Rival.
10	Due to incompetence in interpreting your designs, your latest pride and joy is disastrous. Your reputation is ridiculed. Lose -1 Social.
11	You are caught embezzling. Add +1 to a Cash Benefits roll, but gain an Enemy.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Excessive stress takes its toll. Lose -1 Endurance.
13	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy, you now gain one. Roll Int 8+ or lose <i>all</i> Benefit rolls gained up to this point. Regardless of the success of this roll, you do not gain any Benefit rolls for the current term.
14	You run afoul of an assassination plan and are framed. Roll Advocate 8+ or Investigate 8+. Success reveals the person responsible. Gain an Enemy.
15	A cabal of your brethren in the trade conspire to try and bring you down. Roll 1D. On 1-2, gain two Rivals; 3-4, gain one Enemy and one Rival; 5-6, gain two Enemies.
16	Your fame extends beyond your species' space, catching the eye of an alien race. An Ambassador of that race invites you to stay for a time with them, to learn their ways. You become enamoured of their style: you may choose one of the following skills: Trade (any) 1, Art (any) 1, Language (any) 1 or Diplomat 1.
21	Strangeness abounds. It feels as if everything you touch falls apart. Roll Trade 8+ to keep your advancement roll. Fail, and you must roll on the Mishap table.
22	There must be something in the water, because everybody around you is falling in love with your style and buying up your stuff like hot plondak cakes. Gain Network 1, and if you decide to roll on the cash benefit table for this term you may re-roll and take the higher of the two values.
23	You are called upon to tackle something big; far bigger than your usual scale. Accepting the challenge, you find yourself developing as a person. Gain +1 Int, +1 Edu <i>and</i> +1 Social.
24	A fire destroys your current work while still in the work-in-progress stage. You throw yourself into rebuilding the project, and discover that the original project design was fundamentally flawed anyway. Roll Trade 8+ to gain Trade (any) 1.
25	You acquire a student. Gain Leadership 1 and an Ally.

D66 Event

26	One of your subordinates has been selling your secrets to a Rival. You take advantage of this to suborn and weaken your Rival's position before exposing the mole. Gain +1 Social and a Rival.
31	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level 1, except Jack-of-all-Trades.
32	You are stranded on a border world for several years. Gain any one of Survival 1, Streetwise 1, Animals (any) 1 or Seafaring (any) 1.
33	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
34	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
35	Life event. Roll on the Life Events table of this book.
36	Life event. Roll twice on the Life Events table of this book.
41	You hear the call to defend your people. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
42	You are drawn to investigate major crimes. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
43	The architecture of alien civilisations becomes an irresistible lure. You become fascinated by exploration and seek to go and see the aliens' buildings and cities in person. You automatically qualify for a Scout career in your next term if you wish to switch careers. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	You are making so much money from your Trade that you decide to dabble in the markets for fun – and it turns out, you are even better in the commercial realm. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
45	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
46	You decide to write a blog about your work. It becomes a best-selling book. There is talk of a big screen option. If you wish to quit your current job, you may automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
51	Unusual Event. As on the Life Events table of this book, entry 66.
52	You are called to solve one of the deep unsolved mysteries of the universe. If you quit your present job at the end of this term, you automatically qualify for a Scholar career next term; either one of the careers listed in <i>Traveller Core Rulebook</i> or one of the careers listed here in this book. There are no penalties for deciding to continue with this career instead, if that is your wish.
53	You hear the call to teach, and answer it. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
54	Sometimes, hell is other people. If you choose to quit this job at the end of this term, roll on the Mishap table and automatically qualify for either a Rogue or a Drifter career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
55	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new Citizen specialisation in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
56	Your character learns a skill not often found in your career. Choose any skill from Flyer (any) 1, Pilot (any) 1, Jack-of-all-Trades 1, Zero-G 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from that list.
61	Interesting Times. As per the Expanded Life Events table, entry 65.
62	You receive a big commission, and you learn something new about yourself in the process. Gain Trade (any) 1 and roll Edu 8+ to learn any one other skill.
63	An old flame reappears in your life and offers to travel with you, looking for new adventures. Gain one skill of your choice from Streetwise 1, Seafaring 1, Navigation 1, Survival 1, Deception 1, Gambler 1 or Explosives 1. Then roll Int 8+ and if you succeed, gain another, different skill from that list.
64	Some aliens have long memories. An alien child you befriended once as a child is now an alien Prince. Gain an Ally within that alien's Empire.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	You are rewarded for your incredible efforts in your trade. You are automatically promoted.

FUNCTIONARY

Plain-spoken, practical and methodical, it was unglamorous but you got the job done.

QUALIFICATION

Edu 7+; DM-1 for every previous career.

ASSIGNMENTS

Choose from the following:

ADMINISTRATOR: Without your organisational skills, the system would fall apart. There was a place for everything, and everything had its place.

ENFORCEMENT: You could shut down buildings, condemn premises or mark entire municipal districts for demolition with a command and a piece of paper.

MAINTENANCE: You fixed all the broken things. Not so good with people, but you were in your element with a toolkit.

BASIC TRAINING

Note that, as citizens, characters use their relevant Specialist table instead of choosing from the Service Skills table during Basic Training.

SKILLS AND TRAINING

D6	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Edu	Drive (any)	Art (any)
2	+1 Int	Flyer (any)	Advocate
3	Carouse	Streetwise	Persuade
4	Gambler	Jack of all Trades	Language (any)
5	Drive (any)	Steward	Computers
6	Jack-of-all-Trades	Trade (any)	Diplomat

D6	Administrator	Enforcement	Maintenance
1	Advocate	Drive (any)	Animals (any)
2	Admin	Mechanic	Athletics (any)
3	Broker	Trade (any)	Jack-of-all-Trades
4	Computers	Engineer (any)	Drive (any)
5	Diplomat	Trade (any)	Survival
6	Leadership	Any Science (any)	Recon

RANKS AND BENEFITS

Rank	Administrator	Benefit
0	—	—
1	Administrator	Admin 1
2	—	—
3	—	—
4	Manager	Leadership 1
5	—	—
6	Department Head	+1 Social

Rank	Enforcement	Benefit
0	—	—
1	Administrator	Admin 1
2	—	—
3	—	—
4	Manager	Leadership 1
5	—	—
6	Department Head	+1 Social

Rank	Maintenance	Benefit
0	—	—
1	Apprentice	—
2	Maintenance Operator	Mechanic 1
3	—	—
4	Coordinator	Leadership 1
5	—	—
6	Department Head	+1 Social

CAREER PROGRESS

	Survival	Advancement
Administrator	Social 6+	Social 7+
Enforcement	End 6+	Social 8+
Maintenance	Int 6+	Edu 6+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	1,000	Network 1
2	5,000	Ally or Network 1
3	10,000	Contact or Network 1
4	10,000	Trade Equipment
5	10,000	2 Ship Shares or Ship's Boat
6	50,000	TAS Membership or Network 1
7	100,000	+1 Social

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	You do a sloppy job, and your boss has to send in someone to clean up after you. Gain an Enemy.
4	Your qualifications are called into question. Roll Persuade 8+ or lose your benefit roll for this term.
5	The building was condemned, but nobody told you. It begins to collapse while you are inside it. Roll Dex 8+ to avoid rolling on the Injury Table.
6	Your job takes you to some hazardous places. Roll End 8+ to avoid contracting a long-term disease that permanently robs you of -1 End point.
7	Your misfiled papers result in a structurally sound building being demolished. Roll Admin 8+ to shift the blame; if you succeed, you retain your benefit roll for this term but gain a Rival in the form of the subordinate whom you framed.
8	Your boss suspects you of taking bribes. If you have been accepting bribes, gain 1D x 1,000 Credits as you leave the career. If it is untrue, you may stay in the career but cannot roll for Advancement this term.
9	You believe that you are doing a good job, but most people do not think so. The protests outside your office are embarrassing your bosses. Roll Admin 8+ to retain your Benefits roll for this term.
10	A disaster strikes, and all your personal data has been destroyed. You have no cash, no ID and anybody who can identify you is dead. You can start your life all over again; change your character's name, but retain your characteristics and skills. You lose all the Benefits rolls earned up to this point, but also lose any Rivals, Enemies and debt.
11	You suffer work-related stress that leads to a nervous breakdown. Lose -1 Social Standing due to your 'last day freak out'.
12	You have been called upon to close down a firm. The problem is, the firm belongs to a close member of your family. You have to quit your job rather than hurt your own family.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Excessive stress takes its toll. Lose -1 Strength.
13	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy, now gain one. In addition lose all Benefits gained up to this point.
14	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level 1.
15	The military are just as bound by paperwork as civilian life, as you discover one day while sorting out a problem involving a military client. You realise that you can serve just as easily as a soldier. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
16	You uncover fiscal malfeasance and expose it. After the trial, you are offered a job working for a specialist Financial Crimes unit. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
21	You become fascinated by exploration, and a sense of wanting to know if alien societies also have paperwork. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
22	A family friend offers to take you into his business saying you are 'good with paperwork.' The business becomes lucrative and thrives, and you find a natural calling to use your paperwork skills to turn a mighty profit. You automatically qualify for a Merchant career next term if you wish to switch careers. There are no penalties for deciding to continue with this career instead, if that is your wish.
23	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
24	Someone makes a segment documenting your life – and you become a reality vid star. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
25	Unusual Event. As per the Life Events table, entry 66.
26	You solve a great mathematical puzzle while sitting in a patent office, filing papers. You automatically qualify for a Scholar career next term if you wish to switch; either one of the careers listed in <i>Traveller Core Rulebook</i> or one of the careers listed here in this book. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
31	You spend so much time giving training seminars that your bosses consider extending an offer to you to make it official and making you an instructor. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
32	Your character learns an essential skill not listed in your regular skills tables. Choose any skill from from Flyer (any) 1, Pilot (any) 1, Medic 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from that list.
33	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	Interesting Times. As per the Life Events table, entry 65.
43	You find yourself having to process a lot of paperwork in different foreign languages. Gain one Language (any) 1, and roll Edu 8+ to gain another Language 1, either in that same language or in another language.
44	No matter the society, even an alien one, paperwork is still essential. After spending time on a cultural exchange program, roll Edu 8+ to gain one of the following: Admin 1, Advocate 1, Diplomat 1.
45	A muckraking journalist infiltrates your department, looking for a story. You find him making up fictional clients to make the Department look bad. Your Department rewards you; one Cash Benefit roll gains DM+1. Gain the journalist as an Enemy.
46	A respected elder is retiring; and during the office blowout to celebrate his accomplishments, he takes you under his wing and informs you that he is about to become a Traveller – and he wants you to come with him. If you accept, you cease character generation and immediately enter play, with your former boss as an Ally. If you do not accept, your former boss becomes a loyal Contact when you inevitably do enter play as a Traveller yourself. He tells you that it is only a matter of time.
51	Who said being a pen pusher was boring? You are given a field assignment which takes you into a warzone. Gain Gun Combat (any) 1 or Survival 1 from your experiences.
52	You have got a job ahead of you, fixing what successive predecessors have broken. Fortunately, you have what it takes. Gain Admin 1 and roll Int 8+ to gain +1 Int. You actually do the job and fix the thing, too. Well done, you.
53	You are assigned the IT desk job, telling an endless stream of distraught customers on the other end of the line to turn their computer or device off and then turn it on again. Gain Computers 1 or Engineering (electronics) 1. If you want to cease character generation at this point and immediately become a Traveller, we would not blame you.
54	Roll on the Mishap table. This is what you cause to one of your colleagues, absolutely by accident. The colleague, however, thinks it deliberate and resents you. Gain that person as a Rival with a real grudge against you.

D66	Event
55	You are arrested at a protest. During solitary confinement, mental deterioration causes you to lose one level from a random skill you possess.
56	You are injured at work. In your dreams, you begin to receive visions of a strange, beautiful alien princess calls Ausurra, who assures you that the visions are real – and that your destiny is to meet her somewhere amongst the stars, as her Consort. Gain Art (any) 1 as you attempt to capture the strange beauty of your dreams.
61	You visit a Memory Palace and ask to be implanted with preprogrammed memories of life as a secret agent. The staff discover that there are already memories, hidden behind a memory cap. Roll Int 8+ once per term until you enter play; if you roll a natural 12, the dislodged memory cap breaks down completely. See ‘Jack In The Box,’ in the Life Events Table, entry 66.
62	You discover a dark truth about the people you work for, and you must choose to join the conspiracy or expose it. If you join it, you can exploit the conspiracy – roll Int 8+ to gain a second benefit roll this term. If you expose it, gain an Enemy from within the conspiracy.
63	<p>Something about the client feels ... off. His commission leads to a midnight delve in a subterranean labyrinth, and a Thing which dwells there.</p> <p>You survive the encounter with Ancient Evil, but roll 1D.</p> <p>1: The Entity’s cult of insane followers pursue you with fanatical zeal. Gain the group as an Enemy.</p> <p>2: You are bothered by nightmares which nearby psions can pick up. You have the opportunity to rid yourself of these nightmares – by becoming a psion yourself. See the Life Table, entry 66.</p> <p>3: The building above the labyrinth is not structurally sound. You call in a favour to have the place razed as a health hazard. Gain a Contact.</p> <p>4: The Entity sees potential in you, and gives you a companion. This person is a cultist, fanatically loyal to the Entity, and will never leave your side unless the inscrutable Entity says otherwise. The Referee will have to generate this character using the Rogue career tables from the Traveller Core Rulebook.</p> <p>5: The Entity is a Patron, and asks you to design a building for it. A temple. You build it in record time, using the Entity’s crazed army of cultists and finances. You gain an extra Benefits roll at DM+2 which must be used on the Cash table. Gain the Entity as a permanent Patron in play.</p> <p>6: The Entity is looking for a human to help it understand the human world. In exchange for filing regular reports on your daily activities and occasionally performing simple requests, you are given access to the Ancient’s network of agents. Gain Network 1.</p>
64	The tasks you are assigned are arduous, but rewarding. Gain either +1 Str or +1 End.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	You performed your assigned tasks with zeal. You are automatically promoted.

PILLAR OF THE COMMUNITY

You were chosen from among the masses to speak for your people. Everything you did was for the greater good. You epitomised Citizen politics at its finest.

QUALIFICATION

Soc 9+; DM-1 for every previous career.

ASSIGNMENTS

Choose from the following:

AGITATOR: You questioned the corruption at the heart of the status quo and rocked the boat, every chance you got.

ARBITER: Lawyer and diplomat, you used the letter and spirit of the law to benefit the greater god.

REPRESENTATIVE: You were elected to speak out for the members of your group, to protect them from inequality and injustice and to stand up for everybody's rights.

BASIC TRAINING

Note that, as citizens, characters use their relevant Specialist table instead of choosing from the Service Skills table during Basic Training.

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Edu	Drive (any)	Art (any)
2	+1 Int	Flyer (any)	Advocate
3	Carouse	Streetwise	Diplomat
4	Gambler	Melee (any)	Language (any)
5	Drive (any)	Steward	Computers
6	Jack-of-all-Trades	Trade (any)	Medic

1D	Agitator	Arbiter	Representative
1	Advocate	Drive (any)	Animals (any)
2	Admin	Mechanic	Athletics (any)
3	Broker	Trade (any)	Jack-of-all-Trades
4	Computer	Engineer (any)	Drive (any)
5	Diplomat	Trade (any)	Survival
6	Leadership	Any Science (any)	Recon

RANKS AND BENEFITS

Rank	Agitator	Benefit	Rank	Arbiter	Benefit	Rank	Representative	Benefit
0	—	—	0	—	—	0	—	—
1	Political Student	+1 Social	1	Assistant	Admin 1	1	Candidate	Persuade 1
2	—	—	2	—	—	2	—	—
3	Radical	Advocate 1	3	Negotiator	Persuade 1	3	Representative	Advocate 1
4	—	—	4	—	—	4	—	—
5	—	—	5	—	—	5	Minister	Leadership 1
6	Founder	Diplomat 1	6	Chief Negotiator	Diplomat 1	6	Leader	+1 Social

CAREER PROGRESS

	Survival	Advancement
Agitator	Social 6+	Social 6+
Arbiter	Social 5+	Social 6+
Representative	Social 6+	Social 7+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	1,000	Network 1
2	5,000	Ally or Network 1
3	10,000	Contact or Network 1
4	10,000	Network 1
5	10,000	Any Skill 1
6	50,000	TAS Membership or Network 1
7	100,000	+1 Social

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	Called in to negotiate a deal, you accidentally exacerbate tensions. Roll Gun Combat 8+ to fight your way out of the situation, or roll on the injury table.
4	You can negotiate a deal between warring Empires, but you cannot save your own relationship. Your ex becomes a Rival.
5	You misjudge the crowd on the hustings, and get pelted with vegetation. Roll Soc 8+ to avoid rolling on the Injury Table. You lose a Benefits roll as you lose your election badly.
6	You are accosted by a bunch of rowdy drunks, who take exception to the way you are dressed. Roll Melee 8+ to teach them a lesson. If you fail, roll on the Injury Table. If you succeed, gain an Enemy.
7	Someone you trusted with important data turns out to have been working for a rival organisation. Lose your benefits roll for this term and gain a Rival.
8	A muckraking journalist uncovers your predilection for accepting backhanders in plain brown envelopes. Gain a Rival and D3 Enemies.
9	You are accused of impropriety at a formal engagement. Roll Soc 8+ to brush off the accuser; gain a Rival. If you fail, lose a Benefit roll and gain an Enemy instead.
10	One of your speeches has drawn the attention of some shady characters. They hound you out of office. Gain Streetwise 1 and an Enemy.
11	The stress of the position leads you to develop a habit of some sort. Roll Deception 8+ to evade exposure, but you are forced to resign anyway. Lose a Benefit roll.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are arrested and charged at a protest rally. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose one Benefit roll and gain the lawyer as a Contact.
13	You run afoul of an assassination plan and are framed. Roll Advocate 8+ or Investigate 8+. Success reveals the person responsible. Gain an Enemy.
14	Excessive stress takes its toll. Lose -1 Dexterity.
15	Your wife or lover is killed in an accident. You fall apart and isolate yourself from society. Roll Soc 8+ or lose -1 Social Standing.
16	You hear the call to defend your people. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
21	After campaigning on a law and order platform, you are called to investigate crime yourself. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
22	You recall your childhood fascination with exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
23	Tired of financial scandals besetting your peers in politics left and right, you go where the money is because you might as well be honest about being a greedy robber baron. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
24	Someone wants to do a biopic about an event in your life. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
25	Unusual Event. As per the Life Events table, entry 66.
26	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
31	You learn an essential skill not listed in your regular skills tables. Choose any skill from Astrogation (any) 1, Pilot (any) 1, Jack-of-all-Trades 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from that list.
32	You are called to solve one of the deep unsolved mysteries of the universe. If you quit your present job at the end of this term, you automatically qualify for a Scholar career next term; either one of the careers listed in <i>Traveller Core Rulebook</i> or one of the careers listed here in this book. There are no penalties for deciding to continue with this career instead, if that is your wish.
33	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	You decide upon a career in education. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
43	Something happens that shakes your faith in humanity. Roll on the Mishap table. If you choose to quit this job at the end of this term, apply the Mishap and automatically qualify for either a Rogue or a Drifter career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	Interesting Times. As per the Life Events table, entry 65.
45	You come into contact with something Ancient, and you emerge from the experience with a mysterious Artefact that may predate humanity.
46	You acquire a student. Gain Leadership 1 and an Ally.
51	The driver of the vehicle that you are travelling on has a coronary and dies at the wheel. Roll Drive 8+ or Flyer 8+. If you fail, the vehicle crashes and you must roll on the Injury table. Otherwise, you escape without injury. Gain Investigate 1 as you pursue lines of inquiry as to whether or not this was an accident.
52	Compromising images of you turn up on the web. Gain a Rival, and also gain Streetwise 1 as you probe the source of the photos. Roll Int 8+ to gain either Computers 1 or Deception 1 as you attempt to prove that the material has been faked by an elaborate computer design program.
53	You are attracting the attention of some rich and powerful people. From now on, all Cash Benefit rolls you make for this career are at DM+2.
54	Police thugs attempt to break up a rally at which you are speaking. Gain Advocate 1 as you drive them off with knowledge of the law.
55	Your star is rising. Gain 1D Allies and 1D Contacts, but also 1 Rival and 1 Enemy.
56	You are making some shrewd investments. This term, you can roll on the Noble Cash Benefits table from <i>Traveller Core Rulebook</i> , at DM+1.
61	Your skill at knowing what people want pays off. Turn a Rival into an Ally, or an Enemy into a mere Rival.
62	Your networking skills pay off. Gain Network. This level of Network comes free; you pay for your Network as if it were one level less, minimum of Network 1.
63	You are called upon to represent your species in a First Contact situation, when the aliens really did ask to 'take us to your leader.' Gain Diplomat 1, and an Ally from among the alien species.
64	You acquire a mistress. In the culture where you live, having a mistress is practically obligatory.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	Your contributions to humanity have yielded dividends. You are automatically promoted.

SCHOLAR CAREERS

Scholars live to investigate. The core of any Scholar career is Science – whether the career specialises in Medicine or Biology, Astronomy or Planetology (i.e. geology on alien worlds), every scholarly career has at least one Science skill appropriate to its specialisation.

ACADEMICIAN

Mostly laboratory-bound, these researchers surprisingly spend quite a fair bit of time out in the field, for all that they are supposed to be white-coated lab rats. In truth, while their research may take them out of the laboratory to gather specimens and take measurements, it is within the confines of the lab that they can use their best equipment to derive their conclusions.

FIELD RESEARCHER

Ranging from ship-bound marine biologists cruising the wet oceans of waterworlds to vulcanologists sending probes down the throats of volcanoes; from explorers delving into the depths of unexplored rainforests looking for rare plant species to collect to anthropologists making First Contact with primitive undiscovered tribal species to learn their languages and ways, these scientists carry on the traditions of explorers such as Cook, Darwin, Cousteau and Amundsen. The universe is their laboratory.

MEDICAL

Carrying on from the traditions of Hippocrates and Galen, this is the career of healers and physicians. The strong suit of all medical specialists is Medic, with Leadership skill also characterising those who teach medicine. All specialists have appropriate Life Science (medical field) skill levels, such as Xenomedicine, Pharmacology or Pathology.

WILD CARD

The visionaries, geniuses and eccentric child prodigies of the world, these are the most eccentric and often unstable, yet the most creative, of all scientists. Their specialisation skills are all over the place – even to the point of developing skills outside the sciences such as Art (music), Art (dance), Language, Computers and so on. Even within the sciences, these visionaries excel in obscure Science skills such as Social Science (mathematics) or Social Science (neurolinguistic programming).

CAREER SUMMARY TABLE

Academician	Specialisation	Survival	Advancement
	Laboratory Researcher	Int 7+	Edu 7+
	Laboratory Ship Researcher	End 6+	Edu 8+
	Lecturer	Social 6+	Edu 6+

Field Researcher	Specialisation	Survival	Advancement
	Collector	End 6+	Edu 8+
	Explorer	End 8+	Edu 7+
	Observer	End 6+	Edu 6+

Medical	Specialisation	Survival	Advancement
	Docent	Edu 8+	Social 8+
	Medical Researcher	Edu 7+	Edu 7+
	Pathologist	End 6+	Edu 8+

Wild Card	Specialisation	Survival	Advancement
	Genius	Int 6+	Int 6+
	Prodigy	Int 6+	Int 8+
	Visionary	Int 6+	Soc 6+

ACADEMICIAN

Your strength lay in research. Your career was spent in libraries, laboratories and lecture theatres, poring over books and pushing the envelope of theory.

QUALIFICATION

Edu 6+; DM-1 for each previous career.

ASSIGNMENTS

Choose from the following:

LABORATORY RESEARCHER: You did all your work in laboratories, under controlled conditions.

LABORATORY SHIP RESEARCHER: You were assigned a position on the crew of a laboratory ship.

LECTURER: You combined research with instruction at a University.

CAREER PROGRESS

	Survival	Advancement
Laboratory Researcher	Int 7+	Edu 7+
Laboratory Ship	End 6+	Edu 8+
Lecturer	Social 6+	Edu 6+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	5,000	+1 Int
2	10,000	+1 Edu
3	20,000	Two Ship Shares
4	30,000	+1 Soc
5	40,000	Scientific Equipment
6	60,000	Paper
7	100,000	TAS Membership

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Int	Comms	Art (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	+1 End	Investigate	Engineer (any)
6	Science(any)	Any Science (any)	Science (any)

1D	Laboratory Researcher	Laboratory Ship Researcher	Lecturer
1	Sensors	Science (any)	Medic
2	Science (any)	Engineer (any)	Science (any)
3	Language (any)	Language (any)	Language (any)
4	Survival	Sensors	Social Science (philosophy)
5	Investigate	Computers	Persuade
6	Mechanic	Science (any)	Science (any)

RANKS AND BENEFITS

Laboratory Researcher			Laboratory Ship Researcher			Lecturer		
Rank	Researcher	Benefit	Rank	Researcher	Benefit	Rank	Lecturer	Benefit
0	Intern	Science (any) 1	0	Intern	Science (any) 1	0	Intern	Science (any) 1
1	—	—	1	—	—	1	—	—
2	Scientist	Science (any) 1	2	Scientist	Sensors 1	2	Lecturer	Leadership 1
3	—	—	3	—	—	3	—	—
4	—	—	4	Second Officer	Astrogation 1	4	Chair	Admin 1
5	—	—	5	First Officer	Pilot 1	5	—	—
6	Department Head	Leadership 1	6	Ship's Master	Leadership 1	6	Principal	+1 Soc

Note: From Rank 4 on the Lecturer column, scholars are entitled to be referred to as Professor. This is a title which remains with the character in play. A retired Professor (a character who has ceased character generation and has now entered play) is called a Professor Emeritus.

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	Excessive stress takes its toll. Lose -1 Endurance.
4	Leaving a seminar, you are arrested and charged with theft. You spend the rest of the term incarcerated but learn the skills of Deception 1 and Melee (any) 1 whilst imprisoned.
5	An antagonist harasses you and forces you to leave this career. Gain a Rival.
6	A discovery you make turns out to be dangerously infected. Lose -1 Strength.
7	During an expedition you run into a dangerous criminal syndicate. Gain an Enemy.
8	You are trapped on a primitive world. Gain either Animals (any) 1, Survival 1, Melee (any) 1 or a Contact.
9	You are forced to abandon your calling to help a friend. Gain an Ally.
10	A war breaks out and you are called up. You must attempt to qualify for the Scout or Marine career next term, or become a Drifter.
11	A glamorous television career beckons, as a popular entertainment channel seeks you out as the Face of Science to present a show popularising the sciences. You may choose a new career as an Entertainer, but retain all your old life Contacts and Allies.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are arrested and charged at a rally protesting unethical treatment of laboratory animals. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose one Benefit roll and gain the lawyer as a Contact.
13	You fall in love with a co-worker. Gain 1 Ally, but also gain 1 Rival, as another member of your team has harboured unrequited desires for the person you have fallen in love with.
14	You are sent to a remote world as an attaché to your laboratory head. However, a Misjump strands you and the team on a border world for several years. Gain any one of Leadership 1, Survival 1, Streetwise 1, Animals (any) 1 or Seafaring (any) 1.
15	Your wife or lover is killed in an accident. You fall apart and isolate yourself from society. Roll Soc 8+ or Lose 1 Social Standing.
16	You are given advanced training in a specialist field. Throw Education 8+ to gain any one skill of your choice at level 1.
21	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy now gain one. In addition lose all Benefits gained up to this point.
22	Your character learns an essential skill that is not listed in your regular skills tables. Choose any two skills from from Flyer (any) 1, Pilot (any) 1, Drive (any) 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a third skill from that list.
23	You are drawn to investigate major crimes. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
24	Money makes the universe go round, and you are called to go into commerce and make money for its own sake. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
25	Your blog catches the eye of a journal, who offers you a lucrative career change as a science correspondent for a current affairs magazine. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
26	Something about wanting to leave a lasting mark on society compels you to follow a different path. You automatically qualify for a Citizen career, either one of those from the <i>Traveller Core Rulebook</i> or one of the career paths outlined in this book, if you quit your present career in this term and join that Citizen path next term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
31	You become fascinated by exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
32	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
33	You hear the call to educate, and answer it. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	Unusual Event. As per the Life Events table, entry 66.
43	Something really bad happens. Roll on the Mishap table. If you choose to quit this job at the end of this term, apply the Mishap and automatically qualify for either a Rogue or a Drifter career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
45	Experiments into psionics result in you awakening as a psion. Roll 1D+6 Psionic Strength and roll for Talents as shown in the Psionics chapter of <i>Traveller Core Rulebook</i> . You can automatically qualify for the Psion career in your next term or continue with this career.
46	Interesting Times. As per the Expanded Life Events table, entry 65.
51	An experiment takes a dangerous turn. Roll Investigate 8+ or Streetwise 8+. If you fail, roll on the Mishap table. If you succeed, increase one of these skills by one level: Deception 1, Jack of all Trades 1, Persuade 1 or Tactics (any) 1.
52	Your expedition takes you 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.
53	You are given specialist vehicular training. Gain one of Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Zero-G (any) 1.
54	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
55	You are given the team leader's lead position in an experiment. Gain a +1 DM to any one Benefit roll.
56	You are offered the chance to field test a science robot. Gain one of Computers 1, Engineering (robotics) 1 or Mechanic 1.
61	You pilot a drone into the heart of an erupting volcano. Gain one of Comms 1, Science (vulcanology) 1, Engineering (robotics) 1 or Remote Operations 1.
62	Your lab specialises in marine biology on alien planets. Gain one of Seafaring 1, Remote Operations 1, Science (meteorology) 1, Science (marine biology) 1 or Science (oceanics) 1.
63	The rock specimens brought in from an expedition to an alien world turn out to be alive – a strange species which quickly takes over the lab and threatens to spread into the wild, endangering the planet. Gain Science (biology) 1 or Science (pharmacology) 1 as you work frenziedly against the clock on a cure.
64	The study of an alien world gains you either Animals 1, Survival 1, Recon 1 or any Science 1 with a life science or planetary science speciality.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	Your contributions to science have yielded their due reward. You are automatically promoted.

FIELD RESEARCHER

Your research took you out into the field, exploring the great undiscovered unknowns of the universe.

QUALIFICATION

Int 6+; DM-1 for each previous career.

ASSIGNMENTS

Choose from the following:

COLLECTOR: You explored strange new worlds, and brought back specimens.

EXPLORER: You travelled to see the extraordinary phenomena of the universe, close up.

OBSERVER: Your long-term research required you to live on site.

CAREER PROGRESS

	Survival	Advancement
Collector	End 6+	Edu 8+
Explorer	End 8+	Edu 7+
Observer	End 6+	Edu 6+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	5,000	+1 Int
2	10,000	+1 Edu
3	20,000	Two Ship Shares
4	30,000	+1 Soc
5	40,000	Scientific Equipment
6	60,000	Paper
7	100,000	Lab Ship

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Int	Comms	Art (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	+1 End	Investigate	Engineer (any)
6	Sensors	Science (any)	Science (any)

1D	Collector	Explorer	Observer
1	Sensors	Admin	Medic
2	Diplomat	Engineer (any)	Comms
3	Language (any)	Science (any)	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Science (any)	Science (any)	Science (any)

RANKS AND BENEFITS

Rank	Collector	Benefit
0	Intern	Recon 1
1	—	—
2	Collector	Science (any) 1
3	—	—
4	—	—
5	—	—
6	—	+1 Int

Rank	Explorer	Benefit
0	Explorer	Recon 1
1	—	—
2	—	Survival 1
3	—	—
4	—	Navigation 1
5	—	—
6	Expedition Leader	Leadership 1

Rank	Observer	Benefit
0	Intern	Science (any) 1
1	—	—
2	—	—
3	Observer	Language (any) 1
4	—	—
5	—	—
6	Project Head	Leadership 1

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	You are physically attacked by an insanely jealous professional rival. Roll Gun Combat 8+ or Stealth 8+ to escape. If you fail, roll on the Injury Table.
4	You are arrested at a protest. During solitary confinement, mental deterioration causes you to lose one level from a random skill you possess.
5	You are stranded on a border world for several years. Gain any one of Survival 1, Streetwise 1, Animals (any) 1 or Seafaring (any) 1.
6	The driver of the vehicle that you are travelling on has a coronary and dies at the wheel. Roll Drive 8+ or Flyer 8+. If you fail, the vehicle crashes and you must roll on the Injury table. Otherwise, you escape without injury.
7	You are kidnapped and interrogated by unknown antagonists. Roll 1D. 1-2: You are tortured; roll End 8+ or lose -1 Strength. 3-4: You are heavily drugged and become addicted; roll End 8+ or lose -1 End. You will have kicked the habit by the time you leave the career. 5-6: Gain one of your rescuers as a Contact.
8	Your wife or lover is killed in an accident. You fall apart and isolate yourself from society. Lose -1 Social Standing.
9	You accidentally stumble into a pit trap. Roll Dex 8+ to avoid a roll on the Mishap table.
10	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy now gain one. In addition lose all cash Benefits gained to this point.
11	Excessive stress takes its toll. Lose -1 Endurance.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	Make First Contact with a hitherto unknown alien race. Roll 1D to determine the alien's reactions. 1. Overtly hostile. You are forced to retreat from their system. Roll 2D. Gain Tactics on 8+. 2. Hostile but wary. With intense negotiations, they may be peaceable. Roll Diplomacy 8+ to gain DM+4 to next promotion. 3. Neutral and wary. The aliens want little to do with you. Further diplomacy needed. Roll 2D. Gain Diplomat on 8+. 4. Neutral but welcoming. The aliens show reservations, but are not averse to contact. Roll 2D. Gain Persuade on 8+. 5. Friendly but wary. The aliens want time to get to know humanity. Gain a Contact in the form of a member of the race, or with a Scholar researcher. 6. Friendly and welcoming. A great alliance can be forged between your peoples. Gain an Ally either in the form of a leader or diplomat of the race, or a senior Scholar researcher.
13	You fall in love with a crewmate. Gain Deception 1 as you both have to go around ship regulations forbidding fraternisation.
14	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy now gain one. In addition, lose all Benefit rolls gained up to this point.
15	Your wife or lover is killed in an accident. Roll on the expanded Life Events table in this book to see what comes next.
16	You hear the call to defend your people. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
21	Excessive stress leads to a very public breakdown. Lose -1 Social Standing.
22	You become fascinated by exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
23	Money makes the universe go round, and you are called to go into commerce and make money for its own sake. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
24	You are drawn to investigate major crimes. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
25	Unusual Event. As per the Life Events table, entry 66.
26	Weird visions and dreams plague you. You spontaneously awaken as a psion. Roll 1D+6 Psionic Strength and roll for Talents as shown in the Psionics chapter of <i>Traveller Core Rulebook</i> . You can automatically qualify for the Psion career in your next term or continue with this career.
31	Interesting Times. As per the Life Events table, entry 65.
32	Something about wanting to leave a lasting mark on society compels you to follow a different path. You automatically qualify for a Citizen career, either one of those from the <i>Traveller Core Rulebook</i> or one of the career paths outlined in this book, if you quit your present career in this term and join that Citizen path next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
33	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
43	You go from teaching ethics, medicine, art, writing, mathematics or science to blogging about it. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	A teaching board gives you an irresistible career choice. You qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
45	Your character learns an essential skill that is not listed in your regular skills tables. Choose any skill from Flyer (any) 1, Pilot (any) 1, Recon 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from that list.
46	An excursion off the ship takes a dangerous turn. Roll Persuade 8+ or Survival 8+. If you fail, roll on the Mishap table. If you succeed, increase one of these skills by one level: Athletics, Jack-of-all-Trades, Leadership or Tactics (any).
51	Your explorations take you 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.
52	You are given specialist vehicular training. Gain one of Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Zero-G (any) 1.
53	Your mission is to investigate an urbanised planet unexpectedly torn apart by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1. You discover that this was being fomented by two megacorporations; gain two Enemies.
54	You are given a special assignment. Gain DM+1 to any one Benefit roll.
55	Life out in the field hones your abilities. Increase any one skill you already have by one level.
56	You go on a tour of the sector, visiting several worlds. Gain D3 Contacts.
61	Trapped behind enemy lines, you have to survive on your own. Gain one of Survival 1, Stealth 1, Medic 1 or Streetwise 1.
62	You are offered the chance to field test a science robot. Gain one of Computers 1, Engineering (robotics) 1 or Mechanic 1.
63	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
64	The study of an alien world gains you either Animals 1, Survival 1, Recon 1 or any Science 1 with a life science or planetary science speciality.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	Your efforts in the field have earned respect at home. You are automatically promoted.

MEDICAL

The body and healing were the focus of your career: both in general practice and in seeking out new medical techniques and treatments.

QUALIFICATION

Edu 8+; DM-1 for each previous career.

MEDICAL SCHOOL

A character can spend one term studying at Medical School before embarking on this career. Medical School takes one full term.

Entry: Edu 8+; 1 DM for each previous career. +1 if Int 9+.

Skills Learned: Admin-0, Medic 1, Science (any Life Science) 1.

Graduation: Int 8+. If Int 10+, graduate with honours.

Graduation benefits: Gain a further Medic-2 and two more levels of Science (any Life Science); also gain +1 Edu.

Graduation also allows automatic qualification to any Scholar career or specialisation, as well as to the specialisations below, at Rank 1. Graduation with honours means the character begins at rank 2. If the character wishes to join a military career, graduation allows automatic qualification. If he graduates with honours, he automatically qualifies for an officer commission at the start of any military career at Rank O1.

ASSIGNMENTS

Choose from the following:

DOCENT: You combined medical practice with instruction in a teaching hospital.

MEDICAL RESEARCHER: You strove to discover, or invent, new medical procedures.

PATHOLOGIST: You studied death in all its many forms.

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Int	Comms	Athletics (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	+1 End	Investigate	Engineer (any)
6	Science (any)	Life Science (pathology)	Life Science (any)

1D	Docent	Medical Researcher	Pathologist
1	Sensors	Admin	Medic
2	Diplomat	Engineer (any)	Comms
3	Language (any)	Science (any)	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Life Science (any)	Life Science (any)	Life Science (any)

CAREER PROGRESS

	Survival	Advancement
Docent	Edu 8+	Social 8+
Medical Researcher	Edu 7+	Edu 7+
Pathologist	End 6+	Edu 8+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	5,000	+1 Int
2	10,000	+1 Edu
3	20,000	Ten Ship Shares
4	30,000	+1 Soc
5	40,000	Medical Equipment
6	60,000	Paper
7	100,000	Medical Ship

RANKS AND BENEFITS

Rank	Docent	Benefit
0	Intern	Medic 1
1	—	—
2	Instructor	Leadership 1
3	—	—
4	Professor of Medicine	Life Science (any) 1
5	—	—
6	Chair of Medicine	+1 Soc

Rank	Medical Researcher	Benefit
0	Intern	Medic 1
1	—	Life Science (medicine) 1
2	Researcher	Science (any) 1
3	—	—
4	Team Head	Admin 1
5	—	—
6	Head of Laboratory	+1 Soc

Rank	Pathologist	Benefit
0	Intern	Medic 1
1	—	Life Science (pathology) 1
2	—	—
3	Pathologist	—
4	—	—
5	—	—
6	Chief Pathologist	+1 Edu

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	You are arrested at a protest. During solitary confinement, mental deterioration causes you to lose one level from a random skill you possess.
4	Excessive stress takes its toll. Lose -1 Endurance.
5	The cadaver you were examining gets up off the table as a mindless zombie and attacks you. You are credited with the discovery of the Saprophytic Antagonism organism, but must roll of the Injury Table. You will spend the rest of your days worrying about what will happen to your own corpse when you eventually die.
6	You get into a fight with a VIP and he says you will never work in science again. He is right.
7	Your character learns an essential skill not listed in your regular skills tables. Choose any skill from Flyer (any) 1, Pilot (any) 1, Survival 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a second skill from that list.
8	A producer offers you a sideline, as a scientific consultant for a glamorous show about a wandering forensic scientist solving crimes across the universe in his flying laboratory. Gain an extra cash benefit roll each term at DM+2, but you must leave your current career. You may enter another Scholar career next term, if you wish, or automatically qualify for the Entertainer career.
9	You are on site when everyone involved, including you, come down with a terrible illness. You recover but at the cost of your career and -1 End.
10	Espousing politically incorrect opinions can sometimes help define a great scientist. This is not one of those times. Lose -1 Social Standing.
11	A controversial experiment brands you permanently as an outcast. The only way to erase the stigmata is to abandon your career completely.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	A family member is tragically dying of a disease. Roll on the expanded Life Events table in this book to see what comes next.
13	You hear the call to defend your people. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. Not only that – your medical background automatically grants you an Officer's Commission, meaning you can begin your career at the lowest Officer grade. There are no penalties for deciding to continue with this career instead, if that is your wish.
14	You are drawn to investigate major crimes. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
15	You become fascinated by exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
16	Money makes the universe go round, and you are called to go into commerce and make money for its own sake. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
21	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
22	You go from teaching and practising medicine to blogging about it. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
23	Something about wanting to leave a lasting mark on society compels you to follow a different path. You automatically qualify for a Citizen career, either one of those from the Traveller Core Rulebook or one of the career paths outlined in this book, if you quit your present career in this term and join that Citizen path next term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
24	Unusual Event. As per the Life Events table, entry 66.
25	Interesting Times. As per the Life Events table, entry 65.
26	Teaching now appeals to you. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
31	A terrible crime that is committed against your family shakes your faith in humanity. If you choose to quit this job at the end of this term, roll on the Mishap table, and become a Drifter or Rogue in your next term.
32	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
33	An accident with an alien medical device triggers a psionic awakening. Roll 1D+6 Psionic Strength and roll for Talents as shown in the Psionics chapter of <i>Traveller Core Rulebook</i> . You can automatically qualify for the Psion career in your next term or continue with this career.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	A routine house call turns nasty. Roll Advocate 8+ or Deception 8+. If you fail, roll on the Mishap table. If you succeed, increase one of these skills by one level: Athletics (any), Leadership or Tactics (any).
43	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
44	Your mission is to help a planet wracked by a plague. Gain one of Medic 1, Streetwise 1, Remote Operations 1 or Recon 1.
45	You are tasked with creating a uniform design for your ship's medical crew. You design something functional yet stylish. Gain Trade (tailoring) 1 or Engineering (electronics) 1.
46	You are given a special assignment. Gain DM+1 to any one Benefit roll.
51	You go on a tour of the sector organised by a charity, visiting several worlds and dispensing free medical aid. Gain D3 Contacts.
52	You are offered the chance to field test a medical robot. Gain one of Computers 1, Engineering (robotics) 1 or Mechanic 1.
53	A fungus discovered on an alien world promises a cure for a wide range of diseases. It is, however, endangered by the imminent extinction of its home planet. Gain one of Seafaring 1, Athletics (climbing) 1 or Survival 1 as you yourself travel to the planet to collect enough samples of the fungus to preserve the species.
54	After a string of bombings, you determine the psychology of the bomber as being someone who hates scientists. Your inquiries lead to the bomb lab, and the perpetrator's arrest. Gain one of Explosives 1, Science (psychology) 1 or Investigate 1.
55	Medics and the sport of golf will be linked forever. You are invited to join an exclusive golf club as a junior member. Your contacts pay off; your next cash benefit roll is at DM+2.
56	Your past as a med student catches up with you; a classmate appears who remembers all of the wicked deeds you once got up to before you settled down with your duties and responsibilities. Gain a Rival.
61	You are the best expert available in handling epidemics. When a plague organism begins to ravage the world you are on, it is quarantined. Gain one of Medic 1, Science (epidemiology) 1 or Science (pharmacology) 1 as you strive to manufacture enough of the antigen to save the people of the planet.
62	In a supreme act of irony, a serial killer who used an exotic element, polonium, to murder his victims ends up being referred to you for cancer treatment. You are faced with an ethical choice of treating his cancer or violating your medical oath and letting him die. If you treat his cancer, gain the killer as an Enemy – even if he is behind bars. If you do not, you forfeit your benefit roll and Advancement roll for this term, but you are not struck off the register.
63	You travel 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.
64	You are given specialist vehicular training. Gain one of Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Zero-G (any) 1.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	Your work has saved lives and you have earned recognition. You are automatically promoted.

WILD CARD

Your achievements were incredible. However, you always had problems fitting in.

QUALIFICATION

Int 8+; DM-1 for each previous career.

PRODIGY

A character attempting to enter this career may try to do so at the age of 14. This requires a Very Difficult (-4) Int check. Failure means the character starts a career normally at the age of 18.

If the check is successful, the character is a Prodigy and starts a career at the age of 14, automatically entering the Wild Card career with the Prodigy assignment. After one term in this assignment, the character may automatically switch to Genius or Visionary.

This is the only way the Prodigy assignment can be chosen – it is unavailable to characters at the age of 18 or more.

ASSIGNMENTS

Choose from the following:

GENIUS: You were gifted with a notable Intelligence and/or Education characteristic.

PRODIGY: You were incredibly young and precocious.

VISIONARY: Some Great Idea struck you, and you spent your life trying to get the world to see that grand vision.

SKILLS AND TRAINING

	Personal	Service	Advanced Education
1D	Development	Skills	(minimum Education 10+)
1	+1 Int	Comms	Art (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	+1 End	Investigate	Engineer (any)
6	Computers	Science (any)	Science (any)

1D	Genius	Prodigy	Visionary
1	Sensors	Admin	Medic
2	Diplomat	Engineer (any)	Comms
3	Language (any)	Science (any)	Investigate
4	Survival	Sensors	Medic
5	Investigate	Computers	Persuade
6	Science (any)	Science (any)	Science (any)

CAREER PROGRESS

	Survival	Advancement
Genius	Int 6+	Int 6+
Prodigy	Int 6+	Int 8+
Visionary	Int 6+	Soc 6+

MUSTERING-OUT BENEFITS

1D	Cash	Other Benefits
1	5,000	+1 Int
2	10,000	+1 Edu
3	20,000	Any Skill 1
4	30,000	+1 Soc
5	40,000	Any Skill 1
6	60,000	Paper
7	100,000	Any Skill 1

RANKS AND BENEFITS

Rank	Genius	Benefit
0	Genius	+1 Int
1	—	—
2	—	+1 Int
3	—	—
4	—	+1 Edu
5	—	—
6	—	+1 Edu

Rank	Prodigy	Benefit
0	Prodigy	Any Skill 1
1	—	—
2	—	Survival 1
3	—	—
4	—	+1 Int
5	—	—
6	—	+1 Edu

Rank	Visionary	Benefit
0	Visionary	+1 Int
1	—	—
2	—	Survival 1
3	—	—
4	—	+1 Social
5	—	—
6	—	+1 Edu

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	Your business is blown out of the water by innovations in technology as your homeworld advances to a new technological level overnight. No longer considered ahead of the curve, people now consider you a little behind the times; a pitiable failure. Lose -1 Social Standing.
4	One of your opponents accuses you of plagiarism. Whether you did copy another's work or not, there was enough evidence to strip you of your most recent title and end your career. You lose a Benefit roll.
5	After dedicating years to your craft, you are given a cutting review by a critic you admired, destroying your audience. Gain an Enemy.
6	After an indiscreet though enjoyable dalliance, you come down with an embarrassing illness. You eventually recover, but at the cost of -1 End.
7	While attending a party under the influence, you loudly and mistakenly slander someone else. The resulting legal action and bad publicity exile you from your circle.
8	You get into a fight at a club with a close family member of the ruling noble and end up persona non grata.
9	Experimenting with a new smart drug causes unexpected side effects. You lose one point of End or Soc.
10	The grinding pressure of your weird lifestyle causes you to burn out. You can no longer continue in this career.
11	You find your greatest works forged on another world by a better artist with better lawyers. The court costs are so expensive you not only lose the benefit roll for this term but your next term also.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You angered the wrong man, and ended up in the cells awaiting trial. You can choose to defend yourself, or hire a lawyer. If you defend yourself, roll Advocate 8+. If you succeed, the charges are dropped. If you fail, lose one Benefit roll and gain an Enemy. If you hire a lawyer, lose one Benefit roll and gain the lawyer as a Contact.
13	Your wife or lover disappears without notice. Roll on the expanded Life Events table in this book to see what comes next.
14	You create an AI, housed in a robot frame. The robot escapes into the wild. The AI can relocate to any robot, any server farm, any system bigger than a hand computer. On high tech worlds connected by an internet, it can hide within the network itself. Roll 1D. 1-2: The AI declares itself an Enemy. 3-4: The AI declares itself a Contact. 5-6: The AI can re-house itself in a humanoid robot frame and chooses to accompany you on your adventures as an Ally.
15	Your character learns an essential skill not listed in your regular skills tables. Choose any two skills from Flyer (any) 1, Pilot (any) 1, Astrogation 1, Diplomat 1, Stealth 1, Streetwise 1, Melee (any) 1 or Gun Combat (any) 1. Then roll Int 9+; if you succeed, choose a third skill from that list.
16	You acquire a book written in an alien language, and decide to learn the alien language just so you can read it. Roll Edu 8+ to gain Language 1 and Art (writing) 1.
21	A place, a person, an object; something has long held your fascination. You drop everything and, without warning to your loved ones, set out to visit that place, person or object of veneration. Gain Survival 1 from the life experiences you acquire on your pilgrimage.
22	The normal people just do not understand you or what you are capable of. They drive you from your homeworld, forcing you to relocate. Gain Astrogation 1 or Pilot 1 as you take to the stars.
23	Leaving a world you are arrested and charged with the heinous crime of corrupting the young (by teaching them to learn critical thinking and thus learn to question authority). You spend the following term incarcerated but learn the skills of Deception 1 and Melee (any) whilst imprisoned.
24	Money makes the universe go round, and you are called to go into commerce and make money for its own sake. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
25	Your documented antics draw the attention of a reality show producer who wants to document your weird life for public entertainment. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
26	You become fascinated by exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
31	You discover that you have noble blood – which explains your eccentricity – and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66 Event

32	Unusual Event. As per the Life Events table, entry 66.
33	You hear the call, and answer it. You automatically qualify for a Teacher career from this book next term if you quit your job at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
34	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
35	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
36	Life event. Roll on the Life Events table of this book.
41	Life event. Roll twice on the Life Events table of this book.
42	Something about wanting to leave a lasting mark on society compels you to follow a different path. You automatically qualify for a Citizen career, either one of those from the <i>Traveller Core Rulebook</i> or one of the career paths outlined in this book, if you quit your present career in this term and join that Citizen path next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
43	You have a very public nervous breakdown. Roll on the Mishap table. If you choose to quit this job at the end of this term, apply the Mishap and automatically qualify for either a Rogue or a Drifter career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	Interesting Times. As per the Life Events table, entry 65.
45	You always knew there was something freakish about you, more than most, and when you awaken as a psion it just confirms all your worst fears. Roll 1D+6 Psionic Strength and roll for Talents as shown in the Psionics chapter of <i>Traveller Core Rulebook</i> . You can automatically qualify for the Psion career in your next term or continue with this career.
46	A conundrum presents itself to you, one which will define you for the rest of your days. Like Fermat's Last Theorem in mathematics, this problem will become known as your character's problem. Gain either +1 Int or +1 Edu as this insoluble problem expands what you are capable of.
51	You bump into someone who thinks as you do. You develop such a close bond with this person that you become inseparable. Gain 1 Ally.
52	You invent a computer game that sells in the millions online. Your addictive little app catches the attention of one of the bigger social media companies, who buy you out, though you retain the credit for your work. You gain 3D x Cr250,000.
53	You develop a spray which can immobilise someone. Law enforcement want to get their hands on your spray, so they can weaponise it for water cannons and crush rebellions and protests. Destroying your research, you go into hiding, assuming a new identity, and taking the secret spray with you. Gain an Enemy, in the form of an ambitious man who wants the formula for his own personal power.
54	You are the inventor of the grav belt ... two technological levels before its time. Gain Flyer (grav) 1 and a grav belt.
55	You become convinced that a secret cabal of shady individuals is ruling the universe from a hidden Star Chamber. The number 23 becomes a crucial number, and you start seeing it everywhere. Amid the confirmation bias and the heady rush of living your life with an aluminium foil hat on your head, you gain an Enemy who belongs to just such a secret organisation. They are not entirely sure whether you know anything at all, but they have got their all-seeing eye on you...
56	You join a motley, misfit team of costumed, masked people, including a potent psion. Together, you take to the streets dispensing vigilante justice dressed in brightly-coloured Spandex. Your schtick is that you are the smartest man on the planet – and your inventions help the team to become a formidable (but illegal) force fighting crime. Gain a choice of one of Advocate 1, Streetwise 1 or Melee Combat (any) 1, and roll Dex 8+ to gain Athletics (any) 1. You survive this term, but most of the team are dead or behind bars. You have one Ally. One. Out of nine. Fortunately, you invest shrewdly, living up to your title of World's Smartest Man; you gain 3D x Cr100,000
61	You have somehow been injected with microbes which allow you to understand any living language. You effectively have Language 1 for any currently spoken language. Dead languages you still have to learn the hard way, but otherwise you can speak, hear and write practically anything.
62	You were shot through a wormhole and found yourself in a distant part of the universe on a ship. A living ship, full of strange, alien life forms. You were being hunted by an insane military commander, and you did everything you can just looking for a way home. Which you eventually did. You gain one of the following – Engineering (any) 1, Pilot (any) 1, Navigation 1, Science (any) 1. You lose one Benefit roll, however.
63	Your peers are a particularly unsupportive, arrogant, condescending crowd. The unveiling of your Grand Project opens their eyes. Roll Int 8+. Succeed, and you convert one Enemy into an Ally, and eliminate one Rival.
64	You win a prestigious prize. Nobody can understand how you made your breakthrough, but they acknowledge your workings are absolutely solid. Gain DM+1 to any one Benefit roll.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	You travel 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.

TEACHER

Teachers all specialise in giving instruction to others. Whether they follow a traditional path of teaching in a State school in a classroom, or one-to-one teaching in the form of a private mathematics or music tutor or driving instructor; whether they want to teach Science, Language, Art, Athletics or a professional skill such as Trade, Survival or Engineering; Teachers live to instruct.

Teachers gain some of the benefits of scholars, and some of the advantages of citizens, notably access to the Network benefit.

The key strength of all Teachers is Leadership skill. Leadership skill allows Teachers to provide the ability to provide the necessary instruction.

GURU

Gurus are born leaders and teachers, whether they are teaching something professional such as an Art or a Trade, or something ephemeral such as some spiritual path or Neurolinguistic Programming. Deception is often a skill learned during the lucrative and borderline-ethical career of a Guru; with their penchant for making public appearances and presenting seminars with expensive entrance fees, Gurus are almost like Entertainers.

INSTRUCTOR

From one-on-one private tutors teaching home-schooled Noble children or working for accredited motoring or piloting schools teaching commercial Drive or Flyer skills, to corporate Health and Safety instructors teaching Admin skill or traditional teachers in State schools teaching mathematics to infinitely bored twelve-year-olds, this is the traditional Teacher in all his forms. Core skills are Leadership and whatever skill it is they are trained to teach.

State Teachers in traditional schools often know a variety of Sciences, Languages and the rudiments of Trade skills such as domestic science or metalworking, and often an Athletics skill such as a sport.

RESEARCHER

These Teachers are also researchers, looking for new ways to teach people. In addition to their customary Leadership skill to teach others, research Teachers also know some other skill such as Science (psychology) or Science (Neurolinguistic Programming), the better to understand people's learning ability with the intention of developing technologies or processes to teach others more efficiently.

QUALIFICATION

Edu 8+; DM-1 for each previous career.

CAREER PROGRESS

	Survival	Advancement
Guru	Soc 6+	Soc 8+
Instructor	Edu 6+	Edu 6+
Researcher	Edu 6+	Edu 6+

MUSTERING-OUT BENEFITS

1D	Cash (Cr.)	Other Benefits
1	5,000	Network 1
2	10,000	Paper
3	20,000	Contact or Network 1
4	30,000	Ally or Network 1
5	40,000	Network 1 or +1 Soc
6	60,000	+1 Soc
7	100,000	+1 Edu

ASSIGNMENTS

Choose from the following:

GURU: You had it all; the books, the vids, the lecture circuit and money flooding in.

INSTRUCTOR: Patient and hard-working, you did your bit to instruct your students.

RESEARCHER: You sought out new and more efficient techniques and technologies to facilitate teaching and instruction.

RANKS AND BENEFITS

Rank	Guru	Benefit
0	Guru	Deception 1
1	—	—
2	—	—
3	—	Leadership 1
4	—	—
5	—	+1 Social
6	—	Diplomat 1

Rank	Instructor	Benefit
0	Intern	Leadership 1
1	—	—
2	Assistant	Admin 1
3	—	—
4	Instructor	—
5	—	—
6	Chief Instructor	Advocate 1

Rank	Researcher	Benefit
0	Intern	Leadership 1
1	—	—
2	Assistant	Science (psychology) 1
3	—	—
4	Researcher	Science (any) 1
5	—	—
6	Head of Research	+1 Edu

SKILLS AND TRAINING

1D	Personal Development	Service Skills	Advanced Education (minimum Education 10+)
1	+1 Int	Leadership	Art (any)
2	+1 Edu	Computers	Advocate
3	+1 Soc	Diplomat	Computers
4	+1 Dex	Medic	Language (any)
5	+1 End	Investigate	Engineer (any)
6	Leadership	Science (any)	Science (any)

1D	Guru	Instructor	Researcher
1	Leadership	Leadership	Leadership
2	Diplomat	Admin	Admin
3	Language (any)	Persuade	Investigate
4	Survival	Sensors	Persuade
5	Persuade	Computers	Comms
6	Deception	Science (any)	Science (any)

MISHAPS

2D	Mishap
2	Severely Injured. Roll twice on the Injury Table and take the lower result.
3	You are asked to leave the crew for personal reasons. You are paid off with 1D x Cr1,000.
4	Your teaching abilities are called into question. Roll Leadership 8+ to convince the board that you have what it takes. Fail, and you lose your Advancement roll this term.
5	A teaching project is proved to be completely flawed, causing deep social embarrassment. You are demoted one rank.
6	<p>The empathy you show towards your charges turns out to be a latent psionic power, which awakens this term. You must roll for Psionic Strength, and automatically acquire Telepathy 1. You may roll for the other Talents.</p> <p>You must now roll Deception 8+ each term to avoid being discovered as a psion and automatically ejected from your career.</p> <p>You may leave this career next term – in which case you automatically qualify for any of the Psion careers in the <i>Traveller Core Rulebook</i>.</p>
7	<p>The government is conscripting troops for a war. You can either be Drafted with an Enlisted rank, or roll Leadership 8+ and enter with an Officer's rank.</p> <p>If you refuse the Draft, a vacancy in the Scholar career may be available; check to see if you qualify for a Scholar career. Fail, and you must either accept the Draft or become a Drifter.</p>
8	A new philosophy of teaching is introduced, and you denounce it as populist nonsense. In despair, you quit your job. In the next term, you receive word that you have been vindicated, and gain an Ally. Small comfort.
9	You teach critical thinking, something that the government has decreed a forbidden subject, and people will want to kill you for it if they find out that you are teaching it. Gain an Enemy and Deception 1.
10	Your style of teaching has caught the attention of a show runner, who wants you to be the public Face of Education. Accept and automatic entry to the Entertainer career awaits you.
11	You blanked out, and two years of your life disappeared in a trace. You wake up in a strange library on an alien planet 3D parsecs away, with no idea what happened. With psychotherapy, it is revealed that a disembodied alien possessed you for two years. You have 2D x Cr100,000 in your bank account, an Enemy, a Rival and a Contact who knows who you were before and during your possession. You are also apparently married, and have been for three months.
12	Injured. Roll on the Injury Table.

EVENTS

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are asked to educate a newly discovered species of aliens. Gain Diplomacy 1, Language 1 or a Contact amongst the species.
13	Your class looks up to you like a parent and/or mentor for years to come. Gain Instruction 1, Leadership 1 or Persuade 1.
14	You are assigned by the Board to a prestigious educational establishment in the prosperous middle class area of a thriving metropolis. It is a cushy job that leaves you with many places to spend your free time. Gain one of either Broker 1, Carouse 1, Gambler 1 or Streetwise 1.
15	A routine teaching post in an inner city area suddenly becomes very dangerous. You suspect betrayal from someone within your own organisation but can never prove it. Gain an Enemy and Investigate 1 as you attempt to uncover the truth.
16	You are kidnapped and interrogated by political extremists opposed to the idea of teaching. Roll 2D. 1-2: You are tortured; roll End 8+ or lose -1 Strength. 3-4: You are heavily drugged and become addicted – roll End 8+ or lose 1 End. You will have kicked the habit by the time you finish your career. 5-6: Gain one of your rescuers as a Contact.
21	A sworn Rival asks you for help. The request is genuine. Roll on the Life Events table in this book to see what is happening to that Rival.
22	Leaving a world you are arrested and charged with smuggling or theft. You spend the following term incarcerated but learn the skills of Deception 1 and Melee (any) 1 while imprisoned.
23	Leaving a world you are arrested and charged with the heinous crime of corrupting the young (perhaps by teaching them to learn critical thinking and thus learn to question authority). Gain Advocate 1 and Admin 1 as you fight your way out with words. Roll Edu 8+. Succeed, and you leave with your dignity intact and your ethical stance vindicated, gaining Network 1.
24	You are assigned a trainee teacher and told to teach her the ropes. Gain Leadership 1. Roll Social 8+ and gain an Ally once the trainee matriculates.
25	Part of the wall of a classroom collapses unexpectedly. Gain Medic 1 as you dig your students out. You save lives. You may make two rolls on the benefits table this term.
26	You participate in a teacher exchange program, learning how an alien race conducts the teaching of their young. Gain Leadership 1 and a Contact in the alien race. Also gain Network 1 from the organisers of the tutorial exchange program.
31	Outside of the classroom, your wild life catches the eye of the press. Gain Admin 1 and Advocate 1, and roll Advocate 8+ to keep your job, and gain an Enemy regardless of the success or the roll.
32	There is a military invasion while you and your class are out on a field trip studying geology, and you are stranded in the wild in what has become hostile territory. Roll Leadership 8+ five times; if you succeed you gain one skill for each roll. In order, these skills are; Survival 1, Tactics 1, Deception 1, any Combat skill 1 and finally Leadership 1 as your seasoned students bring vital intelligence on the enemy's plans to your home military, allowing them to successfully repel the invaders. You and your class are hailed as heroes; gain 1D Allies and Network 1.
33	Life event. Roll on your choice of either the Life Events table of the <i>Traveller Core Rulebook</i> or the Life Events table of this book.
34	Life event. Roll twice on your choice of the Life Events table of the <i>Traveller Core Rulebook</i> or this book.
35	Life event. Roll on the Life Events table of this book.
36	Life event. Roll twice on the Life Events table of this book.
41	You hear the call to defend your people. You automatically qualify for an Army, Marine or Navy career if you quit at the end of this term and join one of these careers next term. There are no penalties for deciding to continue with this career instead, if that is your wish.

D66	Event
42	You are drawn to investigate major crimes. You automatically qualify for an Agent career if you quit at the end of this term and join an Agent career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
43	You become fascinated by exploration. If you quit your job this term, you automatically qualify for a Scout career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
44	Money makes the universe go round, and you are called to go into commerce and make money for its own sake. You automatically qualify for a Merchant career next term if you quit at the end of this term. There are no penalties for deciding to continue with this career instead, if that is your wish.
45	You discover that you have noble blood, and the local nobility acknowledge your inherited title. Your Social Standing is automatically raised to 10 and you acquire a title. You thus automatically qualify for a Noble career if you quit this present job and begin your new role next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
46	You go from teaching ethics, medicine, art, writing, mathematics or science to blogging about it. If you wish to quit your current job, you automatically qualify for an Entertainer career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
51	Something about wanting to leave a lasting mark on society compels you to follow a different path. You automatically qualify for a Citizen career, either from the <i>Traveller Core Rulebook</i> or one of the careers outlined in this book, if you quit your present career in this term and join that career next term.
52	You are called to solve one of the deep unsolved mysteries of the universe. If you quit your present job at the end of this term, you automatically qualify for a Scholar career next term; either one of the careers listed in <i>Traveller Core Rulebook</i> or one of the careers listed here in this book.
53	Unusual Event. As per the Life Events table, entry 66.
54	Something happens that shakes your faith in humanity. Roll on the Mishap table. If you choose to quit this job at the end of this term, apply the Mishap and automatically qualify for either a Rogue or a Drifter career next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
55	Unless you have already exhausted all the specialisation options already, you may automatically switch to a new specialisation within your current career in your next term. There are no penalties for deciding to continue with this career instead, if that is your wish.
56	Weird visions and dreams plague you. You spontaneously awaken as a psion. Roll 1D+6 Psionic Strength and roll for Talents as shown in the Psionics chapter of <i>Traveller Core Rulebook</i> . You can automatically qualify for the Psion career in your next term or continue with this career.
61	Interesting Times. As per the Life Events table, entry 65.
62	Your wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy now gain one. In addition lose all Benefits gained up to this point.
63	You spend a great deal of time teaching on the fringes of known space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact and DM+2 on your next Advancement roll. If you fail, gain an Enemy.
64	You win a prestigious award for your work, garnering both the praise and envy of your peers. Gain DM+1 to any one Benefit roll.
65	You receive advanced training in one existing skill. Throw Edu 8+ to advance an existing skill by one level.
66	Your meritorious efforts reap rewards from the teaching community, as well as from your students. You are automatically promoted.

MUSTERING-OUT BENEFITS

NETWORK

Citizen characters develop networks through their day to day business dealings. Any character can build a Network, but citizens make more use of them than characters from any other career.

A character's Network score is rated from 1 to 5.

At any time during an adventure, the character may make a suitable skill check once per Network rating and, if successful, the Network will produce a temporary Contact, Ally or Patron, depending on the difficulty.

Find Temporary Contact: Skill, Social Standing, 1-6 hours, Average(+0)

Find Temporary Ally: Skill, Social Standing, 1-6 hours, Difficult(-2)

Find Temporary Patron: Skill, Social Standing, 1-6 hours, Very Difficult(-4).

The connection only lasts until the end of the scenario. The connection will be related to the skill chosen by the character.

For example: Sten Riggur, a Citizen Architect with Trade (civil engineering) 3 and Advocate 2, needs a Contact in the Civil Engineering trade and an Advocate Ally. Sten has Network 2. His player rolls twice; an Average(+0) check for the Contact using his Trade (civil engineering) skill, and a Difficult(-2) check with Advocate to convince the Network to find an Advocate willing to stand with him at the planning meeting. Since he has rolled twice, he cannot use his Network again for the rest of the adventure.

The Network requires regular maintenance, taking the form of a monthly cost of Cr200 per rank in Network. This covers expenses such as comm fees, membership fees of local trade bodies, locating venues and purchasing invitations to networking meetings, and subscription fees to all the best trade journals.

If the character does not spend the fee, his Network becomes unavailable until he pays off the accumulated shortfall.

For example: Sten Riggur's Network costs Cr400 per month to maintain. If he was held captive on a TL 3 world for six months, on his return to Civilisation he would have to spend Cr2,400 to restore his Network.

If the character pays triple the monthly fee and accepts DM-2 on the check, he can use the Network to turn one temporary Contact or Ally into a full, permanent one.

For example: Sten Riggur could have spent Cr1,200 for his Network 2 and generated either a permanent Contact or a permanent Ally.

Characters can develop their rating in Network as if it were a skill. The process requires a number of weeks of steady networking equal to the new rating, and costs the character Cr500 times the new rating. No roll is required.

For example: Sten Riggur needs to increase his Network 2 rank to Network 3. He spends three weeks schmoozing at trade networking meetings, giving out business cards and meeting new people, to increase his Network rating Network 3.

TRADE EQUIPMENT

The character acquires a complete set of tools relevant to his Trade skill. Costs and mass vary; an architect needs only a draughtsman's kit and blueprints, which he could fit in his pocket, while a craftsman specialising in a Trade skill such as tailoring would obtain tailors' dummies, clothing rails and tailoring equipment – sewing kits, scissors, tailoring measuring tapes and so on.

Some equipment is more practical for use aboard a Starship than others – a metalworking forge, for instance, could likely be used only planetside.

Example trade equipment is described in the Tools, Vehicles and Equipment chapter.

SCIENTIFIC EQUIPMENT

The Tools, Vehicles and Equipment chapter will look at various items of scientific equipment available to characters in detail.

PAPER

The scholar made a crucial discovery and wrote an insightful and decisive paper on the topic. This paper adds a permanent DM+2 to any Social Standing checks in all dealings with the academic community. The character needs to continue to publish papers, but his Social Standing can never fall below 9 in the academic community. See Publish or Perish.

SCIENCE SKILLS

The *Traveller Core Rulebook* lists four separate Science skills – Life Sciences, Physical Sciences, Social Sciences and Space Sciences. Each of these four skills is, in effect, a complete scientific discipline.

Characters who study the sciences should learn the broadest specialisations available, with a few narrower specialist fields at higher levels if they wish to be considered experts. Medics, in particular, are required to know Life Sciences to at least level 1, with a specialisation such as biology. This specific specialisation represents the knowledge of physiology, anatomy and pathology needed to pass medical exams.

The main specialisations to study for each of the sciences are listed in the *Traveller Core Rulebook*. Basic knowledge of, for example, Physical Science (physics) and Physical Science (chemistry) are good enough to allow the character to handle more specific phenomena such as acoustics, superconductivity, endothermic chemical reactions and isotopes of different elements

INTERDISCIPLINARY

Sometimes, a field of science falls between one specialisation and another – even between one skill and another. These are interdisciplinary fields.

Examples include Socioeconomics, combining methodologies of Sociology and Economics – both Social Science specialisations – and Biochemistry, which combines Biology

and Organic Chemistry, a combination of a Life Science and a Physical Science.

Interdisciplinary fields include the following.

Environmental Science (Life Science, Physical Science and even Social Science)

Biochemistry (Life Science and Physical Science)

Agronomy (Life Science and Physical Science).

When faced with an interdisciplinary problem, at the referee's discretion the character can attempt to analyse a scientific problem, but his effective skill level is equal to the lowest of the applicable skills which would be involved.

For example: Professor Yeder Yederenyeyer is looking at an unfolding major environmental problem spreading across half a continent. The effects of this catastrophe are affecting the planet's entire ecosystem, as well as affecting its climate.

The Science skills he needs are Life Sciences (biology) and Physical Sciences (planetology). He has Life Science (biology) 4 and Physical Sciences (planetology) 2. The referee decides that Professor Yederenyeyer's maximum applicable skill level here is level 2.



SCHOLAR TRAVELLERS

All Travellers need a useful asset. Without a useful asset, Patrons will not give them paid work. Former members of the armed services can sell their tactical combat experience as guns for hire. Rogues can call upon their knowledge of the street to obtain restricted goods and services, as can Merchants. Scouts can offer a discreet courier service, smuggling packets of private data along Scout channels.

scholars who become Travellers have one asset they can bring to the Patrons' table, the only asset they ever really need – science.

Science is, of course, the foundation of science fiction – and therefore the foundation of *Traveller*. Scholars make a virtue of putting science first. A scholar tends to think first, to look beneath the surface and shoot only when necessary.

A scholar-turned-Traveller acknowledges he is the bearer of a legacy of rational inquiry and exploration going back many thousands of years. Science is universal; a common philosophy which unites all starfaring species.

Any starfaring race, regardless of which sea spawned them, could only leave the confines of their worlds through centuries of rational enquiry and the steady development of technologies, from powered flight to spaceflight to jump drive. Look into the history of any spacefaring civilisation, and you will invariably see the work of generations of scholars, all dreaming of reaching out for the stars.

BECOMING A SCHOLAR

Characters have a choice of many careers during character generation, such as the armed services, agents and scouts. For some of them, changing career to become a scholar is a natural progression; from working as an agent in a forensic laboratory, a character could accept a promotion to assistant pathologist and ultimately finish off his education and formally gain the title of pathologist; a scout whose mission included First Contact duties would find it easy to go back to college and pick up a skill specialisation in anthropology or sophontology and graduate with a degree and a new career in academia.

Aside from rolling on Mishap Tables, characters can become scholars for any number of reasons.

Army, Navy, Marine: The armed services provide many opportunities to join schools and gain qualifications. Sometimes, the calling to study becomes irresistible and the soldier changes careers.

Scout: The Scout Service has more than its fair share of retiring scouts heading straight to university. The focus of the scouts on

exploration, surveying new worlds and strange phenomena and First Contact situations sits well with scholar careers.

Agent: A lot of agents seize the opportunity to become scholars after going through whatever schools are made available to them through their agencies. They, too, have candidates who are well-equipped mentally to pursue a scholar career.

Merchant, Citizen: What would entice industrious citizens and wealthy merchants to accept a comparatively low-paid scholar job?

Sometimes, it is not enough to acquire money. At a certain point, the science of economics might stir a merchant to wonder why money acts the way it does; sometimes, a need to understand the social dynamics of large-scale societies might lead a political citizen or influential merchant to become a scholar to study these sciences. And sometimes, a citizen or merchant might decide to take a sabbatical for a few years to fulfil a childhood dream once denied them – a degree or doctorate that they could not have chased after before, due to a lack of money.

Rogue, Drifter: It is difficult to imagine many feckless, rootless, criminal individuals deciding to become clean-shaven, respectable scholars in peaked mortarboard caps and gowns. How and why they choose to accept the new career is likewise hard to imagine.

However, some rogues and drifters do strike it lucky. They encounter some humanitarian with money to burn and, like Professor Higgins in Shaw's *Pygmalion*, the benefactor sees some potential in the character and sends him through college to 'pick up an education.' Or perhaps, more cynically, the rich benefactor is running a bet with someone that the character bolts at the first opportunity – which might surprise all concerned if the character should graduate with flying colours and immediately land a respectable role in some laboratory. An example of a rogue/entertainer who became a scholar is Catherine Willows in the TV series *CSI: Crime Scene Investigation*; in her past life, she was the daughter of a rich gangster, and in her wild youth she led a sordid life as an exotic dancer, before she became a criminalist working for the Las Vegas Police Department.

Entertainer: Entertainers have often found themselves gravitating towards the scholarly life – musicians have taken to university in the middle of promising careers to complete their studies and pick up doctorates in astrophysics. Some entertainers have begun as scholars, joined a band, released a few singles and then become popular presenters of science shows, extolling the wonders of the universe. It is even possible

for some athlete, such as a pro wrestler, to give up their sporting career and devote their lives to science – while also presenting pro-science shows.

Noble: When a noble has money to burn, and all the time in the world, often enough they take to the corridors of academia just for the sake of having something to do. Sometimes, a noble becomes an academic out of sheer boredom, only to find that his discoveries effectively change the world. Some scholars become nobles for their troubles, after making astonishing discoveries which change the course of history.

Other nobles are encouraged by their families to become academics for the same reason that other nobles are encouraged to join the diplomatic service of their government and become ambassadors – it gets them out of the house and as far away from the family estate as possible, at least for a time.

Psion: Psions are very likely to seek to become scholars, if only to understand their own abilities and the abilities of their fellow psions. A psion's perceptions of the world are forever changed by their acquisition of psionic abilities. They are privy to phenomena which nobody else can see or sense or feel, and which most normal people cannot even imagine. Psions become scholars either because through a desire to investigate these strange phenomena, or – if they awoke their psionic abilities spontaneously or through contact with some weird alien device – through a desire to try and find a way of controlling them and turning them off again.

SCHOLAR TO TRAVELLER

Like everyone else, scholars have ambitions and dreams – to become the head of a laboratory, to earn a major award for their scientific discoveries, or simply to earn the security of tenure at a prestigious academic institution, effectively a job for life.

Life as a Traveller, in contrast, is chaotic and dangerous. The character associates with ex-military types, untrustworthy rogues, corrupt merchants, dangerous nobles and entertainers, crazy drifters and scouts and even the occasional illegal psion.

What motivations would tempt a scholar away from the stability of tenure, a chair at a university or the comfort of a fat wage working for some commercial laboratory?

Apart from the entries in the Events and Mishaps tables which would force the scholar out of his current career, here are some other suggestions as for reasons for the scholar character to quit his career and take to the stars.

Curiosity: There are puzzles out in the universe which cannot be analysed from the comfort of a laboratory. The curious

scholar is drawn to the travelling life to examine those scientific conundrums close up.

Pride: The scholar may have seen his colleagues sell out, one by one, to commercial interests, or give up their ambitions to secure tenure. The scholar may take to the travelling life because, deep down, the answers are still out there – and he will earn his rewards without having to give up his ambitions.

Redundancy: There are too many scholars with excellent skills, and only a finite number of tenure contracts available. The scholar is forced to become a Traveller, wandering the stars until he can find a university or institution which will accept his credentials and give him the tenure and position he seeks.

Greed: Tenure, money, prestige – the scholar wants it all, but he is not satisfied with what is currently on offer. He wants more, and he'll travel wherever there's an institution or University which will give him what he needs.

Vengeance: A Rival stole the scholar's life's work away from him through underhanded means, and earned the award which was rightfully the character's. The scholar's ambition demands that he go out and crack some scientific puzzle, then come back and show his Rival up, once and for all.

Fear: Something in the scholar's career terrified him. Perhaps he discovered that the institution for which he was working was running a dangerous and cruel vivisection laboratory, or conducting unethical experiments – and the scholar is now on the run, laying low to avoid being detected by the people he abandoned, because the last thing he wants is to be dragged back to that laboratory or institution to be turned into one more test subject.

Wanderlust: The scholar character has no interest in settling down. Harkening to the call of the unknown, the scholar wants to get space under his feet in the same way as his heroes, Jacques Cousteau and Charles Darwin, once took to the seas of Earth. This scholar will never be satisfied; there is always a new discovery just a parsec away.

Burnout: The work was getting too much. Stifling bureaucracy, ridiculous deadlines, ever-increasing layers of security to keep the wrong sort away from the expensive laboratory equipment and rare materials and chemicals, and colleagues who kept endlessly repeating the same old jokes. This character has had it up to here. This scholar has no ambitions to publish papers, look for tenure or record something amazing for science. He just wants to get as far from academia as possible.

Planned: The scholar had planned a travelling life all along. His friends and family have always been Travellers; he just needed to use the system to gain the skills base and grounding in scientific expertise that he needed.

ACADEMIC PATRONAGE

Academic researchers can pick up funding from public sources unavailable to non-scientists. These public sources, called Societies or Fellowships, are typically headquartered in universities or similar academic bodies. They always require that the beneficiary of their funds produce regular reports on the subject they are studying, ultimately leading to publication of scientific papers which advance the body of sophont knowledge.

Funding from Societies or Fellowships takes the form of grants and bursaries. Grants are funds offered to help the beneficiary to buy equipment for use in the field; bursaries help with basic living expenses, including payment of fares for travel and other daily expenses. Both come in the form of credits, regularly deposited in instalments in the character's account.

The beneficiary of a grant or bursary is under a strict obligation to produce something of suitable academic virtue, usually at the end of a specified period of time such as one calendar year from the time the bursary is granted. At the end of that period, if the character has not produced a paper or filed any reports, the Society may send agents to claim back the money, and they certainly will not consider any further applications from the academic.

OBTAINING FUNDING

In effect Societies are like Patrons, with a stricter set of policies. However, it is usually the characters who must approach a Society with a problem to be solved – in effect, the characters supply their own job, and the Society must decide whether it is worth their while to do so.

Legality: Public Fellowships are taxpayer-funded, and are thus accountable. Unless the Society is licensed by a government to study criminal activity for forensic research purposes, such as a department of forensic psychology, a Society will not offer grants or bursaries of any form to aid in any form of criminal activity.

Budgets: Societies have strict budgetary requirements. A Society may offer a bursary allowing the beneficiary to buy Middle or Low passage tickets to travel to and from his destination, but not High Passage tickets. The beneficiary is travelling to and from work; bursaries are a business expense, not a perk. It is possible that a Society might unexpectedly underfund the character due to a sudden surprise round of budget cuts to the faculty.

Benefits In Kind: A Society might not grant the beneficiary money at all. The only benefit to the character might be access to the faculty's laboratories and libraries, or perhaps short-term use of one of the faculty's laboratory ships. In the case of a laboratory ship, the other player characters could be hired by the faculty (which would be acting in the role of a regular Patron), and graduate students would fill in the missing crew positions.

Bureaucracy: All Societies require regular infusions of paperwork from the beneficiary. Most periods of downtime between adventures are likely to be filled by the characters' having to do the excruciatingly tedious paperwork to satisfy the Society's legal requirements – and keep the grant money coming in. Complications can arise at any stage of the process, leading to delays, misplaced deposits and misfiled reports.

Rivalry: Every scientist worth his salt has at least one Rival. Referees can use Rivals to complicate the bidding process any number of ways. See the 'Rivalry' table below.

Any player can approach an ordinary Patron for money or equipment; of course, as the players' reputations grow, Patrons are more likely to approach them.

Societies and institutions are different. They are approached by the players, and unlike Patrons these bodies must be persuaded by various means to provide this funding.

Here are some reasons for a player to want to approach an academic body for aid. The following is a table of plot hooks, which can be used by the referee as the foundation of a scenario requiring a player approach the Society.

Either roll randomly or pick a rationale.

GAME MECHANICS

Referees are encouraged to roleplay the processes of tracking down Societies, drafting up and submitting bidding papers and making the personal appeals.

Finding A Society: Admin, Education, 1-6 weeks, Difficult (-2)

If the character has a suitable Contact, add DM+2 to this check.

Submitting Bid Papers: Admin, Education, 1-6 days, Difficult (-2)

2D Reason

2	Access: The mission requires facilities unavailable to regular Patrons, typically access to specific equipment such as scanning electron microscopes, laboratories, a university's libraries or even a laboratory ship.
3	Prestige: The honour of a paper published in the Fellowship's journal adds weight to the player's Social Standing rating among the player's rival academics.
4	Alma Mater: The player may have graduated from the academic body to which the Society is attached.
5	Obligations: The player might owe something to one or more members of the board, to perform research exclusively for the Fellowship.
6	Rivalry: A Rival might have poached the better funding opportunities. This Society might be the only one whom the player can now approach, even if it is a fringe organisation and not the mainstream group he had hoped for.
7	Dry Spell: Regular Patrons might have dried up, or have otherwise made themselves unavailable.
8	Expediency: This particular organisation provides an offer which is financially more rewarding even than a regular Patron, or it offers a reward with a quicker turnaround time or less risk.
9	Tradition: The player has always submitted papers to this Society's journal, either for personal reasons or from some cultural habit.
10	Relevance: This is the appropriate research body to approach for the topic being researched.
11	Luck: The player sees a Call for Papers notification while looking through the faculty's public notice board while on other business.
12	Chance: The player had a choice of faculties to approach' he selected this particular faculty, and to approach this Society, perhaps due to a random roll.

Persuade the Tribunal: Advocate or Persuade, Social Standing, 1-6 days, Opposed (Rival's Advocate or Persuade and Social Standing)

In the case of a player having to go up before a review board to press his case for funding rather than that of a Rival, he is encouraged to roleplay the speech.

Suggested DMs include;

- The player has a proven track record in the relevant field (i.e. he has published more than five papers based on the same Science skill within the last five years; see below): +2
- The player has not published papers on this topic within the last five years: -2
- The player has not published papers on *any* topic within the last five years: -4
- The player has never published papers: -6
- The Rival has a higher relevant Science skill than the player: -2
- The player has a higher relevant Science skill than the Rival: +2
- Scale factor DM: see Scale, page 45.
- Utility factor DM: see Utility, page 45.
- Society's Finance DM: page 47.
- Risk factor DM: see Risk, page 45.
- The player has a suitable Ally willing to speak on his behalf: +2

The Referee should note the Effect of this roll, as it determines the amount of cash funding available – see Amount of Funding, on page 45.

SCALE

Some experiments have a grander scale than others. The discovery of evolution through natural selection had a far greater impact on the world than the study of mating habits of bower birds.

Any given topic of research has a Scale score, described below. The Scale carries a DM which can be applied to checks such as those ones listed earlier. The entries also give examples of the rough amount of funding which could be claimed by a player looking to pursue experiments at that scale.

RIVALRY

The biggest complication facing a player is a Rival turning up, usually with a theory completely opposing his, making a powerful and aggressive counter-bid for the same funding. The faculty will only fund one of the bids.

1D The rival ...

- | | |
|---|---|
| 1 | ... will hire a powerful Advocate to speak for him; the player must make an opposed roll of Persuade or Advocate against the Rival's spokesman at a tribunal. |
|---|---|

Advocate, Intelligence or Education, 10-60 minutes, Difficult (-2), Opposed

The Rival's Advocate will have either Advocate, Deception or Persuade skill matching the player's own, and he will apply Social Standing rather than Intelligence as a DM; his Intelligence and Education DMs are both +0, meaning that if the player has either a positive Intelligence or Education DM, he can force the Rival's spokesperson to fight on his own terms.

- | | |
|---|---|
| 2 | ... will use the faculty's computer system and bureaucracy against the player, rescheduling meetings or deliberately misfiling the player's bid, forcing the player to roll against Computers or Admin to correct the Rival's sabotage. |
|---|---|

Admin, Intelligence, 10-60 minutes, Difficult (-2), Opposed or Computers, Intelligence, 10-60 minutes, Difficult (-2), Opposed

- | | |
|---|--|
| 3 | ... will attempt to smear the player's name by bringing up his weakest paper in discussion to cast the player as a poor scientist – or, worse yet, a plagiarist (someone who copied somebody else's work and attempted to pass it off as his own). The player must try to stop this cheap ad hominem attack. |
|---|--|

Science, Intelligence, 1-6 hours, Difficult (-2)

- | | |
|---|--|
| 4 | ... will sabotage the player's vehicle and comm in an attempt to prevent him from making the tribunal on time or communicating with them to let them know that he will be late. The player is forced to take public transport, use public comm facilities and so on. |
|---|--|

Roll Intelligence 8+ to arrive at the tribunal at the appointed time. If the Effect is negative, the character arrives at the tribunal 1D minutes late per point of negative Effect.

The referee is encouraged to roleplay the process of trying to get across town during rush hour, pushing through crowds, being forced to take unusual means of transport and so on. Look at the movie *Clockwise* for inspiration.

- | | |
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| 5 | ... will hire thugs to slow the player down. These thugs will appear as he sets off for the meeting, prompting an immediate combat scene; the thugs' job is not to try and kill the players, but simply to get into a fistfight with them to delay the player making the bid, or even stop him making the appointment. |
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- | | |
|---|--|
| 6 | ... actually has a genuinely stronger argument than the player's, perhaps forcing the player to resort to underhanded deception of his own:- |
|---|--|

Deception, Intelligence, 1-6 hours, Difficult (-2)

Scale	Example	DM	Budget
Trivial	Mating calls of the edible plondak; personal genealogy	-4	2D x Cr1,000
Minor	Development of language skills in toddlers; genealogical research, minor local historical dynasty	-2	2D x Cr10,000
Average	Genetics and inheritance; the Periodic Table	+0	2D x Cr100,000
Major	Gravitics (TL 7); plate tectonics (TL 5)	+2	3D x Cr1,000,000
Groundshaking	Sustainable fusion (TL 8); structure of DNA (TL 6); invention of Jump drive (TL 8)	+4	4D x Cr10,000,000

UTILITY

How useful is this research going to be? How much will the discoveries benefit the public at large?

Utility	Example	DM
Insignificant	Statistical analysis of how buttered toast falls	-4
Minor	A new material for use in catalytic converters that cuts emissions 50%	-2
Average	A new agricultural method to increase soil productivity	+0
High	Invention of the personal computer (TL 7)	+2
Essential	A cure for cancer	+4

FINANCE RATING

The Society's Finance score is a measure of the amount of money available to offer individual grants. The score from the Society's Universal Corporate Profile can apply a DM to the funding roll, to determine if the Society has enough funds available to cover the project's costs.

RISK

Some experiments carry great risks. Some scientists have given their lives for science, dying alone on some distant shore, while others have come up with groundbreaking ideas from the comfort of a cosy patent office.

Any given topic of research has a Risk rating, described below. The Risk rating carries a DM applied to checks such as those listed earlier.

If the Risk DM is positive, the referee can incorporate the risks into the scenario, roleplaying the process, or he can simply call the players to roll Survival skill to avoid a roll on a Mishap table, applying the Risk DM and applying the result from one of the Mishap tables listed in a suitable career, above.

Survival, Intelligence, 1-6 days, Average(+0)

Risk	Example	DM
Insignificant	Research is purely theoretical such as relativity or quantum mechanics	+4
Minor	Archaeological dig in safe territory	+2
Average	Working with hazardous chemicals in standard laboratory conditions	+0
High	Study of propagation of a level 4 pathogen; archaeological dig in hostile territory; the voyage of the <i>HMS Beagle</i> (TL 4); Curie's research into radioactivity (TL 5)	-2
Severe	The Manhattan Project (TL 5); the Star Trigger (TL 16)	-4

AMOUNT OF FUNDING

How much funding can a given academic body provide? Some bodies, being larger and more prestigious, can provide more money to researchers than other, less prestigious organisations. The referee and players must work out a rough estimate of how much the research would cost.

Note: Costs can range from a basic Cr25,000 a year for routine maintenance of laboratory equipment to truly exorbitant amounts of millions of credits (particularly if the research required significant quantities of radioactives or ship components such as a working jump drive for jump research).

Costs for a range of scientific instruments and equipment and basic materials are listed in the Equipment, Tools and Vehicles chapter.

Effect	Result
-6	No funding available at all.
-5	Dismally underfunded: 25% of estimate.
-4	Badly underfunded: 50% of estimate.
-3 to 1	Underfunded: 75% of estimate.
1 to +1	Adequately funded: 100% of estimate.
+2 to +4	Overfunded: 150% of estimate.
+5	Heavily overfunded: 1D+1 times the estimate.
+6	Lavishly overfunded: 3D times the estimate.

PUBLISH OR PERISH

A scientist's life work is the body of papers he submits for peer review and publication in science journals. A scientist who does not publish regularly will find his status in the scientific community diminishing.

A player can write his papers during down time between adventures or while in jump space. The process takes 1D days times the player's skill total in all the Science skills he possesses; a player with Social Science (psychology) 2 and Social Science (forensic psychology) 1 would have an effective Science skill total of 3, meaning a new paper would take the player 3D days to write. Skill level 0 counts as zero, and the process of writing the paper still takes a minimum of 1D days.

These papers can be submitted at any class A or B Starport, and will be peer reviewed and published within 1D months.

The player does not gain any new levels in any Science skills from writing papers, but published papers establish his scientific credentials for the purpose of obtaining funding. They can be cited by the player in any attempt to influence the scientific community in some way.

OPTIONAL: PAPER QUALITY

Whenever the player writes a paper, the referee can make a secret roll on the player's behalf to determine the quality of the paper:

Paper Quality, Any Science (relevant skill), Education, time as described above, Average(+0); Scale, Utility and Risk DMs apply.

The Effect of this roll determines the quality of the paper.

Effect +6: The paper is incisive, adding DM+2 to Social Standing-based checks when citing this paper in an attempt to influence the scientific community – such as when making an Admin, Advocate, Deception, Diplomat or Persuade check.

Effect +0 to +5: The paper is scientifically sound, but uninspiring.

Effect -1 to -5: The paper is sound, but its premise causes contention. The paper inflicts DM-2 on Social Standing-based checks when citing this paper in any attempt to influence the scientific community.

Effect -6: The paper appears to be incisive, and gains the DM+2 above. There is, however, a flaw in the paper and a chance, (8+ on 2D) every time the player cites this paper in any attempt to influence the scientific community of this flaw being discovered. If exposed, the player will lose standing in the scientific community, suffering a non-cumulative DM-4 on Social Standing-based checks to influence the scientific community.

These DMs are effective for up to one calendar year from the date the paper is completed. After one year, if the player needs to cite papers to influence the scientific community, he needs to write a new paper.

TITLES

Players are encouraged to think of titles for their papers reflecting events during their adventures, such as *Irregular flight dynamics of asteroid C-210324 Rhyllanor*, for example, or *Mating behaviour patterns of the short-crested silver plondak*. Papers, to a scientist, are the equivalent of combat ribbons to a Marine. They reflect actions he has been involved in, and campaigns in which the scientist has taken part.

Scholarly players should publish often. Other than benefits to Social Standing-based checks in scientific circles (see below), players of scholars can think of this as being a means towards fulfilling their goals in the game, much as a player of a merchant character tries to maximise his profits through speculative trading.

SOCIETIES AND FELLOWSHIPS

The seven Societies in this chapter are provided for referees, as possible sources of resources and/or funding for experiments and research, as well as possible sources of Patrons and adventures in and of themselves. A Patron is provided for each Society, using the Patron format from the *Traveller Core Rulebook* and *Supplement 1: 760 Patrons Second Edition*.

The format for each entry is a version of that presented for organisations in *Supplement 15: Powers and Principalities*. These Societies are all non-profit organisations.

For Societies using the profiles from *Supplement 15: Powers and Principalities*, some modifications are required to some of the entries.

3. Allegiance

A lot of Societies are set up to be impartial and independent; it would not be uncommon to see the two-letter code 'Na' simply meaning Non-Aligned rather than Non-Aligned World.

4. Corporate Scope

Societies and Fellowships tend to operate on the smaller scales. It is rare to see a Fellowship employing more than 999 people, or operating on a scale larger than Interstellar.

4.3 Revenue

This affects how much, or how little, is available in the funding round.

Revenue	Funding Roll DM
0. Insignificant	-4
1. Tiny	-3
2. Small	-2
3. Low Average	1
4. High Average	+0
5. Large	+1
6. Huge	+2
7. Immense	+3
8. Monopolistic	+4

4.4 Risk

Almost every Society or Fellowship will be set up as a non-profit body; thus the code letter N applies.

7. Industrial Classification

There is a new code to insert here; Res, meaning Research. Most Societies and Fellowships will have this common code. Other common classifications also used, from the listings already shown in *Supplement 15: Powers and Principalities*, include Ser for Service, Pub for Public Administration and Unc for Unclassifiable.

8. Corporate Style

R&D is almost always 7 – devoted to R&D, while Tradition determines the extent to which the player's submitted papers will be submitted to scrutiny and so on.

KINGSLEY SPACE PROPULSION GROUP

Tureded/Lanth 0804

Im-324N-45-StO-Res-7544-54

DESCRIPTION

Skills: Space Science (space, jump space).

Kingsley offers grants for jump drive research. As with all such Societies, any data is welcomed. The Kingsley Group particularly wants any data concerning misjumps; every piece of information that the society can collect could lead to safer jump drives in the future.

As well as publishing space science papers in the *Kingsley Journal of Jump Sciences*, the board has some political influence, which it uses to push for more funding into Jump research, particularly focusing on safety. Many of the safety measures developed by the society find their way into commercial jump drives, with the aim of making interstellar travel more commercially profitable, safer and more enjoyable.

REFEREE'S NOTES

Officially, there is nothing in the so-called Abyss Rift except empty space. Unofficially, the board's research is very interested in the Abyss Rift and the strange phenomena reported by pilots and crews who have jumped through it. To that end, the Board maintains a research facility; a space station sited within interstellar space, in hex 0409 inside the Rift.

PLOTS

1. The research facility has gone dark and silent. They have missed two scheduled reporting deadlines. Nobody has heard from the thousand-strong crew of scientists posted there for at least three months. The last ship sent to investigate, the laboratory ship *Eurydice* sent out of d'Ganzio, has failed to return. Has the Abyss Rift claimed them too?
2. The players are given the chance to join the crew of an experimental starship with an extremely advanced jump drive. Problem is, there is a Zhodani infiltrator on board, whose job is to sabotage the drive.
3. The latest jump-3 ship design is barely capable of jump 1. The players must work out why it is under performing so badly. The problem is traceable back to a bug in the jump software installed in the ship.
4. Piracy has been on the rise, and several of the vessels recently put into a commercial spacedock which the board use for their vessels by special arrangement, including their test vessels. The players have two missions; testing the latest jump-6 drive vessel, and identifying the mole in the spacedock working with the pirates.
5. The ship in Docking Bay Six is unusual. The institute has asked the players to come and see it for themselves. It looks like their ship, but is at least 150 years older, with signs of having adopted technologies three technological levels higher than their own – including technologies adapted from two unknown alien species. There is no sign of the crew, and the logs have been wiped – but it looks as if their ship suffered a misjump which sent them back a hundred and fifty years. It has just not happened yet ...
6. One of the experimental jump ships being tested by a commercial space industries corporation, Jondar Industries, has gone AWOL, and the players are tasked by the board to find it and retrieve it since many of the components developed for the experimental ship came from the board's. The original suspicion is that the ship has been hijacked; however, the players will find it abandoned in the system. It never jumped. The jump drive never activated, and the crew is dead: killed by the deadly, self-replicating machinelike bugs which seem to have taken over the vessel.

PATRON: DR C PUTERILE, BOARD MEMBER

Scholar, Researcher

Required Skills: None

Required Equipment: Ship

PLAYERS' INFORMATION

Dr Puterile has a request of the characters. In exchange for his positive endorsement of the players (and a DM+4 to the funding roll), he wants them to give his daughter Eliande Puterile a job. Just six months, standard working passage, so she can learn the ropes of life on board ship the same way he once did when he was her age.

REFEREE'S INFORMATION

Eliande Puterile is bright, but chronically unmotivated. She is more interested in social media than in purging plasma manifolds. Given the chance, at first blush she would be far more interested in a career as an entertainer than as a scholar. Despite that, she has her father's eye for a scientific fact – all that she needs is to experience shipboard life for herself and she would make an excellent scholar, just like her Dad.

POSSIBLE OUTCOMES

1D	Outcome
1	Eliande falls in love with the players' ship and stays with them to develop her shipboard skills. She becomes a valued member of the crew, but disappoints her father by not showing any interest in following in his footsteps.
2	Kidnappers attempt to hijack the ship. They are after Eliande, because the ransom they can demand from her rich father is considerable.
3	Eliande does not stay long on board; at the first opportunity, she disappears and vanishes into the local Startown, apparently of her own choice. The players will have to call on every available Ally and Contact to locate her and retrieve her.
4	Eliande is in love, and spends most of her first jump locked in her quarters, moping and composing endless love letters to her girlfriend back home. The players have to motivate her to leave her room and do something other than sigh and swoon.
5	Eliande is haughty, arrogant and thinks she knows it all. She has a lot to learn.
6	Eliande quickly comes to hate the job, and cannot wait to get off the ship. She is, however, exceptionally skilled; despite her youth (she is 18) she already has Space Sciences (jump space) 1 and Engineer (Jump Drive) 1.

DR BRADLEY KARNE MEMORIAL TRUST

Na 113N-55-Priv-Med-7553-43

DESCRIPTION

Skills: Life Science (pathology, oncology, virology), Medic

Dr Bradley Karne was the first known victim of the virally-transmitted cancer which bears his name. While he never found a cure for Karne Syndrome, his research paved the way for an eventual vaccine as well as cures for at least a dozen similar diseases. The Trust was set up after his death to continue his good work. Dr Karne, a local Noble, had a considerable personal financial portfolio, including shares in major pharmaceutical companies.

REFEREE'S NOTES

Dr Karne did not die of his disease. He was murdered. One of his chemotherapy treatments was deliberately tampered with.

PLOTS

1. Dr Karne's disembodied psychic presence wanders through the halls of the Trust, noticeable only by a psion with Psi Strength 6+ and Clairvoyance 1 or greater. The good doctor can only be laid to rest if his murderer – his secretary, Kepina Chauput, who was getting tired of her lover, Dr Karne, with whom he was having an affair – can be found and brought to justice.
2. Dr Karne's murderer, his ex-wife Tullia, is being blackmailed by Dr Kepina Chauput, a member of the Trust. Tullia decides to send some loyal thugs to eliminate Kepina. However Kepina, seeking bodyguards to protect her, has already approached the players as a Patron – the thugs arrive at the arranged rendezvous point just as they do.
3. Kepina Chauput is a reporter chasing down the human interest story of Dr Karne. She has stumbled upon a huge conspiracy connected to the Board of Trustees, and she needs the players' protection long enough for her to get the story to air.
4. Karne Syndrome is artificial in origin. Dr Karne was targeted as its first victim, by Dr Kepina Chauput, a Rival working for Akirov Biopharmaceuticals. Akirov have stockpiles of the antiviral; they intend to release this virus into the wild, then rake in a fortune in medical treatments to cure this disease they created. Dr Karne engineered the antiviral, and he was silenced as a liability. The evidence is in Dr Karne's safe, including the formula for the antiviral and security codes to the warehouse where the antiviral is stored. In the five years since his death, more than 2,500 sentients across the sector have been infected with Karne Syndrome.
5. The virus causing Karne Syndrome is a sentient alien species. If one of the players is a psion with Telepathy, he finds this out when the virus telepathically contacts him from deep within the body of Kepina Chauput, a rich Patron dying of the disease. This offers the players a chance to make First Contact, and possibly save future lives – since the disease is native to a world where it has evolved to harmlessly infect a non-sentient bipedal life form, granting it sentience for the first time.
6. Dr Karne was not actually murdered. He committed suicide, rather than suffer from his excruciating disease any further. He needed it to look like a murder because of a suicide clause in his will, which was written in by an incompetent former accountant with religious issues. Unfortunately, the law has latched onto Dr Karne's innocent, loving wife Kepina Chauput Karne as the murderer, and the players must not only clear her name – if they determine that it is a suicide, they must also invalidate the suicide clause to enable the funding of the Trust to continue.

PATRON: KEPINA CHAUPUT

Scholar, Wild Card, Prodigy

Required Skills: None

Required Equipment: Ship

PLAYERS' INFORMATION

Kepina is just nineteen years old; but Dr Karne recognised her unique gift as far back as seven years ago, when the precocious twelve-year-old used a borrowed genetic resequencer to create a retroviral cure for a deadly genetic condition afflicting a childhood friend of hers.

It has been five years since Dr Karne's death, and Kepina is already a doctor. She approaches the characters asking if they would like to take her on as their ship's medic for a term or two. This would be her first official practice.

REFEREE'S INFORMATION

Kepina is a highly skilled young medic – her Medic 2 skill is complimented by her knowledge of Life Sciences. She is, however, still very young – and she lacks many of the basic skills Travellers take for granted. In order to be a useful member of the crew, she needs further training.

POSSIBLE OUTCOMES

1D	Outcome
1	Kepina is a skilled medic, but she is socially awkward – she must roll Social 8+ once per jump to avoid offending a passenger or, if there are no passengers, one of the crew.
2	Kepina develops a crush on one of the players, and follows him or her around everywhere on the ship. She could cause problems for the characters if she follows the source of her infatuation out into the field on a dangerous mission.
3	Kepina has been studying Animals (veterinary), in the hope of qualifying as a veterinarian. Her concentration as a medic suffers; her Medic skill is at DM-2 while she studies for an exam. Not a good time for the entire ship's crew to come down with a bad case of Tureded Fever (roll End 8+ every day or suffer DM-2 to Strength and Dexterity based checks).
4	Kepina wants to see the steamier side of the world. One of the players must take her to one of the less-reputable dives in Startown. Make an Average (+0) Streetwise check to pick a bar where the worst they will have to worry about is having their drinks watered, rather than spiked. Of course, the last thing the player needs is to bump into an Enemy there. Which is why the players will bump into three.
5	Something goes wrong on the second day in jump. Kepina is not answering her comm. When the players enter her quarters, they find her lying unconscious on the floor. The cause is unknown. Is she a victim of some plague, allergy, toxin or drug? The clues reveal she has been stunned, and internal security feeds reveal she was attacked by nothing – a very solid nothing. Could it be some cloaked or stealth attacker? If so, how, who and why?
6	Kepina Chauput is actually a fake identity. Her real name – the personality inside her head – is Dr Bradley Karne. Kepina was a nameless orphan taken from an orphanage which burned down in a mysterious fire, destroying any record of her existence. At the age of 12, Bradley transplanted a copy of his personality into her head. He has all of his Science and Medic skills, Intelligence and Edu of 14 each and the experiences and memories of a scholar genius who was 54 years old at the time of the memory transfer.

THE LEGUIN INSTITUTE

Mora/Mora 0804

Im-455N-56-StO-Res-7544-54

DESCRIPTION

Specialisation: Political Science

A Society of the Imperial Mora University, the Institute is governed by a Triummulierate – a body of three elderly, learned scholars, all women.

The publication, *Gender Politics and Society in the Spinward Marches*, is a respected sociological publication brought out four times a year. Each volume comprises forty issues over ten calendar years, and is read in academic institutes across the Marches. A rumour exists that copies of this journal are routinely scanned and translated into Zhodani for consumption and analysis by the various institutes across the border in Zhodani space.

Researchers conduct research into gender politics in the subsector, analysing magazine and newspaper articles, electronic news, popular written fiction, music, movies, vids and popular schoolyard songs for subtext, focusing on factors such as communications between genders, attitudes between males and females, disparities in pay grades, depictions of men and women in popular fiction, the role of religion, and the public perception of transgendered individuals. The Institute examined human and alien cultures alike.

The Institute was founded around 810. It has the seal of approval of Duchess Delphine Herself. The Duchess has been invited on more than one occasion during her reign to take the lead chair in the Triummulierate, but she has turned down each request.

REFEREE'S NOTES

The Triummulierate are all up for retirement next year. Professors Gemola Alagere of Rhyllanor, Oredese Avoignee of Mora and Tisa Windile are all in their eighties, and looking forward to concluding their terms of tenure.

However, none of the candidates lined up to replace them are any older than forty years old. Professor Alagere is happy with this; their replacements being as young as they are, they can bring stability to the Institute over a longer period of time. Professor Windile is, however, not so sure. She complains that the new clutch of candidates lack the necessary experience to be able to exercise judgement effectively.

PLOTS

1. Oredese Avoignee unexpectedly dies in her sleep of natural causes. This throws the Triummulierate into chaos as it forces an immediate election battle for the vacant chair.
2. A paper recently submitted to the Society hints that a section of the Spinward Main is being used as a human trafficking corridor. This must be investigated before the paper can be published, to confirm the statistical findings. However, the authors of this paper – Jessica Fulacren and Sonya Dechisse – cannot be contacted. Their last known address was on premises owned by IMU.
3. For sixteen years, the Society has published statistics showing a steady year-on-year increase in incidences of sexism and misogyny in various institutions throughout the Marches. One of the authors of a string of particularly damning papers, focusing on attitudes in the realm of popular entertainment, has been receiving mysterious anonymous death threats.
4. A member of staff attached to the LeGuin Institute is attracted to one of the players while their ship is on leave. They spend the night together. The player wakes up two days later, with no memory of what went on, and the woman lying dead beside him in bed. The police are already battering down the door as he wakes.
5. A researcher for the Institute joins the players' ship as a passenger. Her papers are all legit, but she is receiving funding from the Institute to research attitudes by the male players to women on board, either as passengers or as crew.
6. Aivan Avoignee, Oredese's 21 year old grandson, has walked out of his University and joined a Traveller ship. Specifically, he has joined a ship run by the crew's bitterest Rivals. Oredese simply wants to find out if Aivan is all right. Ascertaining his health, however, is going to be easier said than done.

PATRON: DR EMMA MARCHESE

Teacher, Guru

Required Skills: None

Required Equipment: Ship

PLAYERS' INFORMATION

Dr Marchese is a respected author of a number of papers for the LeGuin Institute over the last twenty years. Her book, *The Female Traveller*, written in 1090, is still in the Political Science bestsellers chart, as well as being a set text for Political Science students at IMU.

She is a celebrity, an icon and an inspirational speaker at a number of Academies and Institutes across the sector, and she and her all-female entourage have booked late High Passage on the players' ship, bound for Mora to deliver a series of seminars for the LeGuin Institute, after her previously-booked ride failed to turn up.

REFEREE'S INFORMATION

The ship was not late. A Rival of hers had altered Dr Marchese's itinerary to ensure she would miss the ship. Bad luck for the Rival that the players happened to be there and were able to honour Dr Marchese's un-expired High Passage ticket.

POSSIBLE OUTCOMES

1D	Outcome
1	Dr Marchese finds the all-male crew offensive, and her abrasive attitude puts backs up throughout the journey.
2	Dr Marchese takes an interest in some aspect of ship's equipment. Apart from an interest in gender politics, she has a highly technical mind, and can hold her own in any conversation with the ship's engineer. Assume she has an Engineer (one ship's system) skill one level higher than the engineer, and has had a chance to handle technologies one technological higher than the engineer's natural Tech Level.
3	A hit man has been paid to kill Dr Marchese. The hit man is actually a member of Emma's entourage – the same agent who sabotaged the itinerary.
4	As 3 above, but the target is not Emma, but rather Atani Windile, Tisa's granddaughter. If the assassin – Areamma Novator – kills Atani, she inadvertently kills Emma too. The players have to protect both women.
5	One of the entourage is heavily pregnant. Emilia Kapec goes into labour on the third day of the jump.
6	The jump is uneventful; but when they arrive at Mora, they are greeted by a hostile crowd. The Rival has been busy, arriving on a fast ship to get there ahead of Dr Marchese and spreading false rumours about Emma en route, and now the party not only has to protect her and her retinue – they have to track down the Rival while Emma works to restore her unjustly-damaged reputation.

THE GERNSBACK FELLOWSHIP

Na-354N-66-Priv-Pub-7544-45

DESCRIPTION

Specialisation: Futurism

More a religion than a society, the Fellowship charts the inexorable march of technology, noting its major and minor increases over time. Their twice-annual publication, *Visions of The Future*, still reads more like science fiction than actual science; yet the reported advances, in every field of science, are real and actual.

Publication of a fiction piece in 'The Vision,' the fiction column of *Visions of The Future* is as great an achievement as getting a proper scientific paper published in their non-fiction column, The Edge.

Each generation's William Gibsons, Carl Sagans, Lyall Watsons, Richard Feynmans and Neil Degrasse Tysons have cut their writing teeth with fiction and non-fiction papers published in *Visions*. The list includes current female notables such as Dr Emma Marchese, Dr Kepina Chauput and the transgendered Zhodani exile Mrs Zdinatlas-Brent. *Visions* is the most progressive magazine ever published.

REFEREE

One of the players is an avid collector of the magazine. The latest edition, picked up on the last planet they visited, mentions a convention on their destination world. They have a one month layover for maintenance while they are on the planet – the convention happens to take place one week into their stay, and *Visions* is going to be represented, along with several of the player's favourite authors.

This is your chance to imagine what science fiction and fantasy conventions of the Far Future are going to look like. Genuine aliens are going to be knocking appendages with humans cosplaying aliens; fans of popular vid series set during the Frontier Wars can discuss ethics with genuine Zhodani; dozens of geeks will be learning to speak Zhodani, badly, thanks to *Visions* author Karemm Kordan's bestselling book *The Zhodani Way*, which includes a full dictionary, syntax and grammar. Everybody is after copies of the book, and the popular press are everywhere, recording their latest 'point at the weirdoes' piece.

Meanwhile, real Imperial police outside sweat and grumble, unable to tell the real Zhodani from the kid cosplayers and under strict instructions to leave them all alone anyway.

PLOTS

1. A chance for diplomacy arises as a Zhodani Ambassador comes to collect his daughter from the convention, and faces aggression from a group of drunks who have gathered outside the convention to protest at all the 'filthy Joe lovers' inside.
2. Nobody knows how the Hiver works. Everybody thinks it is an animatronic drone. The players discover that it is a *real* Hiver, a very long way from home – and it catches some unknown ailment from the food at the convention.
3. Somebody repeats a Zhodani saying from the book. A real Zhodani overhears it and comments that the phrase is a gross sexual slur. It transpires that many of the stock phrases in *The Zhodani Way* are actually racist or sexually aggressive; the author, not being Zhodani, had no way of knowing that his embittered source had once been a political prisoner, and was now an exile from his Consulate due to his un-correctable deviant thinking (he learned the forbidden Deception skill in Imperial prison).
4. One of the following happens, at the referee's choice; the player bumps into an Ally cosplaying a Droyne Sport; the player bumps into a Contact working in the commissary and down on his luck; the player encounters a Rival in the same queue for an autograph; the player meets an Enemy in the lobby, and sparks of hostility fly.
5. An old flame of one of the players (perhaps from the Life Events Table) is now on the convention committee. She recognises the player and seeks him out (if the character is a woman, adjust the gender of the old flame accordingly, depending on the player's wishes). The reunion can be romantic, awkward or hostile, depending on how things went last time they spoke.
6. The convention is playing host to a band of Adventurers who have picked the exact wrong time to conduct a heist on the place. The Zhodani Ambassador and his daughter are at the convention in one of the penthouse suites, and their mission is to extract them both. Naturally, by their skulking about they cannot help but attract the attention of the players – either that, or the player's presence catches these other adventurers' eye and they mistake the players as Rivals out for the same bounty. Roll initiative.

PATRON: DR KAREMM KORDAN

Scholar, Wild Card, Genius

Required Skills: Language (Zhodani)

Required Equipment: None

PLAYERS' INFORMATION

Dr Karemm Kordan, author of bestselling book *The Zhodani Way*, is at the convention. His first article was in *Visions of The Future*, and it outlined a possible future of cooperation between the Consulate and the Imperium.

REFEREE'S INFORMATION

Dr Kordan's book is controversial, for many reasons. The Fellowship will pay the players to keep him from causing too much trouble, and for keeping him alive. If he dies at the convention, in full view of a thousand adoring fans, it would be very bad for business and really bad for the Fellowship.

POSSIBLE OUTCOMES

1D	Outcome
1	Dr Kordan is called away on urgent Imperial Intelligence business at the last minute. The character with the highest Language (Zhodani) skill and/or the most experience in dealing with Zhodani is invited to stand in for him. Use one of the following skills – Art (acting), Carouse or Leadership – to keep the crowd of fans amused.
2	Dr Kordan has been abducted and a ransom demand made. Roll 11+ on 2D. If the roll is a success, the abduction is genuine. Otherwise, it is a stunt organised by the convention, with Dr Kordan's knowledge and consent, to raise funds for Dr Kordan's charitable cause – research into aphasia.
3	<p>At a panel at the convention, the actor Persik Nus, a cast member of a popular vid titled <i>Battlecruiser Tigris</i> renowned for playing the dastardly Zhodani Noble Intedlas, comes out as a real psion. Simultaneously, he comes out as gay. For some reason, Dr Kordan is singled out as the villain of the piece, even though he had nothing to do with it. The players have to protect the good Doctor and poor Persik against a gauntlet of inexplicably outraged fans armed with soft fruits to pelt them with.</p> <p>The players' Investigate skills may be used to determine that this mob did not form by accident, and that both Dr Kordan and Persik Nus have been the target of a rabid fan of the show for some time. The fan, Jaleun Casavic, has always had difficulty in separating reality from fiction, as well as issues with his own sexuality; and if Persik had not come out, Jaleun and his demented followers would have outed him anyway.</p>
4	Dr Kordan and Dr Emma Marchese almost come to blows during one panel on The Role of Women in <i>Stellar Explorers</i> , a discussion on gender politics in a popular vid series. The resulting fallout polarises the convention goers. Art (acting) or Leadership could be used to calm the agitated crowd.
5	A player spots someone stealing a copy of <i>The Zhodani Way</i> from right under Dr Kordan's nose. Nobody else can see the little guy, who appears to be no older than about twelve years old. The boy is a psion, a telepath abandoned by his parents, who lives in the hotel, scavenging and using his psionic Talents to cloud the minds of hotel security. If the players do not adopt him, Dr Kordan does.
6	The players' hotel bills and expenses are all paid for by Dr Kordan. He does, however, have a little job for them to do. They must arrange a private meeting between Dr Kordan, Persik Nus and the real Zhodani ambassador. One way to arrange this is through using the telepath in 5 above to befriend the ambassador's daughter, who habitually breaks away from her father to wander through the hotel (the daughter is never entirely free, because her movements are monitored at all times by a clairvoyant member of the ambassador's retinue).

THE SWANN SOCIETY

Na-255N 14-Priv-Res-7577-65

DESCRIPTION

Specialisation: Psionics

The Society's sole focus is the study of psionics and psi activity, in a setting where psionics are illegal. This is not a psionics Institute, as some of the rumours claim, although it does receive input from some active Institutes.

The Society was founded in the wake of the discovery of reliable psionics, to study psionics as a phenomenon. The remit of scholars submitting papers to the Society is simple: observe, document, categorise, submit. Non-psions only are allowed to submit papers; Psions are considered unreliable witnesses for this purpose.

Once a decade, the Society produces a report, *Global Report on Psionic Phenomena*, which is not widely circulated – copies are submitted to the largest universities in the sector, and two major megacorporations also purchase copies of the *Global Report*; one is a medical megacorp, and the other a biopharmaceutical conglomerate. Copies of the *Global Report* also usually somehow end up in the hands of various secret government agencies, as well as the Scout Service.

Standards of academic rigour are intense. Independent verification of psi phenomena is a mandatory requirement, and many reports are rejected if there is the slightest hint of doubt. Barely 14% of reports reach the Society's exacting standards of rigour; and security surrounding the Society itself is high, to the point of intrusiveness. The board of the Society want to be seen to be pursuing their tasks to the highest standards of scientific ethics, and they are very proud of their record of high reliability and standards of precision and accuracy.

REFEREE'S NOTES

Two statistics are of concern to most Agencies set up to deal with psionics; the Proliferation Index and the Tolerance Index, both expressed as percentages.

Statistically, each year for the last forty years, with the exception of the occasional downward blip here and there as some planet experiences a pogrom, the Proliferation Index shows a steady year-on-year increase in psionic phenomena and people possessing measurable, verifiable psionic talents.

The increase is small – barely 0.05% per year, and the current percentage of verified psi incursions is less than 6% over the sector – but more alarmingly for some agencies, the Tolerance Index is showing a marked uptick, going from almost 0% at one stage, fifty years ago, to 25% ten years ago and, in the last six years, consistent scores of over 50%.

Popular mainstream vid shows and news outlets are still painting psis as dangerous, unstable, troubled individuals who must be purged for their own good; but social media is having a marked effect in spreading more progressive, tolerant messages to the communities. The mainstream outlets, at least as regards their attitude towards psionics, are being increasingly perceived as increasingly isolated and out of touch with reality.

The people are speaking. Psionics are becoming more popular.

Of course, this can only mean two things – fraud and cults on the rise, capitalising on the back of public opinion. Neither bodes well for the Society, as what faint signal there is risks being swamped by a good deal of colourful, nonsensical, self-help noise.

PLOTS

1. The Swann Society's *Global Report* is overdue – the first time this has happened in thirty years. The players, if they are agents or scouts, are tasked by their agency or service to go and secure a copy of the latest report, and to find out what has happened to it.
2. The players are assigned to guard the copies of the *Global Report* being shuttled on a maglev train to the starport. There are two hundred hardcopies and as many flash drives containing one copy of the *Report* each. The Swann Society are taking no chances with sending copies of the report over the wire: they have always relied on physical copies, and electronic copies held in physical media, only, and under heavy guard. Needless to say, there is always at least one robbery attempt; and this journey is no exception – a faction of anti-psion fanatics want to destroy the only copies of the *Global Report*. Their mission is not to steal the copies, however, but to destroy them – by taking out the train, if necessary.
3. Tervund Epitiers, an embittered young man and wannabe psion whose psionic strength registered as zero, is stalking one of the Board of the Swann Society, Dr Sahalam Pialtage. Dr Pialtage is not a psion, but Tervund thinks that she is – and he wants her to retest his psionic strength. He is paranoid, delusional and infatuated with her. The players must protect her against this insane individual, whose Engineer (electronics) 4, Life Science (biochemistry) 4, Remote Operations 2 and Stealth 3 make him a formidable and elusive character who strikes through drones, sabotaged vehicle electronics and canisters of poison gas concealed in air vents.
4. The Swann Society invite the players to their secure offices. After passing the most stringent ID checks they have ever experienced, they are taken to the board which is in full assembly for the first time since the founding of the Society. They wish to relocate to a world which has a much higher Tolerance Index than the current planet, which has been seeing a recent surge of anti-psion hysteria. The players' task is to head to a planet jump 3 distant and scout out possible venues for the new headquarters. Guideline criteria – accessibility, security, location, price – are given. The players are given six months to scout the candidate venues and come back with a report, and they are on a strict deadline; come what may, the board must relocate within one calendar year of the meeting. Oh, and this mission is of the utmost secrecy. The players must tell nobody what they are doing, or for whom, or why.
5. The *Global Report* is cited in a major court case; the trial of a prominent public persona, George Ardodet, the third Laird of Bonitvar; a noble who has been accused of using psionic talents to brainwash vulnerable young men and women into joining his 'immoral' cult Pāravaśya. The accused is found not guilty by the jury, despite mountains of damning evidence piled against him. The players must guard Lord Bonitvar en route to his ship in the starport. Unfortunately for the characters, Lord Bonitvar refuses to take the direct route straight to the ship, and decides to exercise his right as a free man to go and celebrate his freedom with his horde of very pretty young devoted cult acolytes, crawling from startown bar to bar, strip joint to seedy brothel in a week-long binge. The players, sadly, must remain sober themselves. They are in their favourite part of the world, but they are there to work.
6. One of the players submitted a paper to the Swann Society two years ago. To the player's surprise, it has been accepted and published in the latest *Global Report*. Publication of this paper attracts unwanted attention from agencies, psionics institutes and individual psions.

PATRON: GEORGE ARDODET, THE THIRD LAIRD OF BONITVAR

Entertainer, Noble, Psion, Adept

Required Skills: None

Required Equipment: Ship

PLAYERS' INFORMATION

Lord Bonitvar is a highly controversial public figure. A renowned psion, he is said to practice psionics openly at his isolated Estate and Temple, Bonitvar. Lurid press stories, all pure speculation, paint a gaudy picture of endless debauchery, drug taking and degeneracy, with disreputable young men and women strolling in through the front door only to be carried out the back door on stretchers, exhausted and wasted, a week later.

Despite his gaudy reputation, George Ardodet is credited with being the subject of a dozen published articles in various back issues of the *Global Report*, confirming his high psionic strength and verifying his talents of Telepathy and Awareness; he is an acknowledged Master of Awareness.

He and his retinue have just booked High Passage on the characters' ship, taking him back to the system where he has built Bonitvar. The players are desperate for money, and there are no other takers.

REFEREE'S INFORMATION

There are many things about George Ardodet which are not known to the public.

In the last six months, 90% of his ten billion credit fortune has been invested in numerous charitable trust funds throughout the sector, intended to help give impoverished children a chance at having a decent education; something he never had for himself as an impoverished child languishing in the streets of Childon Town. He has invested this money under a variety of aliases, to avoid the stigma of being publicly associated with his given name.

His brainwashing actually comes from his Leadership 5 skill which, combined with his morning meditation and use of Enhanced Awareness to add DM+2 to all his mundane skill checks, makes him formidably charismatic when speaking in public.

He has used his considerable Advocate skill to bring down major human trafficking rings in the sector, sending the ringleaders away for a long time. Slavery is worse than murder to him.

George has been funding the Swann Society for more than twenty years; he is the majority fundraiser.

George is genuine in his desire to go home. At the age of 94 he has acquired a crippling disease which, despite his Awareness talent, is killing him slowly. Tired of this life, he simply wants to go home to die. On return to Bonitvar, he will pay off any outstanding mortgage the players have on their ship and leave the ship with a generous ten million credit tip to be distributed proportionally among all shareholders.

POSSIBLE OUTCOMES

1D	Outcome
1	George Ardodet does not make it home. He dies in his sleep, mid-jump. His dying wish is for the players to attend his funeral as his pall-bearers. It is a public event; half the sector's journalists are there, outnumbering the attendees. Everybody wants to know what his last words were. The players know that he died alone in his sleep; they can make up pretty much anything they like. What famous last words would they want to put into the mouth of a man who is already dead?
2	George Ardodet is actually broke. He gave <i>all</i> his money away to charity. The players will not actually get a penny. They will not find this out until they reach Bonitvar, when it will be too late for them to do anything about it.
3	The disease he is suffering is actually a treatable poison. His 'doctor' is a sadistic anti-psion fanatic who has been slowly torturing the Laird all this time. He has been able to keep his anti-psion thoughts from George's telepathy through sheer willpower; ironically, George trusts this man so much that he has never actually thought to probe his mind. Even the lightest mental contact reveals the callous brute's duplicity and hatred.
4	The jump is not what the players feared it would be. His acolytes are quiet, devoted and keep to themselves throughout (and keep their robes on), showing unfailing, genuine politeness towards the crew. George himself remains in his cabin, nursing his pain, hanging on till he gets home.
5	The jump <i>is</i> everything the players feared it would be. He and his Acolytes bring in enough 'luxury goods' to fill the cargo hold, and they use it all in a week-long blowout of epic proportions. George will recount the jump to the last person he sees as 'the week I had a party that occupied an entire universe.'
6	George receives unwelcome news on his return home; one of his charities, half a subsector away, is facing closure because somebody has leaked his association with its funding. He gives the players his dying wish, one job for this patron leading to another; to go and save that trust.



THE MAD SCIENCE CLUB

Na 102N-45-Priv-Res-7472-24

DESCRIPTION

Specialisations: Physical Science (any); Engineer (any); Trade (anything involving electronics)

A club devoted to inventing and inventions, the Mad Science Club draws scholar and citizen alike. The background is irrelevant; all that matters is that the applicant demonstrates a keen penchant for tinkering, inventing and jury-rigging. For some obscure reason lost to the mists of time, members of the club are collectively known as the MacGyvers.

REFEREE'S NOTES

Large corporations keep an eye on the club, not to try and stifle the spirit of invention but to recruit promising members who demonstrate a truly profound understanding of machinery, or who show above average innovative skills.

PLOTS

1. The Mad Science Club is on the verge of making a major announcement which will 'rock the foundations of society.' The following morning, they have all disappeared, leaving behind one cryptic clue, a scrap of paper with a set of coordinates to an empty hex jump-2 distant, and a date and time exactly seventeen days from today, at 06:00 precisely.
2. One of the MacGyvers splits from the club, muttering darkly of 'breaches of ethics' and 'sellouts.'
3. A trio of mysterious Men in Black begin stalking the leadership of the MacGyvers.
4. A recruiter for Ingamor, the largest tech corporation on the planet, is trying to get hold of Wanda Dyody Crant to hire her with a sweet consultancy deal. Try as she might, the recruiter – Leesu Balinen – just cannot find Wanda anywhere. She is always arriving just minutes after Wanda has left, or her vehicle breaks down en route; and Wanda does not have a comm for Leesu to contact her.
5. Synchrony has just announced a major sponsorship deal with the Mad Science Club. It is the top headline in all the business journals and papers.
6. The club has just announced that they will be presenting a seminar at the next Expo, XO3, in thirty days.

PATRON: LEESU BALINEN, RECRUITER

Citizen, Functionary

Required Skills: Drive, Advocate

Required Equipment: Vehicle, Ship

PLAYERS' INFORMATION

Tall, young, blonde and presentable, Leesu is a corporate recruiter for the tech startup Ingamor. Ingamor is not content to sit and wait for job applications to drop into its HR department. Ingamor believes in a proactive approach, and sends out agents such as Leesu to approach the best and brightest with lucrative offers to work for the company. Her current remit is to recruit the brightest MacGyver: and that, currently, is Wanda Dyody Crant.

REFEREE'S INFORMATION

Leesu's remit is very simple. Outline the wages and generous benefits – health care, parking space, pension – and leave the candidate to make up their own mind.

However, unofficially Ingamor is not above using more forceful leverage. Rumours abound of agents being told to offer hefty bribes to employees of rival tech start ups to come and work for them. Other, even darker, rumours hint that Ingamor's agents being told by their bosses that they should not be above such tactics as using blackmail or seduction as leverage. Leesu is aware of this – she has used such tactics in her past, on three separate occasions. Beneath the calculated smile is an amoral woman who is very much an adventurer after the players' hearts.

POSSIBLE OUTCOMES

1D	Outcome
1	Wanda has just left the planet. Leesu is not happy with this, so she is willing to chase Wanda down even if she has to cross half the sector. Fortunately, Ingamor has plenty of cash to throw at the players.
2	Wanda will be delivering the speech at XO3. Leesu wants them to extract her immediately afterwards.
3	Leesu is not after Wanda to recruit her. She is desperately in love with Wanda, but Wanda has not even noticed that Leesu exists.
4	Leesu wants Wanda's autograph. Getting Wanda to sign on with Synchrony afterwards would be a bonus.
5	Leesu is actually Wanda's long-lost sister.
6	Leesu wants to murder Wanda for something Wanda did to her when they were in school. Six years ago, Wanda hacked the school computer and swapped her exam file with Leesu's, meaning that it was Wanda who passed with flying colours and Leesu barely scraped through with a Third. Leesu has wondered why she got such a lousy final grade – but she has just discovered the truth, not more than two weeks prior to meeting the players.

COSMIC PIONEERS

Na 105N-26-Part-Res-6425-46

DESCRIPTION

Specialisations: Space Science (any)

A small group, the Cosmic Pioneers are working towards developing the key technologies which will allow their world, Laplace, to rise from their current Tech Level 7 to Tech Level 8.

Their current project is showing enormous promise. Having determined that the key technology to ascend to the next Technological Level is gravitics, this world is on the verge of creating a self-sustaining, stable, working gravitic field.

The point of this exercise is for Laplace to advance itself without outside interference. The governments of Laplace are aware that communities of other worlds exist out there, and that they are willing to sell the Laplacians advanced technologies. The Laplacians only want to make their own advancements, to show to the wider universe at large that they are ready to join the other worlds out there, on their own terms.

REFEREE'S NOTES

The group is on the verge of discovering gravitics on their own. All it would take is one key equation, and they will have a stable working gravitic field generator.

PLOTS

1. Three distinct methods of gravitic field generation are known in Known Space. The Laplacians' discovery is a fourth, completely new technology. Once the outside universe find out about the Laplacians' incredible achievement, things will change enormously for this little world.
2. For safety's sake, the experiments are to take place in an orbital facility.
3. The first three test firings look promising, but sabotage from parties unknown causes the fourth test of the device to fail catastrophically, causing an implosion which levels everything in a three kilometre radius.
4. The test firing of the experimental device has an unexpected side effect; every observer within ten kilometres of the test firing finds themselves awakening psionic abilities.
5. The orbital test firing goes wrong, obliterating the test station and creating a self-sustaining Singularity that sprays everything in orbit with a lethal bath of radiation in the three picoseconds of its existence.
6. The orbital test firing opens a doorway to another universe. Something comes through. Something *big*.

PATRON: DR DANIEL DUUJAM, COSMIC PIONEER

Scholar, Researcher

Required Skills: Engineer

Required Equipment: Ship

PLAYERS' INFORMATION

Dr Duujam is the head of the gravitics project. He has asked the players if they could help him take his test engine into orbit so he can test it out at the orbital facility. The players' ship is visiting the planet, and while the irony of using the advanced vessel to take his experimental equipment into space is not lost on him, he reasons that he can save a couple of hundred million in credits by using their cheap transportation, as compared to the expensive rocket payload which was the original plan.

REFEREE'S INFORMATION

Dr Duujam is not the only body with an interest in developing gravitics. Rival organisations have been keeping an eye open on the experiments for some time.

POSSIBLE OUTCOMES

1D	Outcome
1	A rival group, a front for a local corporation, wants the experimental drive to fail. They bribe one of Dr Duujam's staff to tinker with the device and frame the players.
2	As above, but they have ordered the member of staff to assassinate Dr Duujam. To that end, they are holding a loved one of the member of staff hostage to ensure compliance with the rival's demands.
3	Dr Duujam disappears, abducted in an attempt by the rival group to delay the launch. The players have to find out where he is being held, and quickly.
4	The threat on Dr Duujam's life comes from a religious extremist, who is convinced that Dr Duujam is secretly a member of a dangerous cult, and the experimental drive is actually a device to open a portal to another universe to allow something big to push through into this universe.
5	As above, save that the cultist is actually sane. He is also correct in his accusations about Dr Duujam.
6	All goes well. The players make the delivery. The experiment is a roaring success, as per the first entry in Plots previously. The players take away 2% royalties in the new experimental gravitic drive. After 5 years their shares will begin to pay dividends; in Year 6, they receive 3D x 1 million credits; in Year 7, it is 3D x 2 million credits, Year 8 3D x 4 million credits, Year 9 it is 3D x 8 million credits and so on, doubling each year until it reaches a steady 3D x 64 million credits every year. They will have to visit Laplace regularly to collect this money, though; the Laplacians are happy to hold the money electronically for them. Of course, all that money in the bank makes it a prime target for theft ...

RESEARCH

Scientists live to solve mysteries. When an unknown phenomenon presents itself, a scientist has to investigate. Like detectives and journalists, the scientist has to identify what is going on, unlocking the mystery to determine the hidden, underlying causes.

The process of investigation involves a series of tasks collectively known as the research round.

THE RESEARCH ROUND

The research round is the process by which characters methodically work their way through the mysterious and unknown, making observations and recording measurements, gathering evidence together and coming up with a hypothesis.

A hypothesis is simply an explanation, partial or full, of what the player characters think is going on. If the characters are investigating a series of devastating tsunamis, a hypothesis could be, for instance, that there are a lot of seaquakes happening offshore which are causing those tsunamis.

TYPES OF RESEARCH

Characters can conduct three types of research; field work, laboratory work and library searches. Field research involves collecting data on site; laboratory work requires access to a well-stocked laboratory with appropriate facilities, and library research requires access to an appropriately stocked library. Each type of research requires different skills, but all three types of research have the same kinds of rolls and operate within the same time frames (see Timing on page 50 of the *Traveller Core Rulebook*). Research time frames are described below.

RESEARCH TIME FRAMES

Depending on the level of detail of data needed, any stage of the research round could take minutes, hours, days, weeks or months - even years.

Each time frame also adds a DM to the player's clue points pool – see Clue Points. Most player research time frames are likely to be no more than Thorough (1D days) – few players would have the patience to engage in research for weeks, months or years, unless the research period concerned took place during down time between game sessions.

RESEARCH TIME FRAMES

Depth of Research	Time Frame	DM	Example
Cursory	1D x 10 minutes	-2	Litmus testing; casual post-mortem; laparoscopic internal examination
Average	1D hours	+0	Titration of unknown solution; detailed post-mortem; open surgery
Detailed	1D x 4 hours	+1	Analysis of unknown chemical; genealogical analysis
Thorough	1D days	+2	Rushed archaeological dig; cultivating bacterial culture
Exacting	1D weeks	+4	Full archaeological dig; cultivating flies
Comprehensive	1D months	+6	Propagation of a plant species
Exhaustive	1D years	+8	Field observation of animal species or sentient tribe

Task Chains

All the stages in the research round use task chains (see page 51 of the *Traveller Core Rulebook*). Each stage lists useful auxiliary skills to bring to bear to aid the lead player.

Collaboration

The researcher does not have to work alone; all players can assist. See Aiding Another Character on page 50 of the *Traveller Core Rulebook*.

OBSERVATION AND MEASUREMENT

The player observes the phenomenon and takes measurements. The point of this stage is to collect and store data on the phenomenon, without interpreting that data.

Field Research: Players have to travel to the site of the phenomenon. Any appropriate equipment such as field kits must be taken to the site.

Field Research, Any Science (any relevant), Intelligence, see above for time frame, Average(+0)

REFEREE NOTES

Some referees may know this already, but others might find science a little tough going. Here are some things to bear in mind when considering putting together a puzzle for research.

RESEARCH THE SUBJECT

In order to present the characters with a scientific mystery, some phenomenon that seemingly violates scientific principles, the referee has to have at least a rudimentary understanding of the science being breached.

Study the scientific principles you are going to use in setting up your mysteries - for instance, before engaging your players into discovering what is causing frequent earthquakes, brush up on plate tectonics before you start.

Remember, however, that in *Traveller*, science has also created gravitics, cryogenics, artificial intelligence, sustainable fusion, antimatter, teleportation, FTL travel, psionics, nanotechnology and many other scientific advances - so sometimes the logical answer can seem outlandish by contemporary scientific standards.

OCCAM'S RAZOR ...

Behind every scientific anomaly to be investigated, there has to be some sort of reasonable answer which the players can discover.

The number one rule to presenting scientific anomalies is cause and effect; *If the phenomenon violates a scientific law, something else is causing the violation*. The object for the players is to discover that hidden cause through research, before they can start to come up with a countermeasure or cure.

Always remember, between two equally likely answers, science will tend to come down on the side of the most logical answer.

... BE DAMNED

That is, unless evidence crops up that supports the *crazier* theory instead.

Sometimes, the players may come up with a working hypothesis of their own instead. The referee is encouraged to go with their proposed solution - and let the players enjoy the victory of having come up with a solution by themselves, even if that solution was not what the referee had originally written down.

Typical Sciences Involved: Archaeology, Astrophysics, Botany, Ecology, Ethnology, Geology, Marine Biology, Sophontology, Planetary Sciences.

Relevant skill: Any Science (any relevant).

Auxiliary skills: Recon, Sensors, Remote Operations.

Laboratory Research: Research requires fully-stocked laboratories.

Laboratory Research, Any Science (relevant), Intelligence or Education, see above for time frame, Average(+0)

Typical Sciences Involved: Chemistry, Pharmacology, Medicine, Physics.

Relevant skill: Any Science (appropriate speciality), particularly Medicine.

Auxiliary skills: Computers, Engineer (electronics).

Library Research: Research requires ploughing through reams of written records and data. This is typical of data-heavy disciplines such as economy, history and genealogy. This kind of research requires access to a library.

Planetside library facilities, as compared to a ship's library, can add DM+1 or +2 to the library search roll. Newspaper archives and historical map archives count as libraries, as do population records and science journal archives.

Library Research, Any Science (relevant), Education, see above for time frame, Average(+0)

Typical Sciences Involved: Any Science skill, but particularly Economy, History, Genealogy, Mathematics, Sophontology, Statistics

Relevant skill: Any Science (appropriate speciality).

Auxiliary skills: Admin, Computers.

OTHER MODIFIERS

Computer Assistance: +Computer rating

Any player can boost their research efforts with a computer equipped with suitable modelling software to gather and collate the data. The computer's rating is added to that player's ask points total.

SUCCESS AND FAILURE

Regardless of whether the research takes place out in the field, the laboratory or the library, the result of the Science check determines how many clue points the player will have earned for use in the next stage. See the next section for details.

Exceptional Success: Player earns the Effect + Int DM + Edu DM in ask points

Success: Player earns 1 + Int DM + Edu DM ask points

Failure: Player earns 1 ask point

Exceptional Failure: Experiment destroyed. Player earns no ask points

QUESTIONS AND ANSWERS

ASK POINTS

Once the players have gathered the data, they can start finding answers. The players can ask the referee a number of questions or buy answers directly. Exactly how many questions they can ask, or answers they can buy, depends on how successful they were in the Observation and Measurement stage.

Each participating player earns a number of *ask points* from their research. Each ask point allows each player to ask one question of the referee. Two ask points allows a participating player to buy an answer directly from the referee without having to ask a question.

Once spent, the ask points are gone. Once all ask points are spent, the team can no longer ask questions or buy answers and must formulate a hypothesis – see below.

PARTICIPATING PLAYERS

Players who assist the lead player may grant him some or all of their ask points. Players may retain some or all of their ask points to pursue their own independent lines of inquiry.

The lead player accumulates ask points as above, and in addition to any pooled ask points he obtains from his assistants he can also roll 1D and add the result to the ask points pool.

Only those who have ask points can ask the referee questions or buy answers from the Referee. Once a player's ask points total reaches zero, they can no longer participate.

ASKING QUESTIONS

Only one participant can spend ask points at a time. When an ask point is spent, the other players must wait until the referee is done responding before the next participant spends their ask points. The referee can forgo the need for the players to ask questions and simply furnish them with a clue in the form of a finding.

ORDER OF QUESTIONING

The player with the highest Int characteristic goes first. Players take turns in decreasing order of Int. In the event of a tie, the tied players must roll initiative as if entering combat. The highest initiative goes first.

Once every eligible participant has asked their questions, assuming that there are still ask points available to spend, the round cycles to the player with the highest Int and the process begins again until everyone declines to ask further questions, everyone runs out of ask points or the referee runs out of answers to give them.

FINDINGS, ANSWERS AND CONFIRMATION

The referee keeps track of findings and answers, and reveals them when players ask questions or buy the information or answers with ask points.

These findings and answers must be kept as numbered lists. Item 1 of a list must always be basic information; further items in each list contain more data and build up on previous entries. The last items listed should be conclusive and revealing.

CONFIRMATION

The Referee keeps one item secure – a confirmation. If a player's hypothesis is correct (see below), the referee reveals the confirmation in the form of a final finding.

For example;

FINDINGS

1. Chocolate biscuits are missing in the pantry. The jar is lying on the floor, opened.
2. Biscuit crumbs and fragments leave a trail from the pantry to a cushion fort in the lounge.
3. The occupant of the cushion fort is a four year old boy with chocolate-stained face, hands and clothes.

ANSWERS

1. The boy opened the biscuit jar and ate all the biscuits.

CONFIRMATION

The boy will have no appetite at lunch time.

Another example;

FINDINGS

1. Water is not coming out of the hosepipe.
2. The neighbours' hoses are working, because they are watering the lawns.
3. The bathroom tap works, as does the kitchen tap and the exterior stand pipe, when disconnected from the hose.
4. Examination of the length of the hosepipe reveals that the car has been parked on the driveway, right on top of the hose.

ANSWERS

1. The wife has come back home early from work.
2. She has lost the garage door opener again.

CONFIRMATION

She answers when her name is called inside the house.
She is in the bedroom, retrieving the garage door opener from the dresser unit where she left it.

EXPERIMENT

At any time, a player can test an assumption through experimentation.

The player spends one ask point and declares that he wishes to experiment to test an assumption. This requires another Science check, either with an Average or a Detailed time frame.

If the Science check is a success, the player regains his ask point and adds 1D to his ask point total. Other modifiers apply, as detailed before.

If the Science check is a failure, the player still regains his ask point. If the Effect of the Science check is -6, the player has wasted his ask point.

These extra ask points are for the player performing the experiment only. They cannot be donated to the lead player or otherwise shared.

Once the experiment is concluded and any further ask points awarded, the questioning round resumes.

HYPOTHESIS

At any time, a player may make a hypothesis. A hypothesis is an educated guess – a logical conjecture, based on evidence obtained.

The player presenting the hypothesis spends an ask point and declares that he has a hypothesis. He states his conjecture before the referee and the other players. Once he has made his statement, the referee either declares the player to be incorrect, partially correct or completely correct.

If the hypothesis is incorrect, the questioning round resumes. If the hypothesis is only partially correct, the player can spend two ask points to buy one answer.

RUNNING OUT OF ASK POINTS OR ANSWERS

Players may run out of ask points before running out of answers. If no participants have any ask points left, the referee can force the lead player into declaring a hypothesis round.

It is possible for the referee to actually run out of answers before the participants run out of ask points. In that case, the referee can declare the players have now received enough data to explain the phenomenon, and force the lead player into declaring a hypothesis round.

Players forced into declaring a hypothesis round do not need to have ask points to spend, but they only have two courses of action - either form a hypothesis and state it, or admit failure and drop out.

CRISES

At the end of each round of research, the referee rolls 9+ on 2D. If the roll is a success, a crisis occurs. Each line describes what happens; the penalty; and the roll which must be made by a player against their skill to avert that crisis.

1D	Crisis
1	Equipment Breakage – no new ask points until the item is fixed, requiring Engineer (electronics) or Mechanics once a round.
2	Injury – an injury slows down progress. The team suffers a penalty of 1 ask points for each participant each turn. (Medic).
3	Delays – ask points available this round halved. Any Science (any appropriate).
4	Disagreements – ask points cannot be pooled, nor aid rendered this round. (Leadership or Persuade).
5	Missing Equipment – A resource vital to the completion of the experiment cannot be found. Each round can only gather a total of 1 ask point without this piece of essential equipment. (Streetwise or Broker).
6	Bad Data – Some of the data is inaccurate, furnished by an untrained third party; or simply sold to the client supplying the information by an untrained scientist, inexperienced student, embittered rival, cribbed from a book of random numbers or plucked from a random website. Science rolls have to be made each turn from now on to sift out the inaccuracies and nonsense from the real news; a penalty of -1 ask points is applied per round. (Computers).

CONCLUDING THE PROCESS

The research round is concluded when;

- All participants run out of ask points and the lead researcher is forced to declare a hypothesis round, as above;
- The referee runs out of answers to give the characters, forcing the lead researcher to declare a hypothesis round;
- A participant comes up with an accurate, correct hypothesis;
- The participants run out of time (if the research round was against the clock, for instance), and the referee must force a hypothesis declaration no matter if there are still ask points and answers left.

RESOLUTION

At some point, the puzzle must reach some sort of a conclusion. In the real world, some scientific puzzles are ongoing and have, as yet, no apparent resolution – but referees should present the players with soluble problems; space phenomena which can be identified and for which countermeasures can be devised, plagues which can be cured and so on.

Any puzzle can have a number of different resolutions; complete or partial success, complete or partial failure or – if the players are up against the clock – they run out of time.

Players completely correct: They have explained what the phenomenon is.

Players partially correct: They have a grasp on the phenomenon, but they do not have all the facts - and the phenomenon might still surprise them with unexpected behaviour in the future.

Players partially incorrect: The players' hypothesis is wrong, but some of the fundamental assumptions are correct and they can still work towards reaching a correct conclusion, if they have enough time.

Players incorrect: The players' hypothesis is wrong, and might even be dangerously misleading.

Players failed to complete: The data proves inconclusive – the players are unable to come up with a hypothesis of any sort.

Referees should work out consequences for partial and complete failure, including the consequences of running out of time.

EXAMPLE SCIENTIFIC PUZZLES

The following are example scientific puzzles for the players to solve. Each problem has lists of findings. The referee is provided lists of answers, and confirmation.

Beneath each puzzle is a section, Plots, which gives the referee additional hooks in the form of complications, to keep players occupied if they are not involved in the research round or caught up in a crisis.

THE GOLDEN SCROLLS OF IKER

Required Skills: Social Science (archaeology), Social Science (linguistics)

Required Equipment: Archaeological tools

Types of Research: Field, Laboratory, Library

PLAYER INFORMATION

On a dig on the planet Iker, an archaeological expedition breaks into a bricked-off chamber containing four hundred large sealed earthenware pots, part-buried in the dirt floor. The walls and pots are covered in alien glyphs in bas-relief.

Inside each pot is a large, heavy scroll of gold foil, each weighing 25 kg, stamped with more of the bas-relief alien glyphs.

The scrolls are worth a fortune for their gold content alone. But the knowledge each scroll contains, and the writings on the walls and the pots, are beyond any financial consideration – especially to the TL 12 Ikerian people.

FINDINGS

THE CHAMBER

1. Radioisotope dating of the mortar between the bricks indicates that the chamber was built 75,000 years ago.
2. Dirt and ceramic fragments inside the chamber confirms the date: 75,000 years.
3. Anomaly: Radioisotope dating of the mortar between the bricks of the entrance indicate that the entrance was bricked up 70,000 years ago.

POTS AND SCROLLS

1. Radioisotope dating of the pots, the seals and the scrolls indicates an age of 70,000 years.

WALL GLYPHS

1. The writings on the walls are very old and worn; almost indecipherable.
2. The script resembles ancient Ikerian, but the language forms use a non-standard grammatical structure.
3. The language is not Ikerian.
4. A partial translation yields the words 'Dinesia' and 'people' from the glyphs.
5. Fuller translation reveals that the room had been built as a burial chamber for a King or ruler, of a species that was not Ikerian.
6. The translation indicates that the chamber had once held a King of a species called the Dinesians, and that the glyphs are writings in Dinesian.
7. Anomaly: The writings on the pots and the scrolls do not have the same style as the glyphs on the walls. The wall glyphs are much older.

POT AND SCROLL GLYPHS

1. The glyphs on the pots and the scrolls are more advanced and refined than the ones on the walls, with symbols appearing on the scrolls and the pots which do not appear on the scripts on the walls.
2. The glyphs on the walls do not seem to have any connection to the messages on the pots and the scrolls.
3. The newer symbols in the scripts on the pots and the scrolls suggest that they are later inventions to describe more advanced concepts.
4. The difference suggests a rough cultural gap of some 5,000 years between the time the chamber was built and the time that the pots were buried.

5. The wall glyphs suggest the chamber's original purpose as the tomb of a king or ruler of some sort. A partial translation yields a word, 'Dinesia,' from the glyphs.

6. An obscure reference to a civilisation called 'Dinesia' appears in more than one locally-written archaeological journal. Glyphs in those journals resemble those of the wall glyphs.

7. Other glyphs from that time look completely different – very primitive, more like cuneiform. The more primitive cuneiform script has been translated, and the second language is acknowledged as the direct ancestor of Ikerian.

8. A repeated motif among the scroll writings are glyphs for 'people,' 'fertility' and 'death' in cartouches.

9. An archaeological journal entry reveals that a subspecies existed alongside the Ikerians until 70,000 years ago. The subspecies was called 'Dinesians.' Dinesians are extinct. There have not been Dinesians on Iker for 70,000 years. Nobody knows why.

10. Ikerian artefacts from other digs indicate that, at that time between 75,000 and 70,000 years ago, the Ikerians were barely at TL 2, and the Dinesians may have been technologically far more advanced.

11. More of the cartouches in the scrolls yield verbs, couched as imperative commands to the reader: 'Remember' and 'Mourn.'

12. A full translation yields the story of the Dinesian people. See 'Answers' below.

ANSWERS

1. Until 70,000 years ago, two species coexisted on Iker: the Ikerians and the Dinesians.

2. Over 5,000 years, the Dinesian birthrate began to decline due to a genetic condition which reduced fertility in the species. The species became an evolutionary dead end, falling into decline and becoming extinct 70,000 years ago.

3. In that time, the Dinesians – a highly advanced race that had achieved TL 4 at its height - realised that they were dying. They identified the cause, and also identified that there was nothing they could do about it.

4. The scrolls are written in late Dinesian.

5. The scrolls explain that the Dinesians came to realise, too late, that they were genetically doomed. The scrolls were crafted at a time when they realised that the last generation of Dinesians had already been born: that there were now no longer enough numbers of Dinesians to sustain the species, let alone their civilisation.

6. The scrolls explain how the Dinesians came to be a dying minority in a world they helped to shape; how the Ikerians all around them were moving into the empty Dinesian homes, taking over the Dinesian cities like hermit crabs moving into an abandoned sea shell.

7. The Ikerians are inheritors of the Dinesians' legacy. Their technology comes from the tools the Dinesians left behind. The

glyphs were originally Dinesian – it is the Ikerians who adapted the Dinesians' script to go with their own language, evolving over time to the modern Ikerian spoken today.

CONFIRMATION

Bone fragments found in other dig sites will yield mitochondrial and nuclear DNA with a genome that differs completely from the genomes of the current Ikerians.

PLOTS

1: Protesters are objecting to what they see as desecration of sacred ground. The players could be identified as blasphemers.
2: The findings are not to the taste of some vocal Ikerian supremacists. Questions are now being asked in an attempt to cast doubt on the competence of the characters, requiring a response to counteract the obvious ad hominem attacks (ad hominem comes from the Latin 'towards the man,' and it is an attempt to draw attention away from the weak logical position of the arguer by casting aspersions on the party, such as the players, being attacked).

3: The scrolls are very valuable. The site and artefacts must be guarded against thieves and tomb robbers day and night.

4: War is declared. The players must complete their research and secure as many of the artefacts as they can before the encroaching invaders arrive at the dig site and annex it in the name of their government.

5: The local villagers are poor, starving and riddled by disease. Daily, the players have to fend off pitiful begging parties from the villages.

6: The public are stunned by the findings. The players are requested to present their findings on local television. They have to keep the explanations simple.

THE CHOBTRAN PLAGUE

Required Skills: Life Science (epidemiology), Life Science (pathology), Life Science (botany), Life Science (entomology), Medic, Streetwise

Required Equipment: Laboratories, HAZMAT suits, medical equipment

Types of Research: Field, Laboratory

PLAYER INFORMATION

Sullup is a TL 8 Balkanised world with three main nations; Lurth (the main TL 8 country), Spertch (TL 7) and Gwarl (TL 6).

The Sullupian capital, Barch, just declared quarantine. The main hospital, St Lorrán, has declared the presence of Chobran plague in the capital.

Already known: Chobran plague is endemic to Gwarl. It was first isolated and identified in a village called Chobran, on the Gwarl side of the border.

Gwarl is rife with Chobran plague. Chobran was confirmed in a number of outlying villages close to the border as late as two weeks ago. The border between Gwarl and Lurth has been closed since that time.

Initial symptoms resemble influenza, followed quickly by fever; swelling of lymph glands under armpits, in the groin and throat; development of painful lesions at the extremities; then hallucinations near the end (48-72 hours in), followed by 5-8 hour coma and death.

Onset time is 24 hours after exposure. After the first flu-like symptoms appear, progress of the disease until death is rapid. At present no vaccine exists for Chobran plague. The transmission method is unknown. The contagion rate and fatality rate are unknown, but currently assumed to be 100% and 100%.

By the time of this discovery, the plague has already begun appearing in the poorer districts of Barch. It is already spreading faster than the authorities can contain it.

Barch has a population of five million citizens, divided into six Districts. Werlee, Ummup and Lorch are mostly Lurthans; Werlee houses the centre of government in Barch. Brompt is mostly middle class residential, Gorla houses most of the Spertch immigrants, and Spetch is the poorest district, mostly Gwarl immigrants living in impoverished conditions, with some heavy industry and warehousing.

The highest populations in Barch are in Spetch and Brompt. Werlee has the lowest population, because most people commute to work there and live in other Districts.

AGAINST THE CLOCK

Research is ongoing throughout the crisis. Players may roll for fresh ask points at the beginning of each day.

TRACKING THE OUTBREAKS

All of this information is free.

Day 1: The first few cases appear. Patient Zero is admitted to hospital and placed in isolation. He has already infected a number of people by the time he is admitted.

Spetch District - 12 showing the initial symptoms.

Day 2: Gorla and Brompt Districts report their first cases, all Gwarl immigrants.

Spetch - 145 infected.

Gorla - 23 infected.

Brompt - 19 infected.

Day 3: Patient Zero slips into a coma and dies.

Spetch - 367 infected.

Gorla - 72 infected.

Bromp - 56 infected.

Day 4: New cases appear in Lorch and Ummup Districts. Emergency services now overwhelmed. The military are called in, along with specialists in germ warfare (bonus 1D+6 ask points to the team). Road blocks are set up between Districts. Travel to and from Barch is discouraged in all the media.

Body count in double figures already. Eight out of the 12 patients from Day 1 are now dead. One enters a coma just before midnight.

Spetch - 2683 infected.

Gorla - 586 infected.

Bromp - 290 infected.

Lorch - 44 infected.

Ummup - 1 infected.

Day 5: Cases now appearing in all six Districts of Barch. The military move in to cordon off the entire city. Nothing gets in or out until the characters come up with a vaccine, or the city dies.

All but three patients infected on Day 1 are now dead. Two are in a coma and expire before midnight.

Spetch – 16,896 infected. Entire streets lined with bodies just left lying in the road. Barricades have been erected to seal off the District, far too late.

Gorla – 3880 infected.

Bromp – 664 infected.

Lorch – 256 infected.

Ummup – 195 infected.

Werlee – No new cases, but that's because the District is practically deserted.

Day 6: All city services stretched to the limit. Society breaking down. Some inaccurate scare story circulates that the plague is now being carried by birds. Numerous accidents caused by people committing firearms offences while attempting to shoot wildly at pigeons and crows.

Only one patient from Day 1 is still alive – an 11 year old Gwarl immigrant. All patients from Day 2 now either dead or carriers. Patients from Day 3 now start dying. Day 4 patients enter comas.

Spetch – 98,000 infected.

Gorla – 14,956 infected.

Bromp – 2,567 infected.

Lorch – 456 infected.

Ummup – declare the infection curtailed. They rounded up suspected carriers and shot them. 350 shot dead. 17 were actual carriers – the rest were healthy, just sufferers from allergies to ruppenji fruit. 897 new infected.

Werlee – 9 found dead. No new living infected. The District is a ghost town.

Day 7: Count of the infected now in the millions, across the city.

Day 8: Entire city considered infected.

Day 11: If the players do not succeed by now, Barch will be a boneyard – and the players will have joined the corpses on the pyres.

CADAVERS

1. Patient Zero is an unidentified Gwarl immigrant. Admitted to hospital dressed in T shirt, jeans and sneakers. No ID, but Cr. 275 in his wallet.

2. Autopsy of Patient Zero reveals symptoms consistent with Chobran plague. *Anomalies:* Blue-stained lips, tongue, mouth, teeth and throat; blue stains on hands. Insect bites on exposed parts of arms and legs. No fingerprints.

3. Most of the earliest patients are Gwarl immigrants. Autopsies of Gwarl immigrants reveal same anomalous blue staining of hands, lack of fingerprints, lips, tongue, mouth, teeth and throat, but no insect bites. Some of the non-Gwarl cadavers have the same staining, though nowhere near as much as the Gwarl corpses, and none of the non-Gwarl have stained hands.

BLUE STAINS

1. The blue staining is caused by a protein, similar to proteins used to stain tissue samples.

2. The protein is found naturally in a fruit called ruppenji. ruppenji is a knobby, citrus-like fruit with a thick rind, which is illegal in Lurth, but which is culturally important to the Gwarl. The rind is not eaten because it is frequently crawling with minute Gwarl fly larvae.

3. The Gwarl cadavers have no fingerprints because of a natural enzyme present in ruppenji fruit which erodes fingerprints over long-term exposure. ruppenji juice is often used by the Gwarl to tenderise meat, much as Terran pineapple juice does.

4. Ruppenji are illegal in Lurth because they are frequent hosts for a kind of fly which carries Chobran plague. The females of the fly bite and drink blood; they need the blood as female mosquitoes on Earth do.

5. Some Gwarl warehouses in Spetch are the base of illegal smuggling operations bringing in ruppenji for the local immigrant populations.

THE ANOMALOUS PATIENT

1. Patient Zero and 12 patients were initially admitted. Including Patient Zero, 12 patients are dead.

2. One patient is missing. Unidentified female, 11 years old, Gwarl ethnicity. Not known if she was even treated. Medical records missing.

3. The unidentified patient's lymphocytes show the presence of an antibody specific to Chobran virus.
4. The retrieved medical records (requiring a Difficult (-2) Admin check) reveal that the unidentified patient received no treatment, but exhibited no symptoms and is not a carrier.
5. The antibodies reveal that the patient was exposed to Chobran plague, but her immune system has wiped it out.
6. The patient was discharged to her parents by an inexperienced 1st year intern, who cannot be questioned as he is lying on a morgue slab at present. Cause of death – knife wound to the abdomen. The parents' identity and address given turn out to be false.
7. The admission medical record reveals that her lips, tongue, mouth, teeth and hands were stained blue. No note on whether or not she had any insect bites on her: the staff were not exactly motivated to look too hard.
8. The girl's personal effects were left behind. On the sole of one of her shoes are three crushed insects.
9. The shoes are worn, with holes in the soles patched by cardboard. One piece of cardboard bears a warehouse logo in Spetch District, and a name in Gwarl script. The picture is a stylised ruppunji fruit.

INSECTS

1. The insects are Gwarl fruit flies. The females consume blood to trigger their fertility cycle.
2. These Gwarl fruit flies cannot survive the colder climate of Barch.

CONFIRMATIONS

1. One of the insects is intact enough to extract its stomach contents – blood.
2. The blood from the insect contains strong traces of Chobran plague virus.
3. Exposed to antibodies from a blood specimen taken from the anomalous patient during her stay, infected blood samples show no trace of Chobran plague virus.

ANSWERS

1. Chobran plague is caused by a virus. The virus is passed through Gwarl fly bites or through skin contact with an infected patient. Female flies need the blood to stimulate egg production, and the virus is transmitted through the bite into the patient.
2. Chobran plague affects erythropoietin production in the liver and kidneys, which in turn affects red blood cell production and suppresses the wound healing process. Death is from multiple internal organ failure.
3. The virus came to Barch in a consignment of illegal ruppunji smuggled over the border through Spetch, across the open border with Lurth's other neighbour. Gwarl flies picked up the virus from Gwarl villagers who harvested the ruppunji fruit in an infected village, came in on the consignment of contraband and bit and infected the first patients – the smugglers and those who handled the package.
4. 96 out of every hundred patients die; four out of every hundred become almost-symptomless carriers, spreading the

plague through casual physical contact. There are hundreds of those carriers out on the streets already, undetected and unnoticed.

5. The one exception, an eleven-year-old girl, is a Gwarl immigrant's daughter living in Gwartown. In her blood is an antibody to Chobran plague which, if it can be isolated, can produce an effective vaccine. Referee: Her ferociously high Endurance is 15.
6. Her 'parents' are actually the ringleaders of the ruppunji smuggling ring. The girl is one of the fruit handlers in the depot. The parents do not know that what they have could save Barch, and the Gwarl people.

PLOTS

- 1: The ruppunji smugglers are aware of what the girl means to everyone. They are holding her in an unknown location in the capital – not the warehouse, but some other place – and making cash demands of the government.
- 2: The smugglers have no idea what the girl means. They are working her half to death along with all the other slaves in the warehouse. If they think the authorities are coming for the slaves, they will attempt to put them all to death to cover their tracks.
- 3: As 1 above, but there is a medical dilemma. In order to obtain enough of the antibody to synthesise a vaccine, the surgical procedure may well kill the girl. For the sake of the population, the players have to face the possibility that they are rescuing the girl only to condemn her to death anyway.
- 4: As 1 above, but there is no medical dilemma. The girl has three sisters. All of them show total immunity to the Chobran Plague, but all of the sisters have to be rescued.
- 5: Hate squads are breaking curfew to hunt down and kill Gwarl refugees. Some Gwarl natives are actually medics assisting the players to gather blood samples from locals. They are in peril of being targeted by the hate mobs and need protection.
- 6: One Gwarl cleric now begins urging the native Gwarl population to isolate themselves at a large warehouse, to keep them 'pure' from the 'impure' non-Gwarl whom he, irrationally, believes to be the cause of the Plague. If he succeeds in isolating even a small part of the population, he will simply be putting thousands of lives in danger in a confined space, where the Plague will be allowed to spread unchecked like wildfire. The cleric must be shut down or thousands could die.

THE RAIN OF BLOOD

Required Skills: Life Science (biology), Life Science (pathology), Physical Science (meteorology), Medic

Required Equipment: Laboratories, HAZMAT suits, medical equipment

Types of Research: Field, Laboratory

PLAYER INFORMATION

Chorondo is an agricultural, low-population planet, TL 7. The locals are notably superstitious. Most of what Chorondo exports are ales, wines, grains and long-life fruits which keep well in

cargo with little need for refrigeration. Most desirable imports are meats, farming equipment and luxury items.

Six weeks ago, a week after the start of the first sowing season, the first rain of blood fell in Daktora province, 15 km inland from the coast. There were no video records of the first few incidents - the only accounts are anecdotal – but the fourth incident was caught on tape.

The players must investigate this phenomenon.

FIELDS

1. The fields where the red rain has fallen have been evacuated. The locals will not go anywhere near them.
2. The red rain seems evenly distributed across the fields.
3. What remains of the red rain appears to be a fine red dust coating every surface – grain crops, exposed topsoil, stone walls and roads.
4. Enough of the red dust remains to provide plenty of specimen material for experimental analysis back at the laboratory.
5. Small birds and animals seem to have fallen dead in fields where the red dust lies.

RED DUST

1. The red dust does not look like any kind of clotted blood.
2. Particulates of red dust under the microscope do not resemble red blood cells.
3. The particulates are too small to be red blood cells, and they are shaped like spiky spheres.
4. The particles are identified as *Cryptomycosporium laterixii*, a fungus named after its discoverer, botanist Dr Arrhenia Laterix of Chorondo City University, the main University in the capital. *C. laterixii* is a marine fungus which grows on bottom-dwelling algae in shallow waters.
5. Dr Laterix is a marine biologist operating out of the capital's Marine Biology faculty.
6. Dr Laterix is a prolific scientist. Her last published paper was *Propagation of Cryptomycosporium laterixii during the sporing season in Gadacia Bay*.
7. Gadacia Bay is on the coast, 15 km from the affected fields.
8. It is currently the sporing season for *C. laterixii*.

GADACIA BAY

1. Gadacia Bay is a semi-isolated stretch of coast, much loved by holidaying tourists from the capital. It is named after a local goddess of fertility.
2. The weather produces frequent waterspouts in the waters of the Bay.
3. If the players arrive during the day, they observe blood-red waterspouts rising from the choppy waters, and a deep red bloom in the sea.
4. If the players arrive during the night, the sea is alive with phosphorescence. Late night waterspouts are visible columns of cold blue-green light, rising into blue-green glowing clouds overhead.

SEA WATER

1. The sea water sample is thick with ref *C. laterixii* spores. The waters stink of rot.
2. Chemical analysis of the water reveals excessive amounts of nitrate and phosphate salts. Agricultural fertilisers.

ANSWERS

1. The red rain is made up of spores of *C. laterixii*, picked up by waterspouts forming over Gadacia Bay during sporing season.
2. These waterspouts pick up *C. laterixii* spores all the time. However, the spores have never been this concentrated before.
3. The reason why they are this concentrated is because the local farmers have started using a chemical fertiliser imported from offworld to boost their crop yields.
4. The liquid fertilisers the farmers are using contains excess nitrate and phosphate salts. These are leaching into the water of the rivers, and dumped into the sea.
5. The high concentrations of fertilisers in the waters of Gadacia Bay are causing the fungus to bloom in greater density than has ever been observed.
6. Indirectly, the farmers have been the cause of the red rain on their own lands.

CONFIRMATION

The farmers must be persuaded to go back to their non-chemical fertilisers: at least, until the next sowing season. Laying off the artificial fertilisers for one year reduces the *C. laterixii* population the following year, and the red rains do not reoccur.

PLOTS

1. The corporation supplying the fertiliser has its financial tentacles deep in the local corrupt government. The attempts to get the farmers to go back to their old ways meets stiff resistance as the company applies financial pressure and leverage.
2. The fertilisers are causing an unexpected side effect. They are affecting the fertility of the *C. laterixii*'s only natural predator, a marine organism similar to krill. These organisms' populations are dropping to an unhealthy extent, which in turn is driving the fish stocks away from the area in search of healthier populations to feed from. As a result, the local fishing industry is suffering.
3. The spores are having a hallucinatory effect on local populations. Children swimming in the sea are suffering from disturbing dreams and visions.
4. Large, dangerous predatory sea creatures are being drawn towards the area, attracted by chemicals released the rotting *C. laterixii*. These creatures pose a danger to bathers.
5. An extremist eco protest movement is targeting facilities owned by the corporation producing the fertiliser. The players are approached by a patron to protect the plant.
6. Dr Laterix is actually a member of the extremist eco-protester movement. While her findings are scientifically valid and her conclusions sound, this may well be a point which her opponents in the fertiliser company can use against her.

TWICE-EXCEPTIONAL

Science fiction is littered with stories of characters gifted with incredible intelligence who can process thoughts that ordinary people could not even begin to grasp.

Isaac Asimov's Hari Seldon, Sir Arthur Conan Doyle's Sherlock Holmes, Olaf Stapledon's mutant *Odd John*, the Mentats from Frank Herbert's *Dune*, Charles Gordon from Daniel Keyes' *Flowers for Algernon* and comic book characters such as Barry Ween, Professor Charles Xavier, Adrian Veidt, Jon Osterman, Reed Richards and Dr Henry 'Hank' McCoy are among the highlights of the literary genre.

Television, likewise, showcases the fictional genius of Drs Carson Beckett and Rodney McKay from the TV show *Stargate Atlantis*, Lt Colonel Samantha Carter and Dr Daniel Jackson from the *Stargate SG 1* series, precocious children such as Dexter from the cartoon *Dexter's Laboratory* and super-genius aliens such as Spock from *Star Trek* and the Doctor from *Doctor Who*.

GENIUS

In *Traveller*, characters whose Education and/or Intelligence is 14 or higher count as geniuses; characters who are, literally, far smarter than average.

These high characteristics allow players access to certain abilities above and beyond the norm; these abilities, reflecting the keen focus of such brilliant minds, are called Advantages. Some of these are Intelligence Advantages, some Education Advantages and a few are common to both.

INTELLIGENCE ADVANTAGES

The primary Intelligence Advantages are: Advanced Reasoning; Catnapping; MacGyvering; Photographic Memory and Trained Observer.

EDUCATION ADVANTAGES

The primary Education Advantages are: Enhanced Aesthetic, Encyclopaedic Knowledge, Lightning Calculation, Linguistic Gift and Quick Learning.

COMMON ADVANTAGES

Some Advantages common to both Intelligence and Education are: Analytical Gift, Boundless Energy, Creativity, Critical Thinking, Eidetic Memory, Enhanced Awareness and Kinaesthesia.

USING ADVANTAGES

A character with Education 14 may pick one Education or Common Advantage, while characters with Education of 15 or more may pick two.

A character with Intelligence 14 may pick one Intelligence or Common Advantage, while characters with Intelligence of 15 or more may pick two.

A player may access his Intelligence or Common Advantages once per session if his Intelligence is 14 and twice if it is 15 or higher. He may access Education or Common Advantages once per session if his Education is 14 and twice if it is 15 or higher.

Some Advantages require a check to activate, while others can be used automatically. Regardless, if a check to activate an Advantage fails, that will still count as the Advantage having been used that session.

ADVANTAGES

Highly intelligent people think more powerfully, learn more quickly and can apply their minds to accomplish tasks which most people cannot achieve.

ADVANCED REASONING

The character can reach logical conclusions based on only a few points of data, analysing a situation (using data gained from being a trained observer for instance) with the skill of a Sherlock Holmes.

In game terms, the character who invokes this Advantage is considered automatically to succeed in his next Intelligence-based skill with an Effect of 6, no matter how difficult the task.

If the character is participating in the Research Round game above, he rolls to earn ask points as normal, but each ask point allows him 1D questions per ask point spent; to buy an answer only requires one ask point; and the character does not need to spend ask points to request an experiment round or to declare a hypothesis round. The character does not need to roll Int to acquire this ability: it is automatic.

Advanced Reasoning: Intelligence, 1-6 seconds, Average(+0).

ANALYTICAL GIFT

The character's Int DM is added to any Admin, Science, Engineering or Investigate skill check to analyse a complex piece of technology, scientific phenomenon or complicated situation being investigated. This DM lasts until the task is completed.

BOUNDLESS ENERGY

The character can summon up a second wind and shake off fatigue with a successful End check. He is not immune from accumulating fatigue further down the line.

CATNAPPING

By taking frequent short naps during periods of downtime, typically 2D+6 minutes at a time, the character can remain mentally and physically active around the clock, requiring a reduced full sleep period – no more than two hours per 24-hour day. This Advantage must be activated with a declaration by the character. It requires no roll to activate or maintain; however, the Advantage can only be maintained for a maximum of Int divided by 3 full 24-hour days before a normal sleep pattern must resume. The character must use a normal sleep pattern for at least three full 24-hour days afterwards, before he can use this Advantage again.

CREATIVITY

The character can improvise a creative solution on the fly. If an Art, Athletics, Carouse, Gambler, Leadership, Steward or Survival roll fails, the character can re-roll the task at DM-2 as a free action.

CRITICAL THINKING

A facility for looking through obfuscation, obscurantism and hyperbole, this natural Advantage can be used to defeat Deception and any form of interrogation or brainwashing. Double the character's Int or Edu characteristic DM, whichever is higher, and apply this to any checks made to resist all such attempts to con, question or condition the character. It is also useful in defeating advertising and in spotting subliminal influences. Once invoked, this Advantage remains until the character sleeps.

EIDETIC MEMORY/HYPERMNESIA

A different sort of memory, where the character recalls events experienced during his life with near-perfect recall. This ability allows recall of every sense, from things seen and read to odours, tastes and textures. When the character uses this ability, the referee can allow the character to re-roll one failed skill check which used the character's Intelligence DM.

Eidetic Memory: Intelligence, 1-6 seconds, Average(+0).

ENHANCED AWARENESS

This is exactly the same as the Awareness psionic talent in the *Traveller Core Rulebook*. The difference is that the character applies his Intelligence DM, if positive, to the Effect of any mundane characteristic or skill check. Use the task check below to activate this Advantage, instead of the one listed in the *Core Rulebook*. The Duration is the same – until the character fails an enhanced roll or until he sleeps.

Intelligence, 1-6 minutes, Average(+0). No Psionic Strength cost

ENCYCLOPAEDIC KNOWLEDGE

The ability to call upon stored knowledge in one's head. Any time a character needs to make an Education roll or apply his Education DM to a check, the roll is one difficulty level easier.

ENHANCED AESTHETIC

The character's Int DM is added to any Art check or any other skill check which requires drawing something, whether it be a charcoal sketch of a landscape or a detailed circuit diagram on a blueprint. This DM lasts until the task is completed.

KINAESTHESIA

The character has a highly developed knowledge of where objects are in his vicinity; their locations and trajectories, and a rapid-cycle OODA loop able to respond to threats more rapidly than his peers. The character's Int DM and Dex DM are both added to any Athletics checks he makes, and his Initiative. This Advantage may be invoked as a Free Action, requires a successful Int check and has a duration of one minute per point of Effect.

LIGHTNING CALCULATOR

The character can perform highly advanced calculations in seconds. No matter how long the normal time frame would be, and regardless of whether the task check is Difficult(-2), Very Difficult(-4) or Formidable(-6), any mental calculations use the check below.

Advanced Mathematical Processing: Any Science (any), Intelligence, 1-6 seconds, Average(+0).

LINGUISTIC GIFT

The character's Int DM is added to any Language check to understand, read or express oneself in a language. This DM lasts until the task is completed.

MACGYVERING

As for Creativity above, but applying strictly to Engineer rolls to jury-rig something from whatever parts are available, within limits. A character is not going to be able to take a ruby crystal, a light bulb and two bits of wire from a bed and fashion a working laser from them, for example.

METHOD OF LOCI/MEMORY PALACE

The character retains knowledge by creating a virtual palace in memory, storing the information as virtual objects within that location. Particularly useful for recalling established facts, documents, pieces of music once heard and so on. While it is known as a memory palace, characters might construct the locus in their minds as a virtual reconstruction of a space station, a street in Startown or the interior of their own ship.

When the character uses this Advantage, the referee can allow the character to re-roll one failed skill check which used the character's Education DM.

Method of Loci: Education, 1-6 seconds, Average(+0).

PHOTOGRAPHIC MEMORY

This ability enables a character to take a snapshot of something in memory and retain it, as if it were a mental hologram inside the brain.

Photographic Memory: Intelligence, 1-6 seconds, Average(+0).

The character can draw this remembered item with pinpoint accuracy.

Draw Memorised Object: Intelligence, 10-60 minutes, Average(+0).

QUICK LEARNING

The mirror neurons in the brains of some people are more active than others, allowing for new skills to be learned at a far more rapid pace than normal people.

Instead of using the Learning New Skills rules on page 50 of the *Traveller Core Rulebook*, the character does the following.

A character using this Advantage learns new skills with incredible speed, drawing upon what he already knows and cross-referencing existing skills and knowledge. This ability applies to skills where Intelligence or Education can be applied, such as Astrogation, Language or Science.

When improving a skill, a character can ignore his Skill Points count. Rather than take 1 week per point of the new level he is trying to learn, the character takes 1D days per point of the new level he is trying to learn to learn that new level of skill – so to go from Recon 2 to Recon 3 would take the character just 3D days of down time.

As a bonus effect, the character can learn such skills to level 0 in 1D hours.

SPEED READING

The ability to read books or data at incredible speeds, retaining full knowledge of what has been read even if the character read the data at skimming speed.

In game terms, a character can elect to rush any skill check involving Education up to three time frames without applying a penalty DM (see *Going Faster or Slower* on page 50 of the *Traveller Core Rulebook*).

For example, the Diplomat task check 'Negotiating a peace treaty' on page 54 of the *Traveller Core Rulebook* has the following,

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

This Advantage allows the character to reduce that time frame three steps without penalty, resulting in the following check instead.

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

TRAINED OBSERVER

The ability to observe a person, object, situation or place and pick out the smallest details, capturing information that most people would not.

In game terms, any Difficult(-2), Very Difficult(-4) or Formidable(-6) skill check involving some form of observation (for example Astrogation, Investigate, Navigation or Recon) is treated as being Average(+0) instead.

DISORDERS

Unfortunately, not every genius-level mind is mentally stable; there are many smart characters in science fiction who are saddled with broken minds and social disorders.

Psychological problems such as addictions, obsessive-compulsive disorder, bipolar disorder, hypochondria and Asperger Syndrome often act as barriers preventing characters from engaging as fully with society at large as normal, average characters.

ACQUIRING DISORDERS

A player can opt to use Advantages more times per session than his Intelligence and Education would normally allow but, for every extra use, the character must also take one Disorder listed below.

ABSENT-MINDEDNESS

A habitual behaviour resulting in frequent loss of memory about simple tasks, and general inattentiveness to one's surroundings. Triggered when faced with an all-absorbing challenging situation (any Difficult, Very Difficult, or Formidable check), sufferers always act in a situation, particularly combat situations, as if they had the lowest Initiative.

ADDICTION

The character is addicted to something, whether it be a chemical dependency such as stimulants, gambling addiction

or an obsession with social media. Triggered by stressful situations or failure, sufferers must succumb to their addictions at the expense of what they were supposed to be doing, such as hitting the bottle when they are supposed to be monitoring comm channels, or being under the influence of stims while at the helm of a starship.

ASPERGER SYNDROME

Asperger Syndrome is a form of autism, which affects the character's ability to process social information, such as being able to read body language and facial expressions and to be able to communicate properly with people. Triggered by social situations, checks involving Social Standing are one level of difficulty harder.

BIPOLAR DISORDER

Sufferers from bipolar disorder find it difficult to control their moods, which can swing wildly from mania to crushing depression. Mood changes occur over periods of days or weeks, and episodes can be triggered by stress. Roll 8+ during any potentially triggering situation to suffer a mood swing, with the referee then rolling 1D: 1-3, mania; 4-6, depression.

Mania – characters ignore fatigue penalties and hasten all their actions, even at the risk of increasing probability of failure.

Depression – characters are ill-motivated to do anything, suffering DM-2 on every check.

HYPOCHONDRIA

An irrational fear of diseases. Placed in a situation where the character is confronted by filth or germs, characters will become obsessed with their own cleanliness and develop symptoms similar to OCD, such as constant hand washing. The penalty is the same as for OCD, but the trigger is ill health, the presence of disease, garbage, decay or waste, or hospitals and medical staff.

OBSESSIVE COMPULSIVE DISORDER

Characters suffering from OCD abhor untidiness and ritualise everyday activities, repeatedly performing routine tasks to an excessive degree. Sufferers tend to be neat freaks. Triggered by stressful situations, or being confronted by untidiness,

checks take one time frame longer than they need to to; a task normally requiring 1-6 seconds will take 10-60 seconds instead.

OBSESSION

A character can develop an obsessive fixation on some narrow activity, object or person. This obsession makes it very difficult for the character to engage in activities outside of the focus of obsession. The character gains DM+2 to checks relating to the obsession; however, any activities not related are at two difficulty levels worse.

DORMANCY

Characters can overcome the negative drawbacks of their disorders through regular therapy sessions. Characters with Social Science (psychiatry) 2 or higher can help the sufferer to overcome the negative effects of their compulsions for a session, and pharmaceuticals can be prescribed – though not without their own risks. These interventions can take place during down time, at a cost of Cr500 per week of professional therapy.

Talking Cure, Social Science (psychiatry), Education, 1-6 hours, Average(+0)

Pharmaceutical Assistance, Medic, Education, 1-6 days, Average(+0)

If the Effect of these interventions is -6, the compulsive behaviours are triggered and last for 1D hours.

On completion of the course of treatment, all of the character's Disorders are considered to be Dormant; they will not manifest unless there is a sustained stress, such as a series of failures or the character (or loved ones or colleagues) being placed in jeopardy by an antagonist.

Fatigue and lack of sleep, use of drugs, exposure to poisons and psionic stresses can also trigger the resurgence of a Dormant Disorder; under any circumstance which calls for an End check to endure something fatiguing or stressful, including resisting psionic incursions into one's mind or the side effects of drugs or toxins, the referee may also require the player to make the same check using Intelligence instead of Endurance to keep his Disorders from reasserting themselves.

CITIZEN OPTIONS

This chapter looks at citizen characters – who they are, why they become citizens during character generation, why they become Travellers, and the selling points which bring patrons to hire them.

The citizen can take on the role of the so-called Gifted Amateur; a civilian possessing a skill at a level far above that of the professionally-trained people with whom he associates. This trope can be found in fictional settings such as *Murder, She Wrote* and *Castle*, both featuring murder mystery writers who get caught up in real-life murder mysteries. This chapter looks at the sorts of adventures such a gifted amateur can have, considering how little authority he actually has compared to his compatriots on active duty.

The chapter also takes a close look at the social skills, offering a new way for characters to work skills such as Diplomats and Persuade on non-player characters, using a sliding scale of responses ranging from complete capitulation to abject hostility. Some sample encounters follow, each showcasing one of the five crucial Social skills – Carouse, Deception, Diplomats, Leadership and Persuade.

BECOMING CITIZENS

In every *Traveller* setting, the characters operate within some form of overarching civilisation – Federation, Hegemony, Imperium, whatever the name the population gives it. Characters pursuing different careers perform certain roles within that civilisation. Military characters defend their civilisation. Agents investigate disruptive elements infecting civilisation. Rogues and drifters lurk in the cracks, feeding off the crumbs of a civilisation that barely tolerates them.

Citizens, in contrast, *are* the civilisation.

Individuals following specific careers are the differentiated cells; together they form the muscle tissue and skeleton of civilisation, the immune system, the neurons. And like stem cells in the body, it turns out that citizens perform a vital role in the body of civilisation just as they are.

Most characters begin as citizens – they are given their name and raised by civilisation, grow up playing in communities of citizens and put through an education system designed to teach them everything they need to know to be good citizens. A character who begins character generation as a citizen is a character who may not have liked the initial career options available to him, choosing to remain for a time at home with his birth community and homeworld. Those who pursued other careers and later become citizens may do so for a number of reasons.

Boredom: Most of the time, characters pursuing most of the other careers do not switch to the citizen career; they return to it. Whatever goals and status they were pursuing before, at some point their grand dreams turn sour. The character just gets fed up and returns to their roots to raise edible plondaks with a wife and family.

Involuntary Change: Sometimes, the character does not have a choice. Perhaps a Rival has something which he has been holding over the character's head as leverage; or perhaps the character rolled one too many times on the Injury Table, or lost too many friends and loved ones to war.

A New Life: Some characters see citizenship as an opportunity for a fresh start, to engage with society or to live a better life than the seedy, chaotic existence they had been living before. Rogues, drifters, burned-out entertainers and ex-agents would kill for the chance to live a life without having to look over the shoulder all the time.

Anonymity and Fame: Fame and obscurity are two sides of the same troublesome coin. Some characters abandon their old career to make a bigger name for himself as a citizen, an outstanding individual, than as a faceless grunt.

Conversely, he might want the comforting peace of anonymity to escape from his fame – or notoriety. This often happens to entertainers, rogues, drifters and agents, particularly those fleeing organised crime as part of some witness protection program. Some agents, too, become citizens as part of their cover identities on deep undercover missions, living the most ordinary lives – at least on the surface.

BECOMING TRAVELLERS

When a player has completed character generation and cashes in his last benefit rolls, ready to begin playing his citizen character as a new Traveller, it might pay to think about the triggering incident which brought about the citizen's choice to abandon all that he considered sane and safe and cosy for a life of chaos and death.

Wanderlust: The same boredom which prompts a character to retire to the family farmstead after many long years in another career can strike to drive the character away from this career, too. A former agent, entertainer or ex-military type might find the life of a citizen farmer, or jobbing borderline drifter eking out a hardscrabble existence as a part-time, low-paid nightclub bouncer, unbearable after a time.

Past History: Some characters become citizens because they have to; because their past required them to lie low, or because

they have had to be hidden away by the authorities as part of some witness protection program. Sometimes, the word gets out; and the character has to flee, before the people he was running from catch up with him.

Need: Sometimes, despite every effort to stay solvent, the money just runs out. The business folds; the farm goes under; the company fires the character. This is the simplest, and commonest, explanation behind a citizen character's decision to quit the quiet life and become a Traveller.

Ruination: On occasion, something really bad happens, and the citizen has no choice but to pack his bags and head for the nearest transport offworld, to reach for the stars once again – as a refugee. War, disease, natural disasters and plain bad luck all take their toll. Someone could have accidentally left the gas on in the character's restaurant, turning the premises into an inferno; the character's loved one and children could have been killed by the tsunami that obliterated his home and neighbourhood.

SELLING POINTS

Just as with scholars, citizens need to bring along an asset to draw patrons. Adventurers with military backgrounds offer their fighting skills; entertainers can amuse their patrons or third party clients; and scholars bring their scientific minds and access to specialised tools and equipment.

What could a bureaucrat, labourer, colonist, architect or craftsman possibly bring to the patron's attention that they could not find locally?

Demand: For some reason, the character's specific trade skill or skills are in demand.

In the science fiction world of *Traveller*, some future technologies make skill sets obsolete – in a universe where robots can be programmed with steward or a manufacturing trade, what use would patrons have with mere stewards, bricklayers or tailors?

Traveller is a game set in a world where some skills *cannot* be programmed into a robot or expert system. A big construction robot can be rented to assemble a hospital unit in a colony; but there must be a life form to direct it; and the executive decisions in the day-to-day running of that hospital, once it has been built, may still require organic intelligence to make the decisions by law. A smart combine harvester can harvest any crop in the fields; but it still takes a farmer to plan which crops to plant, and some markets prefer face-to-face brokering to online trading.

In some jurisdictions, the law might be on the characters' side, with statutes put in place to forbid the programming of robots with certain select skills – Diplomat, Persuade, Animals (veterinary), Art, Drive, Investigate, Seafaring – simply to

protect the sanctity of skills owned by people. In the case of a skill such as Drive, the law might simply require that sophonts, not robots, be in charge of vehicles on the road, meaning that a citizen possessing Trade (tailoring) 4 could land a lucrative job simply for his Drive 2 skill, for instance.

People still need other people in *Traveller* – and the asset all citizens bring to the patrons is themselves; their broad range of skills, their experiences and their willingness to put in a lot of hard work.

Networking: One of the greatest assets of citizens is their knowledge of other people. A citizen with the Network benefit will never run short of useful Allies and Contacts. Every casual encounter in a gun store, construction droid rental outlet or agricultural market can be turned into a useful lead. No encounter is entirely useless to the shrewd citizen who knows someone who knows someone.

Reputation: Next to networking, a citizen's biggest selling point is his own reputation.

Sometimes, a citizen gets the high-paying jobs not because of his skill set – which might be mostly mediocre level 2, nothing higher than level-3 – and not even because of his Network of Contacts, Allies and the people he knows – but simply due to their own name.

Some citizen careers depend on the citizen's name and reputation to lend weight to a contract bid. Architects, in particular, rely on their name to get the jobs – their name, and the reputation of the buildings they have constructed.

The citizen who acquires, and maintains, his name and reputation is the one who gets the patron's interest. Mediocrity is for the stay-at-homes.

There might be plenty of options available – hiring locals, renting robots, other teams of characters led by a citizen with an equally powerful name and reputation. The only reason why the patron chooses this character is simple charisma. The citizen has a face that the patron likes, or has a deserved air of honesty. For some alien species which judge by scent, perhaps the citizen simply *smells* right.

Money: Sometimes, the money is just right. The citizen puts up lowest bid, or the patron realises that robots could end up costing far more than teams of labourers led by charismatic citizen leaders – namely, the players.

Luck: *Traveller* characters do not have a Luck characteristic – but if they did, some citizens' Luck would be 15. They get the jobs simply through happening to be in the right place at the right time.

GIFTED AMATEURS

Literature is full of stories featuring skilled civilian protagonists who possess levels of skill exceeding those of the professionals. This conceit is particularly true of the detective genre, where characters such as Sherlock Holmes, Jessica Fletcher and Miss Jane Marple regularly solve crimes which baffle the best police investigators.

Citizens who have pursued other careers may have a broad range of different skills. The following adventure and campaign hooks are based on many of the skills available to *Traveller* characters. They can form the basis for adventures, form the basis for a citizen character's story arc or provide referees with the seeds for entire campaigns.

Each skill or group of skills has three sections – Origin, explaining possible ways that a citizen could have acquired the skills; Use, which suggests possible scenarios in which the skills play a central role; and finally In Play, which gives referees a choice of three story seeds to introduce those skills in play, along with occasional use of supplementary skills listed after each entry as appropriate.

This list is not exhaustive. It also omits certain key skills – namely Battle Dress, Gun Combat, Gunner, Heavy Weapons and Melee – in order to emphasise scenarios where combat is less likely to be a factor.

ADMIN, ADVOCATE

Origin: Many characters learn Admin 0 or Admin 1, and leave the skill at that level. Likewise for Advocate; most characters learn only just enough Advocate to avoid suffering the -3 untrained penalty DM. The Functionary career pushes Admin and Advocate above level 1.

Use: Skilled amateurs develop a keen eye for red tape and a sense when The System is being used against them, not to mention a knack for turning that system around to work against others.

In Play: Roll 1D.

1-2: The player must navigate a Byzantine bureaucracy to secure clearance to trade in the offworlder market.

3-4: The crooked politician has embezzled ten million credits and has left a financial paper trail for the amateur forensic accountant to trace (use Investigate).

5-6: A favour for a friend: The player's Network needs him to set up a legal identity for one Eraz Adafet, who is actually the eighteen-year-old Cleaster Avoignee, eldest son of Senator Epitiers Avoignee. The false identity is necessary to allow Eraz to study at Hydritia University unrecognised – Senator Avoignee is a prominent donor to the university, and he does not want

accusations of favouritism to be levelled against his son. Adafet is his late wife's middle name, and Eraz his son's actual middle name (use Deception).

ADVOCATE, DIPLOMAT, LEADERSHIP

Origin: Characters who are involved in politics are going to develop these three specific people skills throughout their careers. Characters who develop these skills above level 1 become renowned as people persons and leaders.

Use: The players have to bring together a fractious group of people plagued by in-fighting and lead them.

In Play: Roll 1D.

1-2: The group is a ship's crew. The captain is dead, there is a pirate ship approaching the vessel's airlock and the players have to get the crew to work and fight together before the docking seal is breached.

3-4: The two factions are representatives of a factory's employers and their employees. The employees have been threatening strike action since they held a ballot three days ago, and the employers have threatened to bring in mercenaries to crack some heads. The players have to get everybody around the table to talk before the blood starts to flow.

5-6: In the wake of a major blackout which has left several city sectors dark, the players have to get straggling bands of survivors together to get them to safety.

ANIMALS (FARMING)

Origin: Characters from agricultural worlds might have this skill as level 0; few characters develop this skill much beyond this level.

Use: Players can use it in a game to recognise a crop (particularly one that is illegal) or to advise on how to plant crops.

In Play: Roll 1D.

1-2: Katha nut plants are illegal. The nuts grow underground, attached to the roots. Katha nuts require soil nitrogen to grow – and tonsani plants fix nitrogen in the soil. The farmer needs to plant rows of katha nuts between rows of tonsani plants; the tonsani keep pests away, and katha nut flowers look so similar to tonsani that most investigators who would not know what to look for might overlook the katha plants.

3-4: The cargo is a consignment of live edible plondak. The problem with edible plondak is that this time of year is plondak mating season; male plondak frequently injure one another while rutting, and the females mark their territories with sprays of musk, which could ruin the rest of the cargo – not to mention stink up the cargo hold.

5-6: The players need a diversion so they can make their way off the farm quickly. The farm's Drooperbeest herd is the perfect distraction: they are easily spooked by loud noises and stampede at the slightest provocation.

ANIMALS (RIDING)

Origin: Characters born and raised on low-tech worlds frequently learn this skill. Some specialise in riding beasts – trick riders, competitive jockeys, herdsman on TL 3 and 4 worlds and so on.

Use: Low-tech planets may require players to abandon their Air/Rafts and ground card and learn to ride beasts of burden just to blend in. Think of the TV series *Firefly*.

In Play: Roll 1D.

1-2: While investigating corruption at a klan racing studio, the players are hired to infiltrate the studio undercover as one of the klan hands.

3-4: Challenged by a noble, a player and the noble must race. The horses are finest Arabic thoroughbreds all the way from Terra.

5-6: The circus needs a trick rider for a few nights, while their regular star is resting up with a broken wrist. The horse, Spook, is as skittish as his name; he is only used to his rider, Lucy Casavic.

ANIMALS (VETERINARY)

Origin: Some campaigns focus on flying medics travelling from system to system, delivering medical aid to poor backwoods communities. Equally as important is the Flying Vet campaign, where the character is a travelling veterinarian providing medical aid to farming communities.

Use: The players' skill is needed in poor and farming communities. They might not pay money, but the players will never go hungry if the communities pay in kind, with gifts of crops and meats.

In Play: Roll 1D.

1-2: The livestock is dying. The players have to find out the cause (a fungal infection) and discover the cure (a common herb, which is in short supply on the island but which grows like a weed on the continental mainland) before the community starves over the harsh Winter.

3-4: The players have to determine whether or not the prize-winning horse which just came in first in the Regina Gold Cup flat race has been doped; and if so, with what performance-enhancing drug. The horse is clean, but the character discovers that it is a ringer.

5-6: A player's reputation as a horse whisperer is renowned. The player has plenty of opportunities to prove his skill with herd animals of all sorts, not just horses.



ATHLETICS

Origin: Characters do not suffer the -3 untrained penalty DM for use of Athletics specialities. Construction workers who worked high steel will have Athletics (climbing), and characters from coastal or riverine communities are likely to have Athletics (swimming) skill.

Use: Players who are expert swimmers or climbers might be paid to perform a task which requires use of this skill; perhaps they have to climb a mountain peak to reach a secluded monastery, or swim across a lake to infiltrate a fortress on an island.

In Play: Roll 1D.

1-2: Players with Athletics (swimming) 2 or higher could be hired to swim across lakes, rivers or other bodies of water.

3-4: Former rogues specialising in second-storey burglary could be called in to perform one last job, or to train someone to handle themselves at Athletics (climbing).

5-6: Not many courier runs require someone to carry the package long-distance overland on foot; but this job requires it. The rugged terrain makes it impossible to drive ground vehicles over, and there are no beasts of burden that can handle this particular environment, so players with Athletics (endurance) will be key.

ART

Origin: Any citizen can learn an Art; but some make a virtue out of their work, whether their art is writing, sculpture, photography or some other medium. Some former entertainers turned citizens still retain their Art skill.

Use: A players who made his name through his Art skill could be commissioned by a patron to produce a masterpiece; a players could use their Art skill as a hobby and produce a work which is in demand from art connoisseurs, or produce a series of works on a theme on commission.

In Play: Roll 1D.

1-2: The patron wants the players to travel across the subsector locating and take photos and sketches of octagonal buildings set up by a defunct organisation called the Octagon Society.

3-4: The artist is needed in court; his skill as a sketch artist is needed as the previous sketch artist has mysteriously disappeared in the middle of a high-profile trial.

5-6: The publisher needs the writer to publish more books detailing his travels across the subsector. His memoirs are already tapped out – so the player has to go on new adventures, revisiting his old haunts and reliving old, often painful memories.

BROKER, PERSUADE

Origin: Former merchants, and citizen characters who have worked in finance, will be familiar with this skill set.

Use: Players with these skills are useful to hire as negotiators and brokers for third parties, using their skill in the fine art of haggling to arrange satisfactory deals for everyone concerned.

In Play: Roll 1D.

1-2: The buyer has been killed in a drive-by. The patron wants the player to set up a new deal to shift the perishable contraband consignment quickly; the problem is, the new buyer is a bitter Rival of the patron, and the patron needs to keep his nose clean.

3-4: The book trade is every bit as cut-throat as any other. The clients are the patron – a noted author – and a number of local publishing houses. And the player thought those armed alien mercenaries from his marine days were a vicious crowd ...

5-6: Most merchants are content to just trade in items from one world to another. The players offer a different service – they look for needs in markets they visit and match those needs with cargoes in other markets, then make arrangements between the vendors and the purchasers. The players do not deliver the cargoes themselves – but they do arrange to get the cargoes transported through reputable free traders.

COMMS, COMPUTERS, SENSORS, REMOTE OPERATIONS

Origin: Drone operators are just as much in demand in civilian life as in the military. Citizens who learned to program and operate drones at any point in their careers can find plenty of work in a variety of fields – even working as consultants for the military or academia.

Use: Players can either make, maintain and rent out their own drones or be hired by patrons to do work for them, operating the clients' drones.

In Play: Roll 1D.

1-2: The mission is straightforward – the mission is to send the drones into inhospitable terrain where vehicles and animals cannot go. It is boring, but pays well.

3-4: The mission is search and retrieval. The civilian satellite fell somewhere in the Atorian Mountains, in a rugged area known to be patrolled by bands of aggressive primitives. The players must pinpoint the satellite's location, before the savages find the satellite and suffer exposure from the satellite's plutonium core.

5-6: The mission is security. The drones are to patrol the perimeter of a complex of buildings owned by the patron. The patron, an entertainer, has been receiving death threats lately from a crazed fan.

DECEPTION, INVESTIGATE, LEADERSHIP

Origin: Former agents turned citizens, and budding amateur mystery novel authors, revel in these skills. Wherever they go in the campaign, death always seems to follow close on their heels, requiring their deductive skills.

Use: Sometimes there are no local authorities to handle the investigation of a murder. Sometimes, the authorities are worse than useless – and in such cases, it falls upon the gifted amateur sleuth to solve the crime.

In Play: Roll 1D.

1-2: A noble, a noted keeper of fine birds of prey, appears to have been killed by his own pets. Despite it appearing to be open-and-shut, the character has suspicions.

3-4: The gifted amateur author is the first to stumble across the body of his Rival at a book signing. The police seem to be clueless. It appears to be a suicide, but the character cannot just accept that. There is a deeper answer somewhere.

5-6: Judging by the smell of bitter almonds, it appears that the late Colonel's gourmet dinner on board the liner had an added ingredient not present in anybody else's food – potassium cyanide.

DRIVE, FLYER, SEAFARER

Origin: Sometimes, a citizen develops an aptitude for driving, flying and piloting vehicles of all kinds. This aptitude can come from any career – seafaring scholars who piloted laboratory yachts across oceans, entertainers who made their career on the racing circuit; even medics who flew single-prop fixed-wing planes across the inhospitable bush to reach isolated communities.

Use: Expert drivers, flyers and pilots can be the focus of campaigns and adventures where a player is required for overland travel, air travel or voyages over bodies of water, or where characters are regularly expected to be involved in vehicular chases of various kinds.

In Play: Roll 1D.

1-2: The patron needs a skilled, experienced chauffeur and bodyguard who can get him out of danger, no matter what kind of vehicle he is driving.

3-4: The seafaring laboratory yacht *Last Tango* needs an experienced submersible diver to pilot the deep sea submersible *Teoma Akirov*, named after a historical submersible pilot from 300 years ago. The *Akirov* often finds itself exploring underground volcanic vents, deep fissures and sunken ancient ruins at the bottom of the worlds visited by the *Last Tango* and its parent ship, Lab Ship LS-33204.

5-6: There is always a challenger wanting to snatch the street racing trophy from the player. Even now, the character is player. So far.

ENGINEER, MECHANIC

Origin: Citizens with Engineer skills will always be in demand.

Use: Whether they are civil engineers plying their trade as architects, inventors of electronic devices, demolitions experts or even repairers of obsolete and primitive technology in a high-tech universe, such players will always be a demand

In Play: Roll 1D.

1-2: A satellite was launched thirty years ago, designed to fly ahead of the homeworld in its orbit, scanning the local star. Over the thirty years since its launch, the planet has advanced from TL 7 to TL 8. Now the probe has almost completed a full orbit, and it is advancing slowly upon the homeworld from behind. Unless its guidance systems are reactivated, it will impact on the homeworld and be destroyed. The problem is, the technology used to run the probe was junked long ago. The player will have to rebuild the remote ground control monitoring and guidance system from scratch (with Comms, Computers and Remote Operations).

3-4: The player makes a good living from flattening buildings, often putting on shows and inviting hundreds of people to watch from a safe distance as old architectural eyesores come tumbling down.

5-6: The player's TL 4 Engineer skills might be long obsolete, but they are in demand everywhere, with patrons paying him to visit astonishingly high-tech worlds of staggering beauty to repair clunky old traction engines and stranger steam-powered devices. It is a good job that steampunk is always in fashion among the rich, disaffected nobles of this subsector, and that the players 'primitive' acumen with brass, steam and steel cannot be programmed into any kind of expert systems.

GAMBLER

Origin: Part of being a good gambler is not only to know the character has a good hand or a bad hand, but also to know when the other person is bluffing. Former rogues and drifters who became citizens are the likeliest to pick up this skill.

Use: Often, this skill can be used alongside other people skills such as Broker, Deception, Diplomat, Leadership and Persuade. Players who master the art of reading other people's tells and concealing their own even under stress can make devastatingly effective negotiators, diplomats and brokers of deals.

In Play: Roll 1D.

1-2: The patron is sweating. The deal sounds sweet, but there is definitely something that he is holding back from the characters. The whole job stinks like a rigged game.

3-4: The alien Ambassador comes from a culture of people who are brutally honest. Deception of any sort is not allowed, and considered to be a mental disease to be ruthlessly stamped out among its citizens. At the negotiating table, she has no idea of subterfuge and is apparently incapable of bluffing, and she has the lousiest poker face the players have ever seen. But then, being a Telepath, she has never needed to learn how to lie.

5-6: The trader's microexpressions are like an open book. The odds are 6/4 in favour of him capitulating to the player's terms.

JACK-OF-ALL-TRADES

Origin: A versatile and powerful skill, Jack-of-all-Trades cannot be taught, and cannot be learned in play. Characters possessing Jack-of-all-Trades 3 are valuable assets, because

they can attempt virtually any skill in which they have no training, suffering no untrained penalties. A character with this skill can easily become someone like the protagonist of the TV series MacGyver, always improvising technical problems on the fly; however, the range of this skill could allow characters to attempt checks for social skills such as Language or Diplomat, not just Engineer.

Use: The player's versatility could be enhanced by having him pick up some real skills to fall back on – such as Engineer, Mechanic, Science, Language and Social Science (Linguistics). It is recommended he pick up at least Medic 1 or Explosives 1 before improvising tasks involving those skills – even if there are no untrained penalties, most people would prefer to receive treatment from a certified, competent medic, or to leave the task of defusing the unexploded nuclear warhead to an actual EOD expert.

In Play: Roll 1D.

1-2: The smuggler's cargo is a consignment of rare bird eggs, which need cataloguing and documenting.

3-4: The alien is speaking a language nobody has ever heard of before.

5-6: The passengers need something to occupy their minds on the trip, or they will riot; so the plan is to hold a poker tournament.

LANGUAGE

Origin: A well-travelled citizen is likely to have picked up a smattering of languages from the various aliens he came into contact with during the character generation phase. These skills can be essential in a campaign where the character frequently comes into contact with those aliens again.

Use: In addition to their usual roles above, the players can find use as translators, interpreters, amateur diplomats, brokers and negotiators.

In Play: Roll 1D.

1-2: The alien's tells are so different to human, but a bluff is a bluff no matter what the species.

3-4: Good job the player was around to hear her speak, or the chef might have killed the alien ambassador by accidentally serving her plondak meat – a species her digestive tract could not tolerate.

5-6: He has never heard these aliens speak before, but their words do not sound too dissimilar from Tinglat, Zancheesi and Didirton, all of which languages the player already knows.

RECON, NAVIGATION, SURVIVAL, SEAFARER

Origin: Any career which involved the character having to spend considerable time out in the wilderness, navigating under the stars and living off the land, would have given a character these skills. Former scouts and military types, ex-scholars who

spent their days studying botany or tracking migratory animals, and even some barbarian drifters from primitive worlds, would have use for these skills.

Use: Plenty of jobs require the player to lead groups of people out into the wild; the ability to survive far from the usual high-tech trappings of society, with its thermal blankets, computerised entertainments and packaged meals, can be essential.

In Play: Roll 1D.

1-2: The people are bored, disaffected nobles, looking for a good time hunting and photographing rare wild flowers and animals.

3-4: The ship landed in difficult terrain, carrying medical supplies. The player has to lead a force in through enemy-held territory to retrieve those supplies before they perish, and rescue whatever survivors they may find.

5-6: The cure they need to defeat the plague that is running rampant through the village can only be found on a distant bluff far from here. The villagers are running out of time.

STEWARD

Origin: The greatest artistry can come from a deep knack of knowing what the client wants. A citizen with a high level of Steward can make a name for himself as the go-to person for arranging fantasies for clients and third parties.

Use: The Steward skill covers a range of basic tasks, including not only catering, but also tailoring, management and etiquette. Carouse and Diplomat, and Trades such as tailoring, catering and so on can supplement Steward to increase the number of clients the player can cater for. Outside of a shipboard environment, add the player's skill levels in Carouse, Diplomat and the relevant Trades to Steward, and multiply this total by five plus the player's Social Standing DM. This is the number of customers the player can cater for.

In Play: Roll 1D.

1-2: The problem is not arranging the celebration – it is bringing together the team to work in harmony to make the event run smoothly.

3-4: The player has a party piece to die for, a troupe of dancers presenting at the climax of every show.

5-6: The ambassador is going to need something more spectacular than a plateful of small round chocolate balls individually wrapped in gold foil to impress the alien delegation.

TRADE

Origin: Many citizens are experienced in at least one Trade skill. Most can make a living at 100 credits times the Effect of the check per month. It might not be the most lavish of lifestyles, but at least they can survive.

Use: As well as manufacturing items, the player can assess the financial worth of items which fall under their Trade skill.

Assess Value: Intelligence or Education, 1-6 hours, Average(+0).

The true strength of Trade skill comes when the player's skill level reaches level 3 or higher. At that point, the player's reputation becomes a factor, and they multiply the amount they earn by a disproportionate amount, depending on how well they are known.

Social Standing DM	Multiplier
+0 or less	Unchanged
+1	Cr500 x Effect per month
+2	Cr1,000 x Effect per month
+3	Cr10,000 x Effect per month

For example: Varsht is becoming a legend in the luxury designer leather handbag trade. His Social Standing of 12 (+2) combines with his Trade (leather goods) 4 to grant him Cr1,000 times the Effect each month. In one month he rolls an Effect of 4; his trade earns him Cr4,000 that month. Not exactly comfortable, but he can start saving to get a High Passage ticket offworld in a few months.

These are some useful Trade skills, adding to the basic list of specialisations in the *Traveller Core Rulebook*.

Catering: Large-scale food preparation for feasts and banquets.

Horticulture: Creative gardening – floral, herbal, vegetable or landscape.

Woodcraft: Working wood to make useful or decorative items.

Metalcraft: Working metals to make useful items such as tools.

Jewelsmith: Making precious jewels from cut gemstones and precious metals.

Leathercraft: Working leather to make items such as shoes, handbags or clothing.

Tailoring: Making clothes, suits and apparel.

Weaponsmithing: The manufacture of a specific type of weapon, dependent on the technological level; at TL 3, the player could be expected to furnish crossbows, swords and

plate mail armour, and at TL 12 he could be expected to make and fix gauss weapons.

This rule can also apply to other skills such as Animals (veterinary), Animals (farming), Steward, Seafarer as appropriate, depending on the local market. The player can declare he will 'grind' for spare credits during the few months of elapsed downtime between adventures.

In Play: Roll 1D.

1-2: The wedding dress has to be special; attention-grabbing without being vulgar, enhancing the bride's looks without seeming tawdry. The bride is paying enough for it.

3-4: The garden has been entered into a competition. The player has to make it look spectacular.

5-6: The item is a fake. It is made of real gold and real gemstones, and it is worth Cr20,000 – but it is definitely not the original item, which is worth millions. The only question is why a forger would use real precious materials to make a copy.

VACC SUIT, ZERO-G

Origin: Every spacer character knows these skills to at least level 0. For their own survival, most diehard spacer characters train in them to at least level 1.

Use: Like Athletics (swimming) and Seafarer, this skill set is dependent on very specific environments – in this case, outer space and microgravity environments. The players might need to be hired to cross a vast, empty space inside a hollowed-out asteroid that is open to vacuum, or to lead a team constructing a space station under circumstances which require them to spend many hours performing EVAs.

In Play: Roll 1D.

1-2: The Zero-G Athletics Event competitors need a coach to get them to Olympic fitness.

3-4: The spacesuits on the ship have all been sabotaged somehow. But in what way, and by whom, and for what purpose?.

5-6: The deckplates have failed. The players have to fight off the attacking pirates in the corridors.

The Network benefit earned during character generation is only a part of Networking. The Network benefit represents the character's personal Network; his own personal resource – but it is not the only Network the character can gain access to.

ESTABLISHED NETWORKS

Some Networks have grown beyond the ability of one citizen to maintain, becoming autonomous organisations in their own right. The Travellers' Aid Society is a prime example of such a Network. It could be argued that the Societies and Fellowships which fund the research of scholars are also forms of Network, specifically set up by academic and other bodies to provide assistance to scholars.

The following named Networks provide very specific benefits. Each has their own specific origin, their individual fees and their particular membership prerequisites and prerequisite skills. Some Networks are available to careers other than citizens – these are indicated as such in the membership requirements.

Characters can join any of these Networks, providing they have the prerequisites to qualify, pass any required tests and pay the fees. Each such Network they join counts as a rank of Network. The player should make careful note of the named Networks he has joined.

The format for each Network listed below otherwise follows the format for non-corporate organisations in *Supplement 15: Powers and Principalities*.

ACTORS' UNION

Prerequisite Membership: Citizen or entertainer, entry is mandatory if the character is billed to appear on stage or screen

Prerequisite Skills: Art (acting)

Fee: Cr2,000 annual fee

Union membership is required for stage actors of any type, whether they are professional or amateur actors, screen actors or stage actors. They provide legal representation if an actor gets into trouble. The Union also provides a modest retirement pension and basic widows & orphans life assurance.

REFEREE

The local chapter head has recently died. There is a rumour that he had embezzled much of the pension funds which should have gone to the members.

PLOT

Tolan Fego, the late head of the local Union chapter has, indeed, salted away millions of credits in a hidden bank account. The players will need all their Investigate and Computers skills to track down the account, and Deception – or even Art (acting)! - to pass as Tolan.

There is a complication; the bank manager, Aivan Jyutel, has been having an affair with Tolan, and knew the features of his body intimately. Roll 2D. On 8+, it was Aivan who killed Tolan with poison, for cheating on her with one of the other bank staff. If the players do not know this, they are in for a rude awakening if they try to infiltrate the bank disguised as her victim.

FEDERATION OF CHARTERED SURVEYORS AND ARCHITECTS (FOCSA)

Prerequisite Membership: Citizen

Prerequisite Skills: Trade (architecture), Trade (civil engineering)

Fee: Cr10,000 annual fee, Cr500,000 lifetime membership

Members of FoCSA gain the abbreviation FoCSA after their name.

REFEREE

Every ten years, FoCSA's main sector branch holds a week-long feast-cum-networking event in the sector capital. Invitations are very hard to come by: Make a Difficult (-2) Soc check to secure one or two.

PLOT

The patron does not have a plus one to attend the meeting. If the players are not members of FoCSA themselves, they can accept the patron's invitation to attend the event as her plus one. Make an Average (+0) Carouse check to make a good impression at the event and reduce the patron's membership fee by 10% multiplied by the Effect; if the Effect is +1 or better, this will earn the character a singular award – a school named after him.

CLOWN GUILD

Prerequisite Membership: Entertainer

Prerequisite Skills: Art (acting), Steward

Fee: Cr2,000 annual fee

Members of the Clown Guild earn the right to be called clowns. Each clown has a unique configuration of makeup, which is known to clowns as their face. Local chapters of the Guild paint faces of their members on eggs and display them in a Clown Museum attached to the Guild building; their faces are also kept on a central database which is updated between chapters.

Clowns hold an annual service on the thirtieth day of each year to commemorate those of their brethren who fell in the line of duty the year before. Attendance is obligatory to show respects.

REFEREE

While the service is a solemn event, the wake is considered neutral territory. After the wake, the usual animosities and bitter feuds resume among the members.

PLOT

Death strikes at a funeral. Gogo is found dead in the ornamental pond of the crematorium, face down with the handle of a marine knife protruding from his back. This is no laughing matter.

FELLOWSHIP OF GALEN

Prerequisite Membership: Scholar, entry exam requires an Average (+0) Medic check.

Prerequisite Skills: Medic

Fee: Cr20,000 annual fee; Cr300,000 lifetime membership

Membership of this prestigious social club for physicians also includes privileged membership of the local golf club.

REFEREE

Many interesting deals are made over the course of a game of golf, particularly in the Nineteenth Hole during the traditional after-match booze-up. Players are encouraged to learn Carouse and Broker. Recon is also very useful, particularly out on the links – where little details such as wind direction and speed can make all the difference.

PLOT

One of the prominent members of this elite society, Dr Mormare Mortimer, has not been seen or heard from for four weeks. Most of his peers shrug off his absence, voicing the opinion that he will turn up again sooner or later, probably drunk in some seedy Startown house of ill repute.

His wife, however, is not so sure. She is willing to pay the characters to find him. The first place to start looking is the Golden Dream brothel – which is actually a front operation of the dangerous Muknukluk Brigade cartel.

GOLDING SOCIETY

Prerequisite Membership: Teacher; entry exam requires an Average (+0) Edu check

Prerequisite Skills: Leadership

Fee: Cr12,000 annual fee

Golding's doors are open to teachers of all stripe. They favour schoolteachers, and provide legal and sometimes financial assistance to teachers who need to travel between poor communities and backwoods planets. In this respect, the Golding Society can act as a form of funding society to teachers who maintain an active role in society.

REFEREE

When scandals strike teachers, they strike hard. The Golding Society provides as much legal representation as they can manage to afford – but they cannot afford very much. Golding, instead, spends its resources providing its members with guidebooks on safe conduct in public and with students, whether they are adults or children.

PLOT

There is a problem with the exam papers at the St Vistix school; someone seems to have hacked into their admittedly-insecure system (the system is security level 5, and the exam papers themselves are colour coded Grey, level 1 – see *Supplement 8: Cybernetics* for rules on hacking in cyberspace). The trail leads to a terminal in the Golding Society. Members of the Society are not above abusing the chapter's systems to hack into school computer networks to obtain details of examination papers to give their own children an edge.

THE HACKERS' CLUB

Prerequisite Membership: Citizen, scholar, Edu 8+ or Int 8+

Prerequisite Skills: Computers, Comms, Engineering (electronics), Mechanic, Remote Operations

Fee: Cr11,000 annual fee

A club for smart people and tinkerers with technology of all sorts. The club provides white-hat cyber security consultants to paying clients. Members are paid to break into client databases to expose security weaknesses, then provide advice to the clients on how to shore up their I.T. architecture to eliminate those holes.

REFEREE

The club rarely meets face to face, and never meets online in groups larger than two or three in one location, for the sake of maintaining operational security (opsec).

To ensure the secure dissemination and distribution of club data, the club has adopted an elaborate system of warchalking – marking wifi hotspots in augmented reality and in the real world – and dead drops – data storage wafers partly embedded into walls and surfaces in out-of-the-way places, requiring a Very Difficult (-4) Recon check to spot if you do not know where to look and a Very Difficult (-4) Streetwise check even to know the network is there.

Recently, the government has been seeking re-election by going on a populist anti-hacker platform, singling out hackers of all kinds, white hat, black hat and grey hat, and painting them all with the same indiscriminate tar brush of ignorant prejudice.

PLOT

One of the dead drops turns out to be a powered node connecting a player to a 'dark net' of anonymous connections. The club is arranging to meet virtually in this dark net; the players must police the meeting both online and in the real world, to keep out undesirables and to keep the law off everybody's backs, because what they are planning is strictly black-hat; they want to bring down the local government by exposing all the corruption in its members. All of them.

ODYSSEUS SOCIETY

Prerequisite Membership: Scout on detached duty, retired scout

Prerequisite Skills: Any

Fee: Cr1,000 annual voluntary donation; waived for formally-retired scouts (age 66+); bulk of maintenance costs provided for by bequests from wealthy former scouts

This society is a Network for scouts. Sometimes, the petty bureaucracy of the Service can get rather stifling. Odysseus Society members run the local scout bars attached to scout bases and stations. Its medics run their hospitals, and members run the schools, train new scouts and provide generous widows' and orphans' pensions.

REFEREE

The Odysseus Society's branches are the perfect marketplace for Secrets (see *Book 3: Scout* for details of the Secret benefit) and an ideal location to pick up on the juiciest rumours bandied about by members of the Scout Service.

PLOT

There are always rumours of crashed scout ships floating about. Some scouts ask how it is possible for scout ships to manage to fly at all (to which other scouts reply 'they don't'). However, this one is more plausible than most. It concerns Survey Ship 54-UCY5-411Y, which is said to have crashed five years ago in a jungle on a moon in the system; a moon which is far from lifeless, but which has no human inhabitants. At least the green moon exists.

THE PLEBISCITE

Prerequisite Membership: Citizen, merchant or noble

Prerequisite Skills: Admin, Engineer, Mechanic or Trade

Fee: Cr10,000 annual fee

A general society for networking citizens, particularly those engaged in a trade making and selling goods for market.

REFEREE

Despite its reputation as a club for the common people, the Plebiscite attracts a lot of rich nobles, often taking on the role of patrons in the traditional sense – supplying commissions to craftsmen to design pieces for them, whether in sculpture or paintings, or palaces or landscape gardens.

This club is a place where freemen and nobles can freely rub shoulders.

PLOT

Things have not been going too smoothly for the club of late. Old friendships with established noble families have been torn apart by recent deaths among the noble families, followed by the appointment of less sympathetic, brash younger nobles. The players are hired by the patrons of the club to smooth some ruffled noble feathers while, at the same time, providing them with an escort to an event in the lavish, palatial chapter house of the local branch of the society.

PURSEERS' CLUB

Prerequisite Membership: Citizen, merchant, Soc 8+

Prerequisite Skills: Admin, Diplomat, Steward

Fee: Cr15,000 annual fee

Infrequently, ship's pursers and stewards meet up in startown to discuss their adventures as the forgotten crewmen. The role of maintaining the ship's books and keeping tabs on crew wages, takings from passengers' passage tickets and the contents of the cargo hold, never seems quite as glamorous as the stories of derring-do, of being chased around moons and planets by marauding pirate corsairs. Still, there is some measure of satisfaction in keeping the ship solvent and afloat; and the Pursers' Club is the place to celebrate these quiet successes.

REFEREE

This is a good place to hear information about vacancies on board trader and other vessels, granting DM+4 to checks to find a Contact with information regarding a vacant position on a vessel currently docked at the local starport.

PLOT

Some valuable level 3 blue-coded data (see *Supplement 8: Cybernetics*), apparently the specs for some kind of new

superliner, has fallen into the patron's hands. The characters must ferry this data across town, dodging the thugs sent to intercept them by the patron's bitter Rival.

The players are on the clock. In six hours, there is a ship lifting off from Dock 7. The aim is to get the data wafer to that ship and to their Contact (another Pursers' Club member) before it lifts. After is too late.



PEOPLE SKILLS

Social skills are the key to advancement in *Traveller*; Admin, Advocate, Art, Broker, Gambler, Investigate, Steward and Tactics all involve people to some extent.

The five purest Social skills are Carouse, Deception, Diplomat, Leadership and Persuade. With these 'talking' skills, a player can humiliate an obnoxious loudmouth with a well-aimed sarcastic put-down, fast-talk his way out of getting lynched, seduce an alien ambassador, berate a subordinate for insubordination, defuse a war and convince an army of frightened novices to walk through hell with him.

Citizen characters spend more of their time with other people than most, and develop close bonds of trust with those people – a commodity that is hard to come by in the universe of *Traveller*, where most normal forms of social interaction either involve getting one over on another person at that person's expense – or just shooting them.

Players who are citizens, or who work with citizens, can learn how to use these main social skills in ways that are not listed in the *Traveller Core Rulebook*.

USING SOCIAL SKILLS

The Effect of a social check can have a varying degree of success, and sometimes a player will have to make a number of successive checks to have the desired effect; working on people to wear down their defences. Sometimes, the result is so bad – or so excellent – that the player need do no further work. Either the subject utterly rejects his use of the social skill beyond recovery, or capitulates completely.

The subject or subjects react according to variations on the Response Table. A sample Response Table is presented below.

2D	Response	DM
2-	Hostile; subject breaks off further contact	Fail
3	Repulsed; subject squirming in his seat	-4
4	Unconvinced; subject going cold on the deal	-3
5	Distancing; physically backing away	-2
6	Hesitant; feeling slightly suspicious	1
7	Neutral; neither convinced nor unconvinced	+0
8	Hesitant; needs further convincing	+1
9	Definitely interested; leaning forwards	+2
10	Convinced; subject warms to the deal	+3
11	Hooked; subject cannot look away	+4
12+	Capitulation; subject gives in completely	Success

The Effect of the appropriate check can alter a subject's response up or down.

The original response for the subject is randomly determined with 2D, with initial DMs applied to the roll. The DM is applied to further attempts to change the subject's response. The closer the response is to one of the extremities, the harder it will be to reverse the outcome from there.

For example, Dr Loluc Puterile is trying to get the Symposium to agree with him that the planet Botterond needs to relinquish nuclear fission and embrace nuclear fusion and wind power. The experts start at response 6, meaning that Dr Puterile's speech will suffer DM-1 due to their suspicions of the new technology.

If they'd started at response 5, Dr Puterile's Persuade attempt would suffer DM-2.

Responses 10 through 12 are successful outcomes. The player need not do any further work once the subject is at these responses, though the outcome could be revised downwards later. Response 12 represents unfailing commitment; it would take a Formidable (-6) effort to change the minds of subjects with this level of commitment.

Responses 2 to 3 are failure outcomes. The outcome can be revised upwards later unless the response is 2 – which represents complete failure and the end of further efforts without a Formidable (-6) effort to change the subject's mind.

Effect	Steps Changed
-6 or below	Automatic fail, subject's response reset to 2
-5	Reduce step by -4
-4	Reduce step by -3
-3	Reduce step by -2
-2	Reduce step by -1
1	No change to step
+0	No change to step
+1	No change to step
+2	Increase step by +1
+3	Increase step by +2
+4	Increase step by +3
+5	Increase step by +4
+6 or above	Automatic success, subject's response reset to 12

The Effect table applies to all of the tables below.

Time Limits

The referee can impose a time limit, or assign a strict maximum number of attempts to the player, depending on the urgency

of the attempt and the need to obtain a positive result quickly. This could be twice the character's Social Standing DM, or a maximum of 1D minutes, with each attempt taking 10-60 seconds.

ENCOUNTERS

Presented here are a set of encounters using the primary social skills, along with applicable DMs applied at each and response tables adjusted to suit the encounter.

CAROUSE

Characters who specialise in Carouse are the life and soul of the party. High levels of Carouse are the domain of characters who can arrange and organise grand parties, who can make people feel good about themselves or cut someone down with a snappy one-liner, and who can blend in to a wake or a wedding reception with equal ease.

GRAND ENTRANCE

The player bursts into the room at just the right moment, drawing everybody's attention.

2D	Response	DM
2-	Crowd turns their back on the player	Fail
3	Jeers and mockery from the nonplussed crowd	-4
4	Stony silence; a nervous titter from the back	-3
5	The crowd nearest the character back away	-2
6	Some disturbed murmurs	-1
7	Neutral; neither convinced nor unconvinced	+0
8	Faint approving murmurs	+1
9	The crowd nearest the player turn to face him	+2
10	The whole room stops to pay attention to the interloper	+3
11	Rapt attention from the room	+4
12+	Crowd swayed by player's entrance	Success

Referee's Note: The player, in this case, only gets one chance to make the initial impression.

DM: Atmosphere already tense: -2; atmosphere upbeat: +2; character is inappropriately dressed for the event: -4.

CHARM THE ADMINISTRATOR

At the golf course, the player 'accidentally' bumps into the administrator who just rejected his application for a trading licence.

2D	Response	DM
2-	Administrator shuts player down completely	Fail
3	Administrator mocks the player's transparent efforts	-4
4	Administrator unconvinced of the player's case	-3
5	Administrator is doubtful of the player's honesty	-2
6	Administrator is hesitant but unconvinced	-1
7	Administrator is unconcerned	+0
8	Player's case sounds intriguing, but needs work	+1
9	Administrator asking what is in it for him	+2
10	Administrator is convinced, and wants to know more	+3
11	Administrator is rapt	+4
12+	Administrator committed to grant the trading licence	Success

Referee's Note: Roll 8+ on 2D; if this is a success, the administrator initially refuses the license because he was after a bribe, and the Cr1,000 bribe initially offered was pitiful. The administrator also prefers a little discretion.

DM: Player is discreet in offering bribe: +2; bribe is Cr2,000: +1; bribe is Cr5,000: +2; player deliberately threw the golf match so the administrator won: +2

GATECRASH THE WAKE

The mission requires that the player gain the ear of Zosie, the grieving widow of the late Captain Claude Pitterand, to obtain from her the password to Unit 24 of the storage facility, so he can get hold of the cargo stashed there. Unfortunately, Zosie is the centre of attention at the wake for her freshly-buried husband, and the clock is ticking on the perishable cargo.

2D	Response	DM
2-	Mourners close ranks; demand the player leave	Fail
3	Mourners challenge the mourner, requesting identity	-4
4	Mourners shun the player, turning away	-3
5	Mourners nonplussed by the player's presence	-2
6	Mourners hesitant, unimpressed by the player	-1
7	Mourners do not notice the player	+0
8	Mourners only a little impressed by the player	+1
9	Player's attitude gains approval of mourners	+2
10	Zosie asks about the player; positive responses	+3
11	Mourners accept player as one of their own	+4
12+	Mourners take player straight to Zosie	Success

Referee's Note: The name Zosie should be pronounced 'ZO-sha,' not 'Zoh-SEE.'

DM: Player pronounced Zosie's name correctly: +2; player mispronounces Zosie's name: -4; player behaves respectfully: +2.

DECEPTION

Deception covers a variety of tasks: disguise, sleight of hand and prestidigitation, confidence trickery, fast-talking, bluster, concealment and so on – not to mention plain old-fashioned lying and looking convincing while one lies.

Master deceivers are typically distrusted by people, even by one's own teammates; once a player gets caught out in a lie, what else will that player have been hiding? Once a player is exposed, everything the player does becomes suspect.

Most players who have Deception as their strong suit skill typically need to establish an unwritten rule; lie to the local cops, to strangers, to guards, sure; but never lie to one's own teammates.

CAUGHT BY SECURITY

The security guard came upon the player at random. This guard is not following the pattern the player established in his reconnaissance of the installation.

2D	Response	DM
2-	The guard attempts to detain the player	Fail
3	Guard is going to be very difficult to convince	-4
4	Guard is distrustful of the player	-3
5	Wary guard not inclined to believe the player	-2
6	Guard is hesitant but wary	-1
7	Guard is neutral	+0
8	Guard is hesitant, but prepared to believe	+1
9	Guard is inclined to believe the player	+2
10	Character is making a convincing case	+3
11	Guard finds it hard to disbelieve the player	+4
12+	Completely convinced of the player's identity	Success

Referee's Note: The guard is a novice, only appointed to the role in the last week. Roll 8+ on 2D. If this is successful, the guard is not who he seems, but is an infiltrator – an adventurer, pursuing a different mission to the player.

DM: Guard is actually an infiltrator: +2; player disguised as a superior: +2.

'PLEASE ANSWER THIS SECURITY QUESTION'

The bank account needs the holder's face, iris and voice ID. The player has secured a high-tech face mask, iris contacts and voice synthesiser. There is only one more obstacle; the living, organic bank teller has just asked the player a security question that only the bank account holder knows the answer to.

2D	Response	DM
2-	The teller shuts the system down and alerts the guards	Fail
3	The teller is deeply suspicious	-4
4	The teller is inclined to ask her line manager to jump in	-3
5	The teller demands further identification for confirmation	-2
6	The teller is wary and a little suspicious	-1
7	The teller is neutral	+0
8	The teller is hesitant, but inclined to believe the player	+1
9	Teller decides that further IDs are a formality	+2
10	The teller is convinced, but will check details to be sure	+3
11	The teller thinks she is talking to the account holder	+4
12+	The teller is completely convinced by the player	Success

Referee's Note: The teller could be new at the job (roll 8+ on 2D for this to be true); the player can convince her that the problem lies with the security system.

DM: Player succeeds in an Average (+0) Int check to recall a detail he had learned of the account holder's life (maybe the name of his dog, Rinzler): +2; the teller knows the account holder personally: -4; the teller is new: -2.

PANEL OF EXPERTS

The player has convinced the funding body that the paper he is presenting is sound. He now has to convince the board to fund the experiments further.

There is one complication. The player presenting the case before the board is not the one who wrote the paper.

2D	Response	DM
2-	The board dismisses the funding attempt outright	Fail
3	Annoyed; the board agrees to 10% of the funding target	-4
4	Unconvinced; the board agrees to 25% of the funding target	-3
5	Wavering; the board agrees to 50% of the funding target	-2
6	Hesitant; the board agrees to 75% the funding target	-1
7	The board funds the exact amount requested	+0
8	The board overfunds 105% of the amount requested	+1
9	The board overfunds 110% of the amount requested	+2
10	The board overfunds (1d6) x the amount requested	+3
11	The board overfunds (2d6) x the amount requested	+4
12+	The board overfunds (1d6+6) x the amount requested	Success

Referee's Note: If the player has the same Science skill as the absent applicant, even if it is lower than the applicant's level of knowledge, he can add his Science skill and Edu DM to the check. If the player has no Science skill applicable, he suffers the DM-3 untrained penalty and cannot add his Edu DM to the check.

DM: As described above.

DIPLOMAT

The fine art of behaving in high society. Characters who master Diplomat are accustomed to dealing with nobles and important personages. Details are important to someone with a high Diplomat skill, from the proper term of address for a given rank, to the order of preference for many titles.

ARRANGING FORMAL INTRODUCTIONS

The player has the task of arranging the formal introduction of the young Lady Aemurceste to the Baron Latonyami of the planet Aseicoli. He has already met the Baron once, at a formal do two years ago where he himself was introduced to the Baron by a third party.

2D	Response	DM
2-	The Baron shuts you down. The player is asked to leave	Fail
3	The player has disgraced himself in the Baron's eyes	-4
4	The Baron responds brusquely and angrily	-3
5	The Baron looks disapprovingly at the player's gauche attitude	-2
6	The Baron glances briefly at the player before bowing	-1
7	The Baron barely acknowledges the player's presence	+0
8	The Baron gives Lady Aemurceste a brief glance	+1
9	The player introduced Lady Aemurceste satisfactorily	+2
10	Lady Aemurceste instantly charms the Baron	+3
11	The Baron is captivated by Lady Aemurceste	+4
12+	The player's adherence to proper protocol is praiseworthy	Success

Referee's Note: If the player's Soc DM is higher than the Baron's, add it to the initial die roll.

DM: Applicable DMs described above.

SOOTHE RUFFLED FEATHERS

Gethit Adelia, a commoner, has just insulted Duke Aidiospex during negotiations. The Duke commands the 1800 Fleet, poised above the planet Stommerloor ready to invade it.

The players must calm down the Duke, or all hell will break loose.

2D	Response	DM
2-	The Duke storms out. Duck and cover.	Fail
3	The Duke is very angry and very loud.	-4
4	The Duke repeatedly slams his shoe on the table.	-3
5	The Duke is red-faced and pointing at Gethit Adelia.	-2
6	The Duke is speechless and fuming.	-1
7	The Duke is unimpressed either way.	+0
8	The Duke accepts an apology – and ownership of a moon.	+1
9	Apology, and MCr100, accepted.	+2
10	Compensation of MCr10 and grovelling are acceptable.	+3
11	The Duke accepts a grovelling apology from Gethit.	+4
12+	Gethit cannot escape a grovelling apology.	Success

Referee's Note: Gethit's father was killed by the Duke's son. If Gethit finds out, he will never apologise for his slight.

DM: If the player's own Social Standing DM is higher than the Duke's, apply it to the roll.

RECEIVE THE ALIEN AMBASSADOR

The alien ambassador is one of the most beautiful beings the character has ever seen. A powerful telepath from a race of telepaths, the ambassador's race prides itself on brutal honesty between its citizens. But here, among capricious, mendacious non-telepaths, her own mind-reading powers suppressed as requested, she is a fish out of water. She needs the player's help as much as he needs the trade agreements between their two peoples to go ahead.

2D	Response	DM
2-	The ambassador leaves the room. Negotiations are over	Fail
3	The ambassador adjourns for 1D days to consult	-4
4	The ambassador consults with her people for 1D hours	-3
5	The ambassador talks to her people for 1D minutes	-2
6	The ambassador feels awkward at the player's words	1
7	The ambassador is neutral	+0
8	While shy, the ambassador is interested in talking	+1
9	The ambassador likes what the player is telling her	+2
10	The ambassador engages in lively debate	+3
11	The ambassador expresses her ability to trust the player	+4
12+	Negotiations proceed swiftly to a satisfactory result	Success

Referee's Note: The ambassador might be more inclined to listen if the player possesses even level 1 in her language.

DM: Player has a suitable Language ranked 1 or higher: +2.

LEADERSHIP

Leadership has a multitude of uses. It can direct, inspire and rally troops in combat, raise the morale of a fighting unit, and it is also the key skill used to teach and instruct people. Here are three more ways one can use Leadership skill, other than in combat.

RABBLE-ROUSING

The angry, starving peasant mob is gathered outside the aristocrat's palace, waiting to hear the player's words. Everything rests on what the player says now.

2D	Response	DM
2-	Hostility: the audience pelt the player with rotten food	Fail
3	Jeers, catcalls and open mockery	-4
4	Open, sustained heckling	-3
5	One lone heckler and a lot of dissatisfied muttering	-2
6	Stunned looks on everyone's faces	-1
7	The audience is neutral	+0
8	The audience is paying attention to the player	+1
9	Upbeat mutterings in the crowd; polite applause	+2
10	A few voices shouting encouragement; wild applause	+3
11	Many cheers; standing ovation	+4
12+	The crowd eat out of the palm of the player's hand	Success

Referee's Note: If the player's Soc DM is +1 or higher, apply the DM as a *penalty* to this roll.

DM: Player dressed as a peasant: +1.

POWER WALK

Sometimes, a player just has to breeze through a crowded room as if he owns the place. He has to adopt a Power Walk; not too quick, not too slow, a leader's walk, unconcerned with petty details such as whether or not he is actually acknowledged as a leader.

2D	Response	DM
2-	Player trips over his shoelaces; ends up prone	Fail
3	Nobody notices the player	-4
4	Embarrassed coughs from the crowd	-3
5	Some sneers from passers-by	-2
6	Some murmurs of annoyance	-1
7	Nothing much	+0
8	Murmurs as people pay attention	+1
9	People turn to look at the player	+2
10	People turn to look at the player with awe	+3
11	Civilians struggle to get out of the player's way	+4
12+	Civilians recede like the sea front before the tsunami	Success

Referee's Note: Whether this is in a busy street, a rowdy bar, a corporate board meeting or a noble's court, a power walk is always intended to draw attention to the walker, even as the crowds part to let the walker through. If it is successful, the response DM can be added to any checks based on Social Standing for the first 1D minutes of the player's entrance.

DM: Player wearing appropriate clothing: +1.

TAKING CHARGE

The player picks himself up from the rubble. The building was rocked by something – bomb, quake, whatever it was. It has left corridors and rooms collapsed. People are stumbling blindly in what is left of the corridors.

The player is trained in rescue missions. He needs to take charge of the survivors, get the injured to safety for treatment and organise the able survivors into a coordinated effort to rescue those still trapped under the rubble.

2D	Response	DM
2-	Rout: the effort is uncoordinated, worsening the situation	Fail
3	Survivors are openly insubordinate	-4
4	Survivors not interested in working together	-3
5	Survivors just want to get their own loved ones out	-2
6	Hesitancy; the survivors just need a little push	-1
7	Survivors are neutral, disinterested	+0
8	Hesitant survivors stop what they are doing to listen	+1
9	Survivors turn to hear what player is saying	+2
10	Survivors accept what player says and take his lead	+3
11	Survivors coordinate into an effective rescue force	+4
12+	Survivors committed to the player's directions	Success

Referee's Note: The responses of the crowd will differ, depending on the building. A military barracks would be easier to organise than a colony of artists and freethinkers on a planet with government and a Law Level of 0.

DM: Anarchist community: -4; militia force: +2. Player is a superior officer: +2 with own military, +1 with civilians used to taking orders from authorities. Player is member of an emergency service: +2 with civilians.

PERSUADE

Characters who master this skill become renowned for their warm, easy-going personalities, and their almost hypnotic power in getting people to do things their way. Charm comes naturally to characters with high levels of Persuade; they become seductive sirens, magnetic speakers and consummate

charmiers. It can be very difficult for someone to stay angry at a master of Persuade for very long.

HAGGLING

Fuel is Cr100 per ton, and refined fuel is Cr500 per ton. The crew of the Free Trader *Vacuum Flower* could do with the good stuff, but they only have enough money to fill the fuel tanks with unrefined fuel. They have heard, however, that the attendant is somewhat bored; some of the luxury goods from the cargo manifest might go some way to persuading him to part with refined fuel at a reduced charge.

2D	Response	DM
2-	A disgusted attendant charges the full amount	Fail
3	Attendant decides there is nothing in the deal for him	-4
4	Attendant not inclined to want to haggle	-3
5	Attendant grumbles that player is cutting his throat	-2
6	Attendant sniffs at the player's offer	-1
7	Attendant is not interested in haggling either way	+0
8	The attendant perks up a little at the offer on the table	+1
9	The attendant might like a little sweetener up front	+2
10	The attendant picks out what he is after from the manifest	+3
11	The attendant is hooked	+4
12+	Attendant happy to charge Cr100 per ton for refined fuel	Success

Referee's Note: Some of the luxury items offered might be considered contraband in the local jurisdiction. The attendant could be very interested in some of that.

DM: Contraband luxury items offered: +2. A little extra something for the attendant's girlfriend: +2. Treats for the attendant's dog: +2.

BREAKING THE STONEWALL

The player needs to get to see the CEO immediately, but the PA is in the way. It will take some sweet-talking to get past her. The player can opt for bribery, flattery, or a flirtatious spot of seductive misdirection to get her out of the way while the rest of the team sneaks past them while she is distracted. There is only a photo of a dog on the PA's desk, and she is pretty beneath that stern, matronly façade. Seduction could be the best option.

2D	Response	DM
2-	The PA shuts the player down and calls for security	Fail
3	The PA sees right through the player, calls him out	-4
4	The PA declares she has better things to do with her time	-3
5	The PA resists the seduction or distraction attempt	-2
6	The PA looks with suspicion on the player	-1
7	The PA is disinterested	+0
8	The PA is interested in what the player is saying	+1
9	The PA is drawn to the player's easygoing smile	+2
10	Something about the player's manner is charming her	+3
11	The PA is hooked on the player's words and eyes	+4
12+	The lonely PA is putty in the player's hands. Be kind	Success

Referee's Note: The PA could only recently have broken up, in which case she might still have some lingering affection for her ex. Sometimes, if her step is low, backing off could be just what is needed to yield the sought-after end result; flattered by the attention and realising that the player is honourable enough to be a gentleman, the PA might grant the audience the player seeks if he switches tack halfway through and demonstrates honesty instead of laying on the charm.

DMs: If player realises he is losing the battle and reveals his honest intentions with grace (Average Soc check): PA reverses her stance, going from a low response to a high one.

'NO TIME TO EXPLAIN. GET IN THE CAR.'

Sometimes, you have to be daring, and the target of the extraction seems not to be remotely interested in leaving her present company, even if the client company is offering three times her present salary and far better facilities (and more loyal subordinates). Time is running out, and the target could be in danger of being eliminated by her own people rather than have her fall into enemy hands, despite the target's seemingly unwavering loyalty.

This encounter is on the clock. Players have a maximum of two rolls before the cleaners get to the scene; if they do arrive, the next rolls the players make will have to be for initiative.

2D	Response	DM
2-	Target violently reject the player; attempts to flee	Fail
3	Target strongly disinclined to join the player	-4
4	Target takes 10-60 seconds to reject the player	-3
5	Target takes 1-6 seconds to reject the player	-2
6	Target is wary, hesitant and suspicious	-1
7	Target is neutral, disinterested	+0
8	Target hesitant; could take a full minute to decide to get in	+1
9	Target takes 10-60 seconds to decide to board the vehicle	+2
10	Target looks around 1d6 seconds before deciding to get in	+3
11	Target hesitates before getting into the vehicle	+4
12+	Target sees the light, and jumps in without hesitation	Success

Referee's Note: The cleaners could arrive prematurely, forcing the target's hand.

DM: None.

TEACHING AND INSTRUCTION

The *Traveller Core Rulebook* describes how characters learn new skills, and *Book 1: Mercenary, Second Edition* describes how Leadership is used to teach new skills and increase skill levels. This section expands on that, making the process of teaching a more involved process which a referee can convert into a full scenario.

While this section is of interest to teacher characters, any character can teach – even characters with no Leadership skill (though they would suffer the usual DM-3 untrained penalty).

WILLINGNESS AND ABILITY

In order to begin learning, the subjects must not only be willing to learn; they must also have the potential capacity to learn. Some skills such as Athletics can be taught to any subjects, since Athletics skill has no untrained penalty DMs; however, some subjects might find the training harder than others, due to low physical characteristics hindering their development.

Some skills are also naturally harder to learn than others; a Language skill might be harder to learn than a simple Trade, a TL 5 subject might find it difficult to learn Computers, and some people are simply not good at Engineer, Seafarer, Streetwise or Pilot.

Conversely, some rare star pupils might be naturally gifted in these fields, adopting the ways of their chosen skill as if born to them. Gifted writers and artists, skilled tailors and cooks, people with green fingers, spacer children who take to Zero-G environments with ease, born leaders; learning to improve their skills beyond mere competence comes so easily to them.

Both willingness and ability are rated between -3 and +3. These are applied as DMs to the roll to determine the initial step, as well as to all teaching rolls. A star pupil could have a natural gift for the skill being taught (+3) but be reluctant to learn from the character (-1), leading to DM+2. Conversely, a subject could be Eager to learn (+2) but Incompetent (-3), leading to DM-1 to attempts to teach him.

DM	Willingness	Ability
-3	Resentful	Incompetent
-2	Unwilling	Clumsy
1	Reluctant	Awkward
0	Neutral	Neutral
+1	Willing	Competent
+2	Eager	Talented
+3	Committed	Gifted

These can be applied either to individuals or to entire groups of individuals.

THE TEACHING ROUND

Each teaching round takes 1-6 hours, with a maximum of two rounds per day. Each round is devoted to one of three things.

- Improving the Willingness of a student or class with Willingness DM+0 or less.
- Improving the Ability of a student or class with Ability DM+0 or less.
- Improving the skill.

The teacher can only spend one round in a day improving Willingness, and only one round in a day improving Ability. Willingness and Ability can only be improved to Willing (+1) and Competent (+1) in this way.

Other DMs are as described in *Book 1: Mercenary, Second Edition* and the *Traveller Core Rulebook*. These are as follows.

Teaching a single student	+1
Teaching 5-10 students	-1
Teaching 11-30 students	-2
Teaching more than 30 students	-4
Instruction time cut in half	-2
Other activities undertaken during instruction	-4

Success Points

For every round spent teaching the skill, rather than improving Willingness or Ability, the character rolls Leadership and adds his Education DM, applying the other DMs above, including the Willingness and Ability DMs of the student or class.

The character gains success points equal to the Effect of this roll, which are added to a cumulative total. A negative Effect can reduce the success points total. The points total is compared to a target number determined by the referee, typically 18 minus the student's Int or Edu, whichever is the higher value.

Once the success points total reaches or exceeds that target value, the student either gains the skill being taught at level 0, or increases one existing skill by 1.

IMPROVING SKILLS AND SKILL POINTS

Skill points make it harder to improve new skills, as described in *Traveller Core Rulebook*. Multiply the target number by the number of skill points the character already has, to work out the target number for improving a skill or gaining a new one to level 1.

Jack-of-all-Trades cannot be taught by this method.

CHILDREN

Traveller assumes all characters are fully grown, some seasoned veterans with many years of life experiences behind them, and that the people they meet are also adults.

In this book, characters can deal with NPCs who are children, adolescents or young adults. Children have many physical and developmental differences which set them aside from adult characters. It is recommended that players should not run characters who are still only children without express permission from the referee.

STAGES OF DEVELOPMENT

Human children go through a number of physical and mental developmental stages; child (7-12), adolescent (13-15) and young adult (16-18). Babies, infants, toddlers and children up to six years old are developmentally incapable of playing a significant role – assume all physical and mental characteristics are at 1, including their Speed.

The differences between children and adults are as follows.

CHARACTERISTICS

Children are still physically and mentally developing. Characteristics are 1D for children and 1D+3 for adolescents. Young adults are mature enough physically and mentally to begin to handle themselves – their physical and mental characteristics are rolled for as normal.

SKILLS

Children of all ages have no skills to speak of. Children have to be taught the rudiments of the skills they take with them to adulthood; by the time they reach the young adult stage, they will have learned the basic homeworld skills that characters would learn to level 0, the same as described in the *Traveller Core Rulebook*.

Children suffer the untrained DM-3 in every task check apart from Athletics. The teaching round process above replaces that penalty DM with Willingness and Ability DMs. In normal play, use the regular untrained DM-3.

COGNITIVE DEVELOPMENT

Jean Piaget noted that human brains develop in four stages, these being as follows.



Sensory Motor Period (0-24 months): The infant is learning basic motor skills, including speech and locomotion.

Preoperational Period (2-7 years): The child's speech patterns begin to develop along abstract lines. In the moral-ethical realm, the child has not developed best judgement on what is moral and ethical, relying instead on simple do's and don't's imposed by adult authorities.

Period of Concrete Operations (7-12 years): Characterised by increasing capacity for logical thought and ability to process simple problems by breaking down tasks into simple steps. Less egocentric thinking and more abstract reasoning.

Period of Formal Operations (12 years and onwards): Children are developing the mindset and sense of judgement of adults, and are developing the basic common sense that adults take for granted.

In any stressful situation which an adult can handle without a check, a child must make an Average (+0) Int check. Children aged up to 6 suffer DM-4; children aged 7-12 suffer penalty DM-2, and children aged 12+ suffer no penalty, but still must make the roll. If the roll fails, the child will freeze, either completely – entering a terrified fugue – or become hysterical.

TEACHING ENCOUNTER: SURVIVAL OF THE FITTEST

Required Skills: Survival, Gun Combat, Melee, Navigation, Science, Tactics (military).

Required Equipment: See below.

It was a routine Environmental Studies field trip – take a grav coach out to the Eryukebojee Swamp to camp out for a few nights, grab samples of soil and water, take some photographs of the wildlife and bring back a few plants. With the grav coach, it would have been an easy trip there and back.

The grav coach, however, is now lying stuck in the mud, slowly sinking. The group is nine hundred clicks from the nearest civilisation. It is going to be a long walk back.

Referee

The crash was caused by sabotage. One of the students is the offspring of a local criminal mastermind back home, and a Rival has sent someone to capture the kid and bring him home for ransom. They have a stolen commercial grav van. It does not have the capacity to take the whole group home, but it does have a communicator.

Due to the fact that predators lurk in the swamp, the tutor was authorised to carry a rifle and 100 rounds of ammunition.

The tutor's basic field kit includes a pair of binoculars and a machete (treat as a blade) as well as the equipment below. One or two of the more troubled students carries a knife or dagger.

Each student has a basic field kit with a small knife, fire-starting kit, survival blanket, 7 days' preserved rations, water bottle, compass, 10 metres of cord, a mirror, some water purification tablets and a survival manual. Every student also has a sleeping bag, and the group has one or more Tent-barracks, depending on the size of the group.

The group has a standard TL 8 medical kit, enough to give a Medic task check DM+1. Lastly, the group has one basic scientist's field kit – some magnifying lenses, a pocket microscope, specimen containers, killing jar and cyanide, gloves, mask, plant and insect identification book that identifies poisonous insects and plants, and any edible plants.

Crises

1: Animal Encounter. The animal is a large reptilian, with similar temperament to an alligator. It lurks inside bodies of water, attacking with surprise. Its speed overland is not great, and the predator relies on stealth, surprise and the obvious need of its prey to drink. The good news is, its flesh is not only edible – it is delicious.

2: Bad Weather – A storm is looming. The students will have to rig their shelter for a high wind or lose their tents.

3: Stinking Bog: The stench of this rotting bog is overwhelming. There is little to sustain life here; Survival checks to forage are at DM-2.

4: Quicksand: One of the students gets stuck. Make a Routine (+2) Survival check to pull the student out; the quicksand is not that deep.

5: Ancient Ruins: The group encounters a flat, stable area in the middle of the swamp. This area has ruins which show signs that a highly advanced civilisation once had some sort of settlement here. At night, weird balls of light float in the vicinity.

6: The thugs arrive, initially pretending to be a rescue force sent from the community when the coach party failed to call in on schedule. Their deception is easily uncovered – usually, rescuers do not turn up in a commercial grav van belonging to a local baker. Once their deception is revealed, they will attempt to forcibly abduct the student who is their target.

Pack	Class	Behaviour	Str	Dex	End	Ins	Armour	Weapon / Damage	Reaction
10	Rep	Pouncer (C)	2 (1D)	6 (2D)	3 (1D)	8 (2D+2)	Scales 2	Teeth, Claws / 1D	A8/F5

Possible Tactics: Fashioning local reeds and thorns into effective blowguns, and making a potent paralysing toxin from the roots of a common plant found growing all over the swamp; setting traps to slow down foot pursuit; luring foot pursuers into quicksand or to the lairs of the reptile predators. A forest of mangrove-like trees is 12 kilometres west of them at the time of the encounter: if they can make the cover of the trees, the thugs will have to come down and pursue the party on foot.

STUDENTS

The following adolescent students can either be taught individually, or dropped into a group of students to give the classes a sense of individually. In a group, these students can be the focus of, or cause of, a crisis.

NAIVE PRODIGY

Strength 7, Dexterity 8, Endurance 5, Intelligence 9, Education 9, Social Standing 8

Science: Willingness +3, Ability +2. Trade: Willingness -2, Ability +1.

Notes: This child has one obsession, on which he is focused to the point of social awkwardness.

BULLY TWINS

Strength 8, Dexterity 4, Endurance 6, Intelligence 4, Education 3, Social Standing 5

Strength 9, Dexterity 3, Endurance 6, Intelligence 4, Education 3, Social Standing 5

Art: Willingness -3, Ability -2. Melee: Willingness +2, Ability -1.

Notes: Physically imposing, yet they know next to nothing about real combat tactics. Teaching any other student the rudiments of Melee (unarmed) 0 and Tactics (military) 0 would end their reign as rulers of the schoolyard.

BIG BUT DIM

Strength 9, Dexterity 8, Endurance 9, Intelligence 8, Education 9, Social Standing 8

Willingness: +3 across the board. Ability: -2 across the board apart from Melee which is Ability +2.

Notes: Big, kindly, gentle giant, his body is rocketing up with the onset of puberty. The kid takes after his big-boned dad, who is a prominent and influential citizen among the dockworkers in the local Starport.

SENSITIVE CRYBABY

Strength 8, Dexterity 8, Endurance 8, Intelligence 9, Education 9, Social Standing 8

Willingness: -3 across the board. Ability: +3 across the board.

Notes: This child could shine at everything, if he did not find everything so frightening.

BAD SEED

Strength 8, Dexterity 9, Endurance 8, Intelligence 9, Education 9, Social Standing 6

Medic: Willingness: +2, Ability: +1. Melee (blade): Willingness: +2, Ability: +1.

Notes: A psychopath and pyromaniac in the making, this kid likes to carry a lighter and a scalpel-sharp knife with him everywhere.

SURVIVALIST KID

Strength 8, Dexterity 9, Endurance 8, Intelligence 9, Education 4, Social Standing 4

Seafarer: Willingness: +2, Ability: +1. Survival: Willingness: +3, Ability: +1.

Notes: This child is always scruffy and unkempt. He is not afraid to wear a little dirt on him. His father poaches game from the local Noble's country estate, and the child knows a thing or two about living off the land and water, and navigating by the stars.

SMALL, WIRY, STREETWISE LOVABLE-ROGUE-IN-THE-MAKING

Strength 8, Dexterity 9, Endurance 8, Intelligence 9, Education 4, Social Standing 4

Drive: Willingness: +3, Ability: +2. Streetwise: Willingness: +3, Ability: +1.

Notes: The urban version of the scruffy Survivalist Kid, this young wannabe gangster knows the streets like the back of his hand. Also could be surprisingly adept with languages, since he knows his way around the different minority communities, and with money.

SINISTER SISTERS

Strength 8, Dexterity 9, Endurance 7, Intelligence 9, Education 9, Social Standing 9

Strength 7, Dexterity 9, Endurance 8, Intelligence 9, Education 9, Social Standing 9

Strength 6, Dexterity 9, Endurance 9, Intelligence 9, Education 9, Social Standing 9

Deception: Willingness: +2, Ability +3. Investigate: Willingness +1, Ability +1.

Notes: Female versions of the male Bully Twins above, these triplets are prodigies – their art is psychological terror.

STUDENT GROUPS

These are typical groups of young people to throw into an adventure where the aim is to teach the rudiments of a skill to level 0. As above, some example skills are listed along with the group's average Ability score, and each class has a general Willingness score overall.

EAGER RURAL CLASS

School, for these students, is their primary social activity. They are eager to learn, easily bored and they can handle themselves on the land because they have to.

Willingness: +2.

Abilities: Admin -2, Computers -1, Survival +1.

CYNICAL INNER CITY SCHOOL

The washout class in an inner city school, where all the misfits are dumped. Given the right motivation, and a teacher who gives them proper respect, they can be turned around and made into a class of winners. But then again, they might all truly be irredeemably hopeless drifters-in-waiting, incapable of learning anything useful.

Willingness: -2.

Abilities: Admin -2, Computers +1, Streetwise +1.

GIFTED HOTHOUSE

Forced into this exclusive class by overachieving parents, these students are as willing to learn as the inner city students in the group above.

Willingness: -2.

Abilities: Admin -3, Art +3, Streetwise -1.

FREETHINKING WILD CARDS

This group seems to have formed naturally. It meets during recess, usually in the basement of one of the abandoned buildings on campus. They teach one another, and they are getting very good at teaching.

Willingness: +3.

Abilities: Art +3, Computers +3, Stealth +3.



TOOLS FOR PROFESSIONALS

As working people, scholars and citizens have access to virtually everything listed in the *Traveller Core Rulebook* and *Supplement 4: Central Supply Catalogue*. If it is legal in their homeworlds' jurisdiction, they can buy and use it.

However, some specialised tools and vehicles are available for use by scholars and citizens in their professional capacity.

PROFESSIONAL TRADE EQUIPMENT

Depending on the trade, the equipment used by the tradesman could be tiny, or vast and bulky. A tailor's trade equipment and the trade equipment of a landscape gardener are completely different; a house painter and a carpenter have different shipping requirements for the raw materials they use, and so on.

TRADE KITS

Each Trade has a basic kit which enables a professional to ply their trade. Some kits are portable, such as sewing kits, draughtsman's kits and so on, whereas others are too bulky or heavy to carry. Some kits, such as metalworkers' kits, require space to operate because they cannot be used in a vehicle.

Draughtsman's Kit (TL 4) – A rigid felt case the size of a trade paperback book, containing an array of tools – compasses, dividers, measuring tape, mechanical pencils of different calibres, spare pencil leads of different hardness, and a silver point clutch pencil. An essential tool for architects, inventors and engineers for tech levels up to 7 and beyond, even when CAD programs render the art of drawing blueprints on paper obsolete. Mass: 0.2 kg. Cr250.

Workbench (TL 7) – A portable work bench that can be configured to work on projects such as sawing wood or metal. Includes clamps, vices and so on. Can be folded up and carried. 5 kg. Cr100.

Woodworking Kit (TL 2) – Hammers, nails, saws, awls, hand drills, adzes, wood planes and (from TL 4) screws and screwdrivers. 5 kg. Cr250.

From TL 6, power tools – drills, electric sanders, electric jigsaws and so on – appear. The mass increases to 25 kg, costing Cr1,000.

Metalworking Kit (TL 2) – Hammers, tongs and an anvil. To work metal requires a forge to heat and soften the raw metals – which cannot be set up inside a vehicle. 10 kg. Cr500.

Gemsmith's Kit (TL 2) – A smaller scale metalworking kit for the softer precious metals used to make jewellery. Includes a tumbler to polish gemstones, jeweller's loupes, tools to work delicate metals on a small scale and polishing cloths. 5 kg. Cr500.

Electronics Kit (TL 5) – Required to build and repair electronic items. Soldering irons, jeweller's loupes, pliers and other delicate tools.

Shoemaker's Last (TL 2) – A stand which is used to make shoes from materials such as leather. Can be used to craft very high quality shoes. Needs a shoemaking kit and raw materials. 2 kg. Cr100.

Tailoring Kit (TL 4) – Includes needles, threads, fabric measuring tapes, scissors, sewing machines and dummies. 20 kg with the dummies and sewing machine. Cr600.

Spinning Wheel (TL 3) – A primitive device which takes a raw material such as fleece and spins it into lengths of yarn suitable for knitting. Still used by artisans at higher tech levels to create clothes with a handmade feel. Cr100.

Fabricator (TL 9) – A device that turns suitable materials into bolts of useful fabrics. At lower tech levels, the material being fed into the device must be the same general type as the fabric being produced – fleece to make wool, cotton to make cotton fabric and so on. The TL 11 version can synthesise any kind of fabric, from fine silk and chiffon to kid leather and even boot leather, regardless of the kind of raw material being fed into it. 5 kg. Cr1,000 (TL 9) / Cr10,000 (TL 11).

BASIC FABRICS

Most people wear some form of clothing. Many professionals either trade in bolts of fabric, or use fabrics to make the items which earn them their money through Trade (tailoring) skill.

The following basic fabric costs are measured in metres, each metre width bolt typically holding twenty square metres. Costs are also given per kilogram, which can be used to work out the costs per ton for speculative trade purposes (just multiply each cost by 1,000).

TL	Material	Cost per Metre (Cr)	Cost per kg (Cr)
1	Fur	1	2
1	Yarn	1	5
1	Wool	5	40
1	Linen	4	35
1	Cotton	6	60
1	Hemp	1	10
2	Silk	10	100
1	Leather	2	20
5	Latex	6	35
5	Polymer	5	30
6	Synthetic	40	300
6	Kevlar	60	500
7	Carbon Fibre	100	600
8	Nanofibre	150	900
9	Nanofibre Rope	80	450
8	Ultrablack	250	1,200
10	Superconducting	800	1,600
11	Configurable Nanofibre	500	2,000

Fur: Basic treated animal pelt. An effective insulator in cold weather.

Yarn and Wool: Spun and carded strands of the shorn fleece of an animal such as a sheep.

Cotton, Linen and Hemp: Three fabrics derived from plant matter, in order of coarseness from soft, light cotton through to heavy hemp.

Silk: A material derived from the activities of certain kinds of insects. From TL 8, silk can be manufactured through genetic modification of certain types of spider; from TL 10, synthetic silk emerges which replaces nylon – the polymer fabric which was originally invented to replace silk.

Leather: Treated and tanned animal skins, used to make outer wear of all kinds – shoes, trousers, jackets, gloves and accessories such as handbags, belts, caps and helmets. Also can be woven into bullwhips and used to bind prisoners. Can be fashioned into figure-hugging clothing that emphasises the body's shape.

Latex: A flexible rubber made from processed tree sap, latex is often a shiny, stretchable fabric used in figure-hugging clothing and worn in the same places one finds people wearing figure-hugging leather clothes, above.

Polymer: The first polymer fabrics to become commercially available for shirts, trousers and other items of apparel. The texture and appearance of the material becomes progressively more natural with advances in technological level.

Synthetic: This category includes the latex rubber used in wetsuits and athletes' costumes. Also traditionally worn by the occasional character with a fetish for four-colour superheroic antics.

Kevlar: The fabric used in making, among other things, bulletproof vests and flak jackets.

Carbon Fibre: A lightweight synthetic worn by outdoors enthusiasts, it resists the elements – yet it breathes like cotton.

Nanofibre: Fabric and cables made of nanofibres, providing incredible strength and comfort. Nanofibre rope can carry ten times the rated mass of the stoutest rope. Escaping from bonds made of nanofibre rope is almost impossible; such attempts suffer DM-4.

Ultrablack: A nanofibre fabric so black that it confuses the eye. Ultrablack fabric is composed of woven nanotubes arranged so as to absorb all but 0.035% of light landing on it. If used with stealth coating, adds DM+4 to existing stealth modifications. Ultrablack fabric also confuses infrared sensors.

Superconducting: Fabrics, thread and ropes capable of superconducting electricity, room temperature superconductors also conduct heat with great efficiency. Physically they are no stronger than regular nylon rope; but electricity can be conducted along the fabric or cable with zero resistance. Used in MAGLEV and grav drives, among other uses.

Configurable Nanofibre: A fabric which can be programmed with the feel of any mundane material such as wool, silk or polyester. The texture and colour can be altered at will with a hand computer connected wirelessly to a transponder placed somewhere on the garment. Pranksters sometimes remotely hack into the transponder and reconfigure the fabric to become completely transparent.

SCIENTIFIC AND MEASURING EQUIPMENT

Every professional needs to be able to measure distances, weigh items, time processes and take temperatures of items. The following equipment is available to both professionals and scientists.

Ruler (TL 2) – A basic long rod, made of wood, metal or (from TL 5) light plastic. The ruler has linear markings along its length which allow a character to measure the physical dimensions of objects. Available in lengths up to 2 metres. 0.5 kg. Cr10.

Measuring Tape (TL 5) – Used by builders and other tradesmen, measuring tape is a flexible ruler, usually of cloth, plastic or metal. Kept coiled up inside a carrying case, measuring tape can be extended to measure physical dimensions, then coiled up again either manually or with a quick-release retracting spring. Available in lengths up to 5 metres. 0.5 kg. Cr15.

Distance Gauge, Laser (TL 7) – A pinpoint-accurate distance and range measuring device, the gauge uses a laser to determine the range. Cr50.

Seismometer (TL 5) – used to measure ground movement. Extremely sensitive; must be stationed on a stable surface and calibrated for that spot. At lower TL, readings must be taken manually; from late TL 7, digital readouts can be transmitted wirelessly. Cr500.

SCIENTIFIC UNITS IN TRAVELLER

The main scientific units in *Traveller* are based on the metric system.

Length, Range, Distance: Distances and lengths are measured in centimetres, metres and kilometres.

Mass: Mass is not the same as weight. The inertial *mass* of an object – in grams or kilograms – might have a different *weight*, depending on local gravity, whether or not the unit is being suspended by grav plating or a MAGLEV effect or even some form of psionic telekinesis. Weight is, technically, the force exerted by the pull of local gravity on the object, and is measured in Newtons.

Time: Time is measured in seconds. Longer units of time – minutes, hours, days, weeks and years – are based on the ancient Terran system. In the Third Imperium Official *Traveller* Universe setting, the universality of the ancient system of 365 days, each 24 hours long, each hour being 60 minutes long and each minute being 60 seconds long, is due to the spread of humans from Earth into the wider cosmos.

Astronomical Measurements: See page 107.

Temperature: Commercial temperature measurements use the Celsius system, based on the freezing temperature of water set at 0 degrees C and water's boiling point set at 100 degrees C. Scientific temperature measurements use the same degrees as the Celsius scale, but the zero point is Absolute Zero, a temperature of -273.16 degrees C. In the Kelvin scale, water freezes at 273.16 K, and boils at 373.16 K.

Other Units: Other scientific units use the SI system. Energy is measured in joules, and power is measured as the ratio of energy over time – joules per second. Electrical units are measured in volts, amps and ohms and so on.

Thermometer (TL 4) – Available in many forms, for many uses, from cooking and scientific thermometers to medical thermometers for oral or rectal use, to veterinary thermometers. From TL 4 to 7, thermometers take the form of fragile glass tubes containing a coloured alcohol or even mercury. From TL 8, electronic and LCD thermometers appear which require only brief contact with a body to determine the temperature. Meteorologists also use thermometers, ruggedised for outdoor use.

Glass	Negligible	Cr10
Meteorological	1 kg	Cr40
Industrial	0.5 kg	Cr65
LCD	Negligible	Cr5
Digital	0.5 kg	Cr50

Scale, Pharmaceutical (TL 4) – a scale for weighing very small masses, typically used to measure doses of drugs. Illegal in some jurisdictions. Often small enough to carry in a pocket. Cr20.

Scale, Culinary (TL 5) – A scale for weighing masses in kilogrammes, typically no more than two or three kg. Used for cooking. Cr25.

Personal Scale (TL 5) – A scale used for weighing a person. Comprises a spring-loaded pad, on which the person stands. Can weigh persons up to 100 kg. Cr40.

Veterinary Scale (TL 5) – A heavy-duty scale used to weigh large animals, up to the size of cattle. Cr200.

Note: Scales are sensitive to the effects of gravity, and will give inaccurate readings if used on worlds other than the planets for which they have been calibrated. From TL 10, scales can be designed to be recalibrated for local gravity, increasing the base cost by 100%.

Meteorological Base Station (TL 4) – Designed to take atmospheric measurements. Domestic and commercial weather stations take temperature and barometric pressure only. Scientific weather stations keep track of a number of variables, including temperature, barometric pressure, dew point, humidity, wind speed and direction, rainfall measurement, ultraviolet light exposure and wind chill.

From TL 7, base stations can keep a running tally of changes, not only measuring the changes themselves but also determining the rates of change – an essential part of weather forecasting. TL 7 digital units also relay the data to base units and provide projection data. Scientific units can be designed to be vehicle mounted. Cr25 (domestic and commercial); Cr500 (scientific).

Weather Balloon (TL 7): A basic thin latex balloon canopy filled with hydrogen or helium and sent aloft carrying a small instrument package (called a *radiosonde*) to measure atmospheric properties at high altitudes. Some high-altitude weather balloons (called *transosondes*) are designed to stay aloft for prolonged periods, taking continuous measurements of the atmosphere including detection of nuclear and radioactive fallout and cosmic rays. Some credulous witnesses occasionally report sightings of these silvery, reflective balloons as visitations by alien spacecraft. Weather Balloon: Mass 1 kg; Cost Cr500. Transosonde: Mass 3 kg; Cost Cr950

Hourglass (TL 1) – A delicate figure-8-shaped glass apparatus in a wooden framework, one bulb of the hourglass holds sand. When tipped over, sand pours from the upper bulb into the lower bulb at a measured rate. Used to measure time in hours or, from TL 5 with the invention of the cooking hourglass, minutes. Rendered obsolete with the invention of mechanical chronometers from TL 3, but still prized as antiques many centuries afterwards. Cr10-150, depending on construction materials used.

Chronometer (TL 3) – The biggest breakthrough in navigation came with the invention of an accurate mechanical clock. This enabled navigators to determine longitude with sufficient accuracy to allow reliable navigation across oceans out of sight of land. 1 kg. Cr500 at TL 3, the price dropping to around Cr50 at TL 6.

Stopwatch (TL 5) – A hand-sized wind-up stopwatch, used to measure time to hundredths of a second. Used by athletes and scientists, though the military and even criminals can find a use for them. Cr50.

Stopwatch, Digital (TL 7) – A more accurate electronic stopwatch, the functionality of stopwatches becomes ubiquitous at TL 7 when it can be found buried amid the functions of even the cheapest digital wristwatches. Nonetheless, athletes, medics, professional cooks and others sometimes still find a use for a dedicated stopwatch. Some also come with timer and alarm functions. Cr50.

Multimeter (TL 6) – Used by engineers and scientists to measure electrical potential in volts, current in amps and milliamps and resistance in ohms, at TL 6 multimeters use an analogue reading. From TL 7, digital multimeters become available. Cr50.

Light Meter (TL 6) – Used by scientists, photographers and engineers, these devices take measurements of the brightness of ambient light or the brightness of local light sources. Digital light meters become available from TL 7. Cr50.

SPECIALISED SCIENTIFIC KITS

Archaeological Field Kit (TL 5) – Comprises an archaeology field notebook, pens, pencils, erasers, engineer's bag and tool roll, 20 chaining pins (steel arrows), archaeological north arrow, one pair of safety glasses, paint brush, hand pick, fibreglass folding ruler, heavy duty trowel, small trowel, centimetre photographic scale, line and surface level, and 500' of mason line, in silk or nylon. 5 kg. Cr300.

Rubbing Kit (TL 1) – Charcoal sticks, wax crayons and sheets of thin paper, used to trace faded markings from stone by rubbing. Cannot be used on delicate items. Cr40.

Radio Tags (TL 7) – Used by zoologists to track the movements of animals they have tagged and released. Enable scientists to keep track of animal movements from orbit through monitoring the radio frequencies emitted by the tags. Cr100 per tag.

Spectrometer (TL6+) – Spectrometers are devices used to determine the chemical and isotopic composition of various substances. Tiny amounts of the test substance are prepared (10-60 minutes) and inserted into the spectrometer. At TL 6 and 7, spectrometers produce printouts on hardcopy; from TL 7 on up, digital readouts are possible, with readings transmitted wirelessly to computers. The earliest spectrometers are bulky devices which cannot be mounted in a vehicle. By TL 8, spectrometers can be placed on desks but still cannot be used in a moving vehicle.

The first portable spectrometers become available at TL 10; they can be carried in a backpack but must be set down on a stable surface to use. At TL 12, they are handheld.

TL 6	Cr125,000
TL 8	Cr75,000
TL 10	Cr2,500
TL 11	Cr1,200

Radiometric Dating Spectrometer (TL6+) – A specialised spectrometer used to measure the ages of substances by comparing the ratios of stable and unstable isotopes of the same element, for example carbon 12 and carbon 14, though other techniques measure the ratios of samarium-neodymium, potassium-argon, rubidium-strontium, uranium-thorium or ionium-thorium (the ratio of ionium (thorium-230) to thorium-232 - used with ocean sediment).

An RD Spectrometer is used to measure the age of an object. For organic materials, carbon dating allows measurement of an object's age to about 65,000 years; for inorganic items, the spectrometer measures other isotopic ratios as described above. Costs and mass as for spectrometers.

Multilab (TL 8) – The first handheld multilabs, capable of measuring multiple local environmental factors, become available from early TL 8. The more advanced the model, the more functions each multilab is capable of.

All multilabs are capable of measuring the passage of time with stopwatch and timer functions.

TL	Functions	Mass (kg)	Cost (Cr)
8	Light meter, thermometer, barometer, range finder, dew point, wind speed, wind direction, colour finder, GPS	1	500
10	Medical Multilab, measuring body temperature, pulse, respiration at up to 2 metres range	1	600
10	As TL 8, plus dew point, magnetometer, radiation counter, ultrasound, infrasound	0.5	1,500
12	As TL 10, plus inertial compass	0.5	10,000
12	Advanced Medical Multilab, able to take readings from up to 10 metres and including everything from the TL 10 medical multilab, plus brain and heart activity, hormone levels and galvanic skin response.	0.5	5,000
14	As above, plus limited neural activity sensor up to 100 metres	0.1	15,000
15	As TL 14, plus neural activity sensor up to 1 km	0.1	25,000

Astronomical Telescope (TL 3) – Astronomical telescopes become available from TL 3, with the first reflecting telescopes becoming available from TL 4. Accuracy increases rapidly across the technological levels: telescopes are built with mechanical and electric motors to enable them to track the movements of astronomical bodies over time, and from TL 7 they incorporate mounts for film and digital cameras. Must be set up on a stable surface; cannot be used from any moving vehicle. Mass 5 kg. Cost Cr500.

DRUGS AND PHARMACEUTICALS

Anything that is legal and non-military that is listed in the *Traveller Core Rulebook* and *Supplement Four* is usable by medics. Some new drugs are listed here.

Endotherm (TL 9) - This drug is injected, and it reduces the body's temperature, alleviating the deleterious effects of heatstroke (see *Extremes of Temperature* on page 74, *Traveller Core Rulebook*). Cost Cr200 per dose.

Exotherm (TL 9) - This injected drug increases the body's temperature to alleviate the deleterious effects of exposure (see *Extremes of Temperature* on page 74, *Traveller Core Rulebook*). Cost Cr200 per dose.

Immune Booster (TL 9) - An immune system booster, this drug adds +3 to the patient's Endurance characteristic DM for the purpose of warding off the effects of poisons, drugs and diseases. Cost Cr500 per dose.

Cognitive Booster (TL 9) - This topically-applied drug (it is applied on the skin with a patch) adds DM+3 to a user's Intelligence checks for 1D hours, at risk of suffering the symptoms of addiction as for stimulants. Cost Cr300 per dose.

Cognitive Spray (TL 9) - Apart from the fact that it is snorted via a nasal spray, and the effects last for 1D x 10 minutes per dose, this addictive smart drug has the same effect on Intelligence as the Cognitive Booster above. Cost Cr100 per dose.

Neuro (TL 9) – This illegal psi-drug temporarily increases a user's Psi Strength checks by DM+3 for a maximum of 1D hours. In terms of exposure risks, treat it as Psi-Special (see *Psionics* in the *Traveller Core Rulebook* for details). The drug does not increase spent Psionic Strength or boost the actual Psionic Strength characteristic. Cost Cr2,000 per dose.

Advanced Anti-Radiation Drug (TL 11) - This anti-rad drug must be administered via IV drip immediately before, during, or within 10 minutes after radiation exposure. It neutralises up to 1,000 rads per dose. A character may only safely use anti-rad drugs once per day; taking more causes 1D permanent Endurance damage per dose. Cr.10,000 per dose.

Cyberblood (TL 12) – An artificial substitute for normal blood, cyberblood requires a full body transfusion (10-60 minutes). It effectively grants the user DM+3 to Endurance checks for the next 3D hours; after that, it is metabolised and replaced by the user's normal blood, gradually decreasing the DM by +1 every 1D hours. While it remains in the patient's body, the patient cannot suffer the effects of fatigue and does not sleep. Cr5,000 per course of treatment.

COSMIC SCALES

Units on a cosmic scale are staggering.

Light Second (ls): The speed of light in a vacuum is 299,792,458 metres/second. One light-second is just over 299,792 kilometres, the distance travelled by light in a vacuum in one second.

Light Minute, Light Hour (lm, lh): Some astronomers use light minutes and light hours as units of distance. A light minute is the distance traversed by light in sixty seconds, or almost eighteen million kilometres. One light hour is a little over one billion kilometres.

Astronomical Unit (AU): The mean orbital distance of the Earth around the Sun, one astronomical unit is 149,597,871 kilometres.

Light Year (ly): One light year is the distance traversed by light in one solar year, or about ten trillion kilometres.

Parsec (pc): One parsec, a Jump 1 distance, uses a complex calculation to derive a distance to a point in astronomical space based on a parallax of one arc second between two points of observation one astronomical unit apart. It is about 3.26 light years, or about 31 trillion kilometres.

Any sizeable distances in the galaxy are measured in kilolightyears (kly). Charted Space, in the Third Imperium *Traveller* setting, is several hundred parsecs across, yet it is a tiny bubble in terms of galactic distances; by comparison, Earth sits 30,000 light years from the centre of the galaxy. Light from a distant star 4,000 light years away would take four thousand years to reach Earth, meaning that astronomers without jump-drive only know what the environment of that star was like four thousand years ago. Light from a star five thousand light years away reaching Earth today would have originated from the photosphere of that star about the time humanity was beginning to develop writing.

Intergalactic distances are measured in Megalightyears (Mly) – millions of light years; and Gigalightyears (Gly) – billions of light years. The nearest galaxy to the Milky Way, the Andromeda Galaxy, is about 2.5 million light years away. Light from that galaxy started its journey towards this one at about the time the genus *Homo* began to evolve. Light from a galaxy 65 million light years away set off on its journey from around the time of the extinction of the dinosaurs at the end of the Cretaceous.

The Earth is about 4.6 billion years old; the Sun somewhat older than that. The observable universe itself is some thirteen and a half billion years old.

Compared to these scales and geological time scales, the most epic space battles in *Traveller* still seem like insignificant blips and flashes of light which would not even be noticed on the rim of this galaxy.

As civilians, professionals have access to every kind of commercial vehicle featured in any *Traveller* supplement. With the right contacts and access to events such as government auctions, they can even purchase some surplus emergency service and military vehicles.

NEW VEHICLE MODIFICATIONS

The following modification is for the Light Ground Vehicle chassis (*Supplement 5-6: Vehicle Handbook*).

TRACTOR WHEELS (TL 5)

Tractors are light ground vehicles equipped for towing of heavy items such as trailers or agricultural equipment. The front and rear pairs of wheels are of different sizes. The increased traction provided by the larger rear wheels permits towing at no cost to Agility to a vehicle equipped for towing up to 1,000 kg, and reduces Agility by -1 for each extra level of towing above that. Costs 25% of the base frame cost.

The following are new Universal Modifications.

GENERAL PURPOSE WORKSHOP (TL 6)

A General Purpose Workshop provides no bonuses but allows a professional to perform their Trade with no penalty for missing tools/equipment.

General Purpose Workshops consume two Spaces per professional and cost Cr5,000 per Space.

STUDIO (TL 6)

Studio Space includes specialised trade equipment, workstations and equipment appropriate to the trade it is focussed on, defined during construction. A studio grants a DM+1, +2 or +3 and take up one Spaces per bonus DM per professional using it. For example, a DM+3 studio, used by three professionals, would take up 9 Spaces. Cost is Cr10,000 per Space used.

Types of studio include Painting, Architecture, Sculpture, Metalwork, Horticulture, and Tailoring. Other types are possible.

GRAV MINIBUS

This model of compact grav minibus features in the teaching Encounter, above. It provides cramped seating for up to ten people, with the absolute basics.

The model in the Encounter was purchased used, costing no more than Cr80,000, and with the Flaw Sabotaged – the engine has been rigged to burn out after so many kilometres.

Vehicle	Grav Minibus
TL	10
Skill	Flyer (grav)
Agility	+0
Speed	320
Range	2,000
Crew / Passengers	1/10
Cargo	0.5 tons
Open?	No
Hull	4
Structure	4
Cost (Cr)	240,000
Shipping Size	4 tons

ARMOUR

Location	Armour
Front	4
Right	4
Left	4
Rear	4
Top	4
Bottom	4

Other Equipment/Modifications: Enclosed, Decreased Speed x 2, Decreased Agility, Short-Term Life Support, High-Capacity Seating

FARM TRACTOR

The basic TL 5 open-framed farm tractor, the introduction of this vehicle signalled the death knell for horse-drawn farming practices. Tractors are not just for agricultural use: they can be found in starports on agricultural worlds and in other places where produce needs to be shipped in bulk.

This model of farm tractor is open-framed and seats the driver in a rudimentary seat, with unequal off-road suspension.

Vehicle	Tractor
TL	5
Skill	Drive (wheeled)
Agility	+0
Speed	65
Range	200
Crew / Passengers	1/0
Cargo	1 ton
Open?	Yes
Hull	3
Structure	3
Cost (Cr)	12,600
Shipping Size	3 tons

ARMOUR

Location	Armour
Front	0
Right	0
Left	0
Rear	0
Top	0
Bottom	0

Other Equipment/Modifications: Open Top, Open Frame, Tractor Wheels, Off-Road Capability, Towing x 1

VACUSTAT METEOROLOGY LAB

An advanced model of vacustat dirigible designed mostly for high-altitude meteorological studies. The lab houses a team of twenty scientists in relative comfort. The dirigible is designed to stay in one place; it has a state of the art sensor system, communications and autopilot.

Vehicle	Vacustat Lab
TL	12
Skill	Flyer (airship)
Agility	+0
Speed	420
Range	12,000
Crew / Passengers	4/20
Cargo	8 tons
Open?	No
Hull	20
Structure	Gondola 20 Envelope 100
Cost (Cr)	1,591,600
Shipping Size	150 tons

ARMOUR

Location	Armour
Front	5
Right	5
Left	5
Rear	5
Top	0
Bottom	0
Envelope	0

Other Equipment/Modifications: Increased Agility, Magnus Effect, Vacustat (100 tons), Computer/3, Advanced Controls, Standard Navigation, Autopilot 3, Advanced Sensors, Comms (continental, uplink), Long-Term Life Support, Airlock, Bunks, Full Galley, Freshers x 2, Meteorology Labs x 5 (+3), Holo Suite

OCEAN RESEARCH SHIP

A TL 6 sea vessel built for long-range oceanographic research. The cargo space is large enough to house a deep sea submersible.

Vehicle	Ocean Research Ship
TL	6
Skill	Seafarer (ocean ships)
Agility	-3
Speed	40
Range	2,000
Crew / Passengers	10/20
Cargo	40 tons
Open?	No
Hull	100
Structure	100
Cost (Cr)	908,000
Shipping Size	100 tons

ARMOUR

Location	Armour
Front	3
Right	3
Left	3
Rear	3
Top	3
Bottom	3

Other Equipment/Modifications: Basic Navigation, Advanced Sensors, Communications (very distant), Living Spaces x 10, Bunks x 20 x, Full Galley, Fire Extinguishers x 4, General Purpose Labs (30 scientists).

DEEP OCEAN SUBMERSIBLE

A small one-man deep sea submersible.

Vehicle	Deep Ocean Submersible
TL	7
Skill	Seafarer (submarine)
Agility	-2
Speed	25
Range	100
Safe Dive Depth	400
Crush Depth	1,200
Life Support	200
Crew / Passengers	1/0
Cargo	1.5 tons
Open?	No
Hull	5
Structure	5
Cost (Cr)	2,084,000
Shipping Size	20 tons

ARMOUR

Location	Armour
Front	3
Right	3
Left	3
Rear	3
Top	3
Bottom	3

Other Equipment/Modifications: High-Pressure Hull (*Special Supplement 3: Vehicle Upgrade Manual*) Hostile Environment Protection, Autopilot (Advanced), Underwater Sensors, General Purpose Lab Space, Airlock

LONG-RANGE TRAILER BUS

A basic heavy ground vehicle, usually a bus converted into a long-haul trailer with living space for up to two professionals. This is a commercial variant, where some of the space has been converted into two architectural studios for the two professional architects who live and travel in this vehicle.

Vehicle	Long-Range Trailer Bus
TL	7
Skill	Drive (wheeled)
Agility	1
Speed	125
Range	800
Crew / Passengers	1/1
Cargo	5 tons
Open?	No
Hull	10
Structure	10
Cost (Cr)	208,000
Shipping Size	10 tons

ARMOUR

Location	Armour
Front	3
Right	3
Left	3
Rear	3
Top	3
Bottom	3

Other Equipment/Modifications: Extra Wheels (6 wheels), Increased Range (fuel efficient), Mini Galley, Fresher, General Purpose Workshop, Fire Extinguisher

STARSHIPS

Citizens can command any of the non-military vessels listed in the *Traveller Core Rulebook*, *Supplement 2: Traders and Gunboats*, *Supplement 10: Merchants and Cruisers* and *Book 7: Merchant Prince*.

The following modifications are available for Starships.

WORKSHOP

Space allocated to studios can be used for the Trade skill. Every four tons of workshop space allows for one professional to conduct his trade on board ship. Cost is Cr750,000 per ton

TRADE MATERIALS

Like spare parts and luxury goods, trade materials are the raw materials needed for a professional to be able to perform his trade on board ship. Goods are used up at a rate of 1 ton per month of operation, and cost Cr200,000 per ton.

RESEARCH MATERIALS

Research materials are raw elements, chemicals, pharmaceuticals and so on to enable scientists to conduct research on board ship. Materials are used up at a rate of 1 ton per month. Cost is Cr500,000 per ton.



THE SPACESTREAM

Using a 400-ton hull, the Spacestream is a refurbished former Fat Trader subsidised merchant intended for use by rich professionals as a mobile Trade studio. The Spacestream requires a crew of four: pilot, navigator, engineer, and medic. The pilot also operates the launch. A typical Spacestream comes with three hardpoints, but no armament.

Typically, at least two of the staterooms are converted into workshops while trade materials are stored in the cargo space.

These vessels tend to be refurbished from old Type R hulls, at least 20 years old. Flaws and quirks are to be expected for many of these old ships.

				Tons	Price (Cr.)
Hull	400 tons Streamlined	Hull 8 Structure 8			17,600,000
Armour	None				
Jump Drive C			Jump 1	20	30,000,000
Manoeuvre Drive C			Thrust 1	5	12,000,000
Power Plant C				10	24,000,000
Bridge				20	2,000,000
Computer	Model/1	Rating 5			30,000
Electronics	Civilian Sensors	DM-2		1	50,000
Hardpoints		Hardpoint 1	Empty	1	
		Hardpoint 2	Empty	1	
		Hardpoint 3	Empty	1	
Fuel		One Jump 1 Four weeks' operation		52	
Cargo				206.5	
Staterooms	10	2 converted into workshops		40	5,500,000
Workshops	3			12	
Low Berths	9			4.5	450,000
Extras	Fuel Scoop				
	Fuel Processor	All fuel in 2.64 days		1	50,000
	Escape Pods	One per stateroom		5	1,000,000
	Ship's Locker				
	Launch			20	13,589,000
Software	Jump Control 1				100,000
	Manoeuvre 0				
	Library				
Costs	Maintenance				8874
	Life Support				20,000
Total Tonnage and Cost				400	106,49,000

