

William H. Keith's

The No. 29
JOURNAL
of the Travellers' Aid Society®

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*The Journal of the **Travellers' Aid Society*** is Game Designers' Workshop's registered trademark for its science-fiction gaming magazine devoted to **Traveller**.

Traveller is Game Designers' Workshop's registered trademark for its role-playing game of science-fiction adventure set in the far future.

Dates in this issue of the *Journal* are given in accordance to an arbitrary Imperial calendar of 365 days. The date consists of a three-digit day number (the current day of the year) a dash, and a four-digit number (showing the current year since the founding of the Imperium).

The latest date of **Traveller News Service** in this issue is 202-1116.

All editorial and general mail should be sent to Challenge, P.O. Box 1646, Bloomington, IL 61702-1646.

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Submissions: We welcome articles and illustrations for the **Journal**. Please inquire before submitting manuscripts, enclosing a stamped, self-addressed envelope; we will send manuscript guideline and format sheets. Foreign inquires (except APO/FPO) please include International Reply Coupon.

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From the Management

As our cover announces, this year marks the tenth anniversary of **Traveller**. We are commemorating it with (among other things) a collection of essays from past and present contributors. We feel sure

that all **Traveller** players will be interested in what they have to say. In addition, we have printed a little preview of one of our major products-to-come, **MegaTraveller**. Marc discusses the **MegaTraveller** project in his essay, so I won't say any more.

One last note: **Traveller** players will find something particularly interesting in this issue's TNS.

CREDIT WHERE IT'S DUE: LIZ DANFORTH

I made a major error in the last issue. Those of you who look at our covers with more than a casual eye will have noticed that last issue's cover was particularly striking ... indeed, many of you did, and noted the fact on your response forms. The cover was the first full-color painting done for us by Liz Danforth, who has supplied us with outstanding art for years. My error was in neglecting (albeit inadvertently) to credit her on our masthead.

-Loren K. Wiseman

Issue 28 feedbacked as follows:

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JUST DETECTED

MAGAZINES

SECURITY LEAK

A new **Traveller** fanzine from SORAG Laboratories. They promise brand new adventures (each loaded with intrigue and action) with detailed background, floorplans, new technology, new weapons, new medicines, and columns on a diversity of subjects. Subscriptions are \$12 for four issues, \$4 per issue; please make checks and MOs payable to Gregg Giles (send no cash, please).

Publisher: SORAG Laboratories, 1408 Shady Lane 28, Bedford, TX 76021-5521.



TRAVELLER NEWS SERVICE

CAPITAL/CORE (0508 A586A98 F)

Date: 132 1116

¶ Emperor Strephon Aella Alkhalikoi was assassinated at 1517 hours local time, 132 1116, in the Grand Reception Hall of the Imperial Palace above Capital/Core. In the ensuing firefight, the Empress Iolanthe and the Grand Princess Iphegenia were also killed, along with the Aslan Yerlyaruiwo ambassador, twelve Imperial Guards, and a number of bystanders.

¶ In the following minutes, Archduke Dulinor of Ilelish appeared before the cameras of the Reception Hall, claimed the crown of Emperor by right of assassination, and scattered holocrystals documenting his claim to the surviving crowd. He ascended the steps of the dais and sat on the Iridium Throne briefly before leaving in the company of his bodyguard.

¶ System Control Central reported tracking the Archduke's cruiser, leaving the Capital system minutes later. Fleet elements are reported in pursuit.

¶ Capital has been placed under martial law. Off planet transportation has been suspended temporarily. Naval headquarters has issued a statement that the situation is stable and under control. Rioting is reported in the city.

CAPITAL/CORE (0508 A586A98 F)

Date: 133 1116

¶ The Imperial Palace above Capital has been sealed off by Naval Security troops. Dulinor is rumored to remain concealed in the palace with a company of bodyguards. It remains unclear whether Dulinor fled the Capital system yesterday aboard his cruiser, or if he remains in the Palace. Occasional plasma flashes have been reported along the Grand Concourse.

¶ Imperial officers at the scene refused comment.

CAPITAL/CORE (0508 A586A98 F)

Date: 134 1116

¶ Captain Sir Gerais Spirlandin, commanding the Honor Company of the 2nd Imperial Marine Regiment, denied reports that Duke Varian, Strephon's nephew and heir apparent to the Iridium Throne, was killed in skirmishes within the Imperial Palace yesterday.

¶ Spirlan, 32, of Ibaru/Zarushagar, said "The situation is under control, but identities of people in the palace remain unconfirmed."

¶ News Service personnel have not yet been allowed inside the Palace.

CAPITAL/CORE (0508 A586A98 F)

Date: 135 1116

¶ Preparations for Emperor Strephon's funeral tomorrow continued today without incident. Empress Iolanthe will be buried at the same time. Grand Princess Iphegenia will be buried Thirdday.

¶ The Admiralty confirmed today that the Imperial Palace has been cleared of disloyal elements. The apartments accorded Dulinor in the Palace have been retaken, with no sign of the Archduke.

¶ The body of Prince Varian, until today heir apparent to the Iridium Throne, was recovered from the Imperial Palace this afternoon and now lies in state alongside the Emperor in the central Hall of Nobles beneath the Moot Spire.

¶ Crowds of mourners continue to file through the Hall of Nobles. Responding to the press of crowds, last minute arrangements have been made to keep the hall open through the night.

¶ The Office of the Mint has suspended production of the Cr1 coin pending the coronation of the next Emperor. A generic sunburst design has been adopted as a temporary replacement.

CAPITAL/CORE (0508 A586A98 F)

Date: 136 1116

¶ Emperor Strephon and Empress Iolanthe were buried today with full state honors. The procession from the Hall of Nobles to the Alkhalikhoi section of the Imperial Park in the shadow of the Palace moved slowly and without incident.

¶ Prince Lucan, Varian's younger brother, and now heir apparent to the throne, appeared briefly at graveside, leaving under heavy security immediately after the ceremony.

CAPITAL/CORE (0508 AS86A98 F)

Date: 137 1116

¶ Following simple burial ceremonies for Grand Princess Iphegenia and Prince Varian, the Office of the Emperor today announced that Prince Lucan had formally ascended the Iridium Throne in private ceremonies in the Imperial Palace.

¶ Shortly thereafter, Duke Simair of Ushra, speaking for the Moot, charged that private ascension ceremonies are invalid, adding that any assumption of the powers of the Imperium requires the consent of the Moot.

¶ Emperor Lucan, communicating through his seneschal, exercised the Imperial power to dissolve the Moot for one year. Duke Simair of Ushra, speaking for the Moot, denied the legitimacy of Lucan's action in a strongly worded reply which was released simultaneously to the news services.

¶ A meeting of the Moot later in the day failed to achieve a quorum. Duke Simair is reported under house arrest.

VLAND/VLAND (0307 A967A9A F)


Date: 202 1116

¶ Emperor Strephon was assassinated by Archduke Dulinor of Ilelish 132 1116. The Central Authority issued a simple statement early today regretting the Emperor's death, but calling on all citizens to remain calm and remember his passing with dignity.

Traveller News Service is another Imperium wide benefit of membership in the **Travellers'Aid Society**.

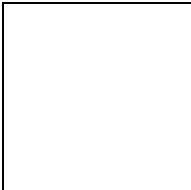
A Decade of Traveller

We have asked a number of people who have been connected with the game in one way or another to write a few words commemorating **Traveller's** tenth birthday this year. So, without further ado:



Consider two strong points which have led to the premier position of **Traveller** among SF RPGs: First, **Traveller** has an extensive background. In the past ten years the Imperium Campaign has produced the most extensive (in excess of 3000 unique pages of information) published background of any fictional universe. The Imperium Campaign includes dozens of mapped star sectors; hundreds of mapped worlds, deck plans for space ships, characters, adventures, vehicles, weapons, aliens, robots, etc. In the past three years a host of fannish activities has arisen: fanzines, newsletters, PBM games, the **Traveller** Program Exchange (TPX), the **Traveller** Data Base Project (TDBP), **Traveller** BBSs, etc. This fannish activity is adding to the **Traveller** background at an unprecedented rate: anyone can participate. **Traveller** is bigger than other RPGs because of the extensive background of the Imperium Campaign. **Traveller** is better than other RPGs because any fan can contribute to the background.

Ed Edwards



The recent growth in numbers of **Traveller** fanzines has been tremendous. From the early days of fanzines, starting about 1939, when science-fiction fandom was blossoming, fans in many fields have turned to publishing amateur magazines as a way of expressing their interest and support. Twenty-four years later, postal gaming got its start in May of 1963 with the publication of the first game-oriented newsletter ("gamezine"), which is still published to this day. With the passage of yet another 24 years, the **Traveller** fanzine subfield is well on the road to a bright future.

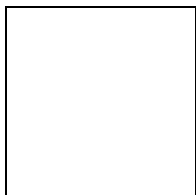
These "early days" are marked by a great deal of enthusiasm and cooperation. When I started publishing *The Travellers' Aide*, in December of 1985, the only extant **Traveller** fanzine was Magnus Abel's *Between Worlds*, which started about a month before *TTA* (there was a prior zine, Ed Edwards' *Working Passage*, which folded before my time). Since then, interesting and lively newsletters (*Third Imperium*, *Continuum*, *Backspacer*, *Jumpspacer*), including my own *IS*, (the old *Imperium Staple*), have jumped on the bandwagon.

This can foretell a time of increasing fan involvement that could boost **Traveller** popularity immensely.

Now in my second decade of fanzine publishing, and in observing the ins and outs of such a field, I view this growth with optimism, mixed with caution. Fanzine hobbyists can easily get lost in the backwaters of feuds and politics. **Traveller** is headed for a glorious new age, as expressed by the increasing numbers of zines, but only if we remain aware of possible problems, and only if we are prepared to overcome those pitfalls by fostering responsible interaction.

This new hobby can flourish only by searching out and expanding to new horizons. After all, isn't that what **Traveller** is all about?

W. E. J. Hinton, Jr.



When an entire universe is laid out before a person, there is no doubt that they are interested in what lies in store for them. There arises the desire to explore places never before traversed, to solve mysteries that have never been explained, and to gain knowledge and wealth beyond imagining.

Traveller is all of these things and ever so much more. Every individual is introduced into an entirely new universe, a place which can be molded by their thoughts and actions. It is a world which presents limitless challenges, where explorers seek their glory and good fortune or where they meet poverty and fate. It is a universe filled with beauty and wonders, spangled with a bright history meshed with a terrible past. It is a dark void lit by a hundred thousand suns, colonized and civilized by thousands of societies and cultures.

Traveller features a universe ruled wisely by mighty empires taunted by brutal enemies. It is a universe of miracles filled with unlimited possibilities. With this vast world of adventure, who could possibly refuse an invitation to "Come visit my universe?"

Gregg Myles Giles

*Happy 10th, **Traveller**!*

Marc Miller and the folks at GDW have done a fantastic job of building a science-fiction role-playing game with a consistency of background second to none in the industry. And few (if any) science-fiction role-playing games can match the sheer "open-endedness" that **Traveller** offers.

Yet, even with ten years of groundbreaking **Traveller** products behind us, there's still a plethora of untapped potential in **Traveller**. That's one of the reasons Gary Thomas and I formed Digest Group Publications two years ago. We wanted to throw in our two cents worth and show people how much is yet to be done with **Traveller**. And thanks to Marc and GDW, we've been given that chance. In fact, Marc's been egging us on all the way!

One of the most exciting opportunities to come our way is the **MegaTraveller** project. Marc has given us the rare opportunity to have a major hand in helping GDW update, consolidate, and expand **Traveller** with the best that has been published for the game in the last ten years, and set it all against the exciting new background of the divided Imperium.

I for one can hardly wait to see what the next ten years of **Traveller** has in store.

Joe D. Fugate, Sr.

When **Traveller** was first released, I was a boardgamer who had never heard of the role-playing phenomena. Interested in science-fiction, but not knowing what to expect, I sent in my money, and when the game arrived, opened it eagerly. The concept fascinated me, the game intrigued me ... and soon the adventures and supplements and magazine articles started to appeal to me. I was hooked: an addict with a habit that cost more money than I was prepared to pay!

Because I came from a writing background, though, I soon saw a way to make my new "addiction" more bearable. I wrote a piece for the **Journal**. Loren Wiseman liked it. I wrote a few more. After my brother and I actually met the GDW staff at a convention, we talked about doing an adventure and **Chamax Plague/Horde** followed. We branched out to work for the first big licensee, FASA Corporation, and formed our own company, Marischal Adventures, with a line of "folio adventures" for **Traveller** all our own. What had started as a way to make back the cost of an expensive hobby quickly mushroomed into a livelihood.

Now, ten years later, I make my living from writing for adventure games, not just **Traveller**, but a host of others as well. My whole career, a decade's experience and development as a writer, comes from that first little black and red box with three small rulebooks inside. And after a decade of working with **Traveller** on projects ranging from adventures to magazine articles to starship deck plans to alien modules, I can only hope that **Traveller's** 20th anniversary will find me writing another article about how I got to be involved in a second decade with GDW's game of "Science Fiction Adventure in the Far Future."

J. Andrew Keith

REF: "Okay, inside the cave, you're out of the howling, dry wind of the Endless Desert of the planet Miller. In front of you, you see the inner door to the temple. It's old ... very old. The acrylic paint is chipped and scratched in places. There are sticky fingerprints around the handle. Still, it shows signs of a highly advanced technology."

OSCAR: "What signs?"

REF: "They say 'DO NOT DISTURB' in flashing red LED lights."

ERNIE: "Wow! That's like Tech Level 18 or so! Do ... do you think this could be a lost cache of ... of the Ancients?"

BERT: "I'm examining the door."

REF: "There are strange words on it, up near the top."

OSCAR: "Never mind that. I'm using my laser on the door."

REF: "Okay. You've got Laser Rifle 3. Roll 2D. You got it! There's a flash of light and a bang, and the door swings open. All of you, roll against your Dexterity, with a DM of +5."

OSCAR: "Why?"

REF: "Because an avalanche of papers and artifacts comes exploding out of the tomb! Your saving throws failed. You're buried in the stuff!"

BERT: "What kind of artifacts?"

REF: "Oh, tons and tons of papers ... drawings ... books ... old, old paintings! The tomb is some kind of storehouse."

ERNIE: "What are the books?"

REF: "There are lots of them. Dozens of back issues of *The Journal of the Traveller's Aid Society: Nomads of the World Ocean, Chamax Plague, Duneraiders, Ordeal by Eshaar, Uraqyadin of the Seven Pillars...*"

BERT: "(GASP!) Then this ... this must be ... Quick! I'm reading the words on the door!"

REF: "Roll against your Intelligence. You made it! It says Approved For Use With..."

ERNIE: "I got it! I got it! This must be a storehouse of ... of Them!"

OSCAR: "Who's Them?"

REF: "Ages ago, a small band of mercenaries appeared out of nowhere. They were unknown ... unheard of. But they began producing drawings and books and paintings and *Journal* articles by the tens ... the hundreds ... the billions and billions! Soon, whole planets were covered with their stuff. You couldn't open a *Journal* without seeing their names! Whole game libraries collapsed into mini-black holes as..."

OSCAR: "Oh ... Them!"

ERNIE: "(GASP!) The Notorious Keith Brothers!"

William H. Keith, Jr.

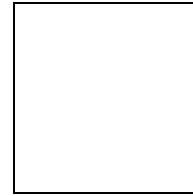
"Happy 10th birthday, **Traveller**!"

Traveller peaked in 1981, in the number of items produced and also, I believe, in public gaming interest. Since 1981, the amount of **Traveller** material on game store shelves has been dwindling (from what I've personally seen and heard). This, the 10th year of **Traveller**, promises to be the best year since 1981. Even though the number of **Traveller** products produced in 1981 will not be surpassed, the material produced this year is of higher overall quality.

Public interest in **Traveller** will surge in the coming years due to the production of **MegaTraveller**. This, coupled with the dedication of licensed companies and the already loyal body of fans (and their fanzines), will clearly show **Traveller**'s superiority over all other SFRPG systems.

The two *Approved for Use with Traveller* licensed companies currently producing **Traveller** material seem to be dedicated in their support of **Traveller**. Digest Group Publications, already in their third year of operation, have produced not only the *Traveller's Digest*, but many additional works, and the talent there has clearly proven itself. Seeker, which received an *Approved for Use with Traveller* license less than a year ago, has already begun to produce deck plans for **Traveller** (the first major producer of deck plans since FASA), and is considering some interesting projects for the future.

Herb Petro



One of the most exciting aspects of **Traveller** is its versatility. Unlike other games, **Traveller** does not restrict you to one type of activity (such as crawling underground and killing monsters); you can participate in merchant activities, piracy, mercenary operations, exploration, diplomacy, and even espionage! **Traveller** is hundreds of games in one, and this is no better shown than in the number of products produced for it, each one new and different.

Traveller has also shown the highest quality all around of any RPG. It is one of the most realistic and playable systems around, and has the highest level of loyalty among fans of any game! In the five years I have been playing **Traveller** I have never found a better game; the many people I have introduced to it have never again been as satisfied with other games.

Mike Jackson

I have the dubious distinction of having begun my employment at GDW precisely as **Traveller** was released **Traveller**'s tenth year is also my own. In that time I have had the opportunity to write or develop many **Traveller** products, beginning with **Fighting Ships** in 1981. Now, as co-editor of **Challenge**, I feel comfortable in knowing virtually every aspect of the game, and I've been all but "living" **Traveller** for nearly a decade.

Such intimacy has forced me to understand every nuance of the game, including why things were done, why others were not: things that have never been published but which assure realism and balance. I will be the first to admit that **Traveller**'s tiny flaws are many. But its big ones are few. The game stacks up against all that have tried to duplicate its completeness.

Struck as I was opening that tiny black and red box ten years ago, I couldn't help but fall in love with the game. There I was, presented with the endless possibilities of a truly limitless game. Our published universe, with its reams of detailed information, is but one possibility among countless millions of others. Few games can boast this kinship with the infinite.

Timothy B. Brown

About eleven years ago, Marc proposed that GDW should do a science fiction RPG. Our design work on the game had just begun in earnest when Marc asked if I would like to drive to Lombard with him to see Star Wars (which had just opened in the Chicago area, but was not likely to come to Bloomington for weeks). It was the only movie I had ever attended where a special effect (the Millenium Falcon's first jump) received a standing ovation. The theater audience ... Marc and myself included ... leapt to its feet and cheered. The

movie had a profound effect upon the both of us. On the drive home, the atmosphere was electric as Marc and I talked of both the movie and the game, and how they both instilled the same excitement in us. If **Traveller** affected others the same way, we knew it would be a great success. It was. To this day, I cannot think of **Traveller** and **Star Wars** separately ... thoughts of one invariably call up images of the other.

So (glasses raised), here's to **Traveller's** first decade, and to all the decades yet to come.

Loren K. Wiseman

Traveller is formally ten years old this year, but it had a long history of development before its publication in 1977. The first glimmers of the game were present in 1975 and 1976 when the GDW design staff played an interstellar wargame that we called **Imperium** (but not the **Imperium** that GDW eventually published). Deeply influenced by our work on historical games, this original **Imperium** provided a variety of spacecraft units all carefully rated with space attack, space defense, planetary attack factors, and costs. Its map, centered on Earth, was an early attempt to portray near Solar space with accuracy. Its rules tried to handle not only combat and movement, but economics and the relationships between aliens as well. Its map showed space within 20 light years of Earth and assigned specific star systems to intelligent races. Industrial rules governed the production of starships, and slower than light drives made it a sort of "wagon train to the stars" situation. There were two important aspects of this game that are still visible today.

First was the concept of alien races: the prototype **Imperium** universe was populated with Aslan, Hivers, Vargr, Humans, and Dorsai. As in **Traveller**, which followed, the Vargr were patterned on canines, the Aslan on lion-like carnivores, and the Hivers on bees. Humans were just as we know them today, and Dorsai were mercenaries. It was from this base that our general concepts of alien races in **Traveller** were formed.

The second influence prototype **Imperium** had was in the realm of role-playing. While the game was a board wargame with a hex map, counters, and extensive strategic rules, a separate set of rules was introduced for individual characters. While each player was assumed to be a highly placed leader of his side, he was also given a character as the son or daughter of that leader. That son (usually) could choose a career (Army, Navy, Marines, Scouts, Merchants, or Civil Service) and progress through it, eventually reaching the upper levels of his particular service. At each level of rank, the son provided modifications to the action. A Navy Lieutenant provided a DM in space combat; a Merchant officer provided DMs for trade with other races. The only problem was that the son needed to actually be present in order to have his effect, and slower than light drives made it difficult to have the son in exactly the right place without a lot of planning. The careers of these sons were the original inspiration for the basic **Traveller** character types.

Of course, no one at the Workshop knew that our publication of a science-fiction role-playing game would mark a whole new area for us. Indeed, for the first year, we sat back and let people buy **Traveller**, play it, and enjoy it. In our own naive way, we thought that the basic rules set was enough. It was a review in a fanzine run by Tony Watson that changed my mind. The reviewer, talking about **Traveller**, complained that there was not enough background and detail for the **Traveller** rules: each player had to make up his own. And Tony (as the editor) inserted a comment that he would never play a system that imposed a background on him. At that point I realized that, as much as each player wishes he could create his own science-fiction background, few have the luxury of unlimited time to do it. It was my responsibility, as a game designer, and our

responsibility, as a game publisher, to provide support for the role-playing system.

So at Gencon in 1978, the GDW staff sat down and planned out what products we should produce for **Traveller**. As we talked, it became clear that we not only had to provide useful products, but also expand the store of information about the Imperium. We set to it with a vengeance, and now, 10 years later, you can judge for yourself how well we have done.

Traveller Publications

- 1977 Basic Traveller, Imperium.
- 1978 1001 Characters, Mayday, Mercenary.
- 1979 Animal Encounters, Citizens of the Imperium, High Guard, Snapshot, The Kinunir, The Spinward Marches, Journal of the Traveller's Aid Society #1.
- 1980 Across the Bright Face/Mission on Mithril, Research Station Gamma, Shadows/Annic Nova, Twilight's Peak, Dark Nebula.
- 1981 76 Patrons, Aliens Handout, Azhanti High Lightning, Best of the Journal 1, Expedition to Zhodane, Fifth Frontier War, Fighting Ships, Introduction to Traveller, Invasion: Earth, Leviathan, Library Data (A-M), Striker, The Argon Gambit/Death Station, Traders and Gunboats, Basic Traveller (2nd edition), Deluxe Traveller, Trillion Credit Squadron.
- 1982 Best of the Journal 2, Broadsword, Chamax Plague/Horde, Divine Intervention/Night of Conquest, Library Data (N-Z), Marooned/Marooned Alone, Prison Planet, The Solomani Rim, The Traveller Book.
- 1983 Best of the Journal 3, Forms & Charts, Murder on Arcturus Station, Nomads of the World Ocean, Scouts, Tarsus, Starter Traveller.
- 1984 Aslan, Atlas of the Imperium, Beltstrike!, Best of the Journal 4, K'kree, Safari Ship, Secret of the Ancients, The Traveller Adventure, Vargr.
- 1985 Droyne, Merchant Prince, Signal GK, The Spinward Marches Campaign, Zhodani.
- 1986 Alien Realms, Hivers, Robots, Solomani.
- 1987 MegaTraveller
- 1988 ?

My own production records give a brief overview of **Traveller** production. Not counting *Journal of the Travellers' Aid Society* and a few small items, we have still produced 65 **Traveller** items in the past ten years: that averages slightly better than one new item every two months. We have produced nearly a quarter million (248,585) **Traveller** rules sets and nearly one and a half million (1,487,377) total **Traveller** pieces. None of that includes licensed products from such companies as Martian Metals, Grenadier, Judges' Guild, GameLords, Paranoia Press, and the Digest Group.

Traveller is available throughout the world, and not just in English. It's been available in Japanese for more than two years and enjoys great success over

there. There are currently editions of **Traveller** in German and French. We recently concluded an agreement to publish **Traveller** in Italian, and we are working on a similar agreement for Spanish.

Early in its history, **Traveller** moved to the top ranks of role-playing games. Just last month, the gaming column of Analog spoke of **Traveller** as the premier SF game. The writer thought that perhaps time has passed **Traveller** by, even as he favorably reviewed the new **Traveller: 2300**. But our plan is not to replace **Traveller** with **Traveller: 2300**. They are two distinct games that serve distinct needs. So it is especially fitting that we unveil our plans for **Traveller** for the next ten years on this tenth anniversary of the publication of **Traveller**.

We are publishing a new edition of the **Traveller** rules set this year. We call the set **MegaTraveller** (and that name appears on the box), but the game is the classic **Traveller** we all know and love. The set consists of three 96 page books in the large 8 1/2" by 11" format. Each book will be available separately, and the three will be packaged together in a box with additional materials (like the Spinward Marches map).

The Player's Handbook, aimed primarily at players, provides character generation (eighteen character types using the original four-year system; plus the **Mercenary**, **High Guard**, **Scouts**, and **Merchant Prince** systems) and advanced **Traveller** combat (based on **Striker** and **Azhanti High Lightning**, but task based). Some additional player information, primarily on the task system, will also be included.

The Referee's Handbook, aimed at referees, provides starship design and combat based on **High Guard**, vehicle design (simplified from **Striker**), worlds (taken from **Basic Traveller** and from **Scouts**), and commerce (from **Merchant Prince**). A complete coverage of the task system, pioneered by the Digest Group, will also be included. Tasks, and the editing of the **Traveller** rules to

make use of tasks, makes the entire game run more smoothly and efficiently, without ever slowing down play

The Traveller Encyclopedia, aimed at both players and referees, includes lists of equipment, library data, essays on the state of the Imperium, maps, world data, and player aids. The entire purpose of this volume is to make the background and details of the universe readily accessible to everyone.

With the cream of the past ten years now compiled into three easy to use volumes, we have an opportunity to produce a variety of new **Traveller** materials in areas we have only lightly touched before. We're talking about a **Cloak & Dagger** sourcebook, and **Aerospace and Orbital Command** coverage. Digest Group is planning a **101 Vehicles** supplement. I want to do an updated, expanded, and enhanced **Imperial Fighting Ships** (with appendices on non-Imperial forces). There will be more adventures as well.

But there has to be more than just a rules revision. We want **Traveller** to continue as the standard against which other role-playing games are judged. We've put ten years into developing the details of this universe of the future, and we can't, we won't, let it fade away. At the same time, nothing lasts for ever; everything changes. And in the interests of a more intriguing future, the Imperium itself has to change.

The Imperium is crumbling. Swirling around and through the Imperium are coming the times that disrupt ordinary lives, but make role-playing adventures exciting and memorable. A set of ordinary, foreseeable circumstances is bringing the Imperium down. The Emperor Strephon will die by an assassin's hand, and in the aftermath of the deed, the empire is going to fall apart as each bloc struggles to take the reigns of power.

I think the next ten years is going to be even more exciting than the last. Stick with us and see.

Marc W. Miller

The Universal Task Profile

Editor's Note: Devoted **Traveller** players have been using the Universal Task Profile (UTP) system for more than two years, and their constant play-testing of the system has honed it to a fine edge. The original system, designed by Joe Fugate and Gary Thomas for their **Traveller Digest** magazine, had only a few of the many options now in the present system. Over the past 24 months, **Traveller Digest** adventures (eight so far) have picked the system apart, and put it back together, better and better each time.

We have had a tremendous response to the basic concept. Our German publisher saw the system and wanted it for their translation. Our Italian publisher wants the new system for his **Traveller** translation. We are convinced that this system is a major improvement for **Traveller**, and it is being integrated into the new **MegaTraveller** scheduled for later this year. Here is an advanced look at a key part of the next edition of **Traveller**.

The UTP provides **Traveller** players and referees with a comprehensive system for defining and resolving tasks. The UTP is valuable in an adventure session for impromptu, on the fly task definitions. It serves to add immediate depth to an on-the-spot situation. The UTP is also valuable because it requires that a player make definite use of his character's skills and characteristics. Using the UTP, referees can create a catalog of tasks for future reference.

FORMAT

The components of the UTP are:

Introductory Phrase: A brief phrase (beginning with To) explaining the specific task that this UTP covers.

Task Specification: A series of items which define the kind of task and what it takes to attempt this task. The items are:

Difficulty: Indicates the relative difficulty of the task (see chart). From this, the basic roll (on 2D6) needed to succeed can be determined.

DIFFICULTY

Task	2D6 Roll
Simple	3+
Routine	7+
Difficult	11+
Formidable	15+

DMs: Indicates which skill(s) and which characteristic(s) are judged most crucial to task success. Generally, DMs are limited to these two items. Other factors influence the task difficulty, rather than becoming additional DMs. The DMs are added to the 2D6 roll for the task attempt, and are determined as follows:

For crucial skills, use the character's skill level as the DM. At the referee's option, a related skill can be used at a handicapped level. If the character attempting the task has no skill (not even skill level-0) in the crucial skill, make the task at least one level harder and perhaps even impossible. Optionally, the combination of the character's intelligence and education may substitute for lack of skill (this represents all of the character's intellect, knowledge, and experience brought to bear).

For crucial characteristics, use the character's characteristic divided by five as the DM (drop fractions, the DM range is 0 to 3); the absolute maximum DM is ± 8 . Regardless of DMs, a natural roll of 2 is a fumble and results in automatic failure.

Time: Indicates the base time period for the task attempt. The task attempt (successful or not) is assumed to take an average of ten UTP time periods. (Some tasks may have the time period omitted, in which case the task is assumed to be instant and the time duration roll is ignored.)

To determine the actual duration of the task attempt, use the following method:

UTP Time period \times (3D - DMs) (the absolute minimum is 3 time periods).

Task Qualifier: Indicates some special condition that applies to the task. (An understanding of task failure, task retries, and task mishaps is needed to fully understand how to use a task qualifier: see the section Failure and Task Retry and the section Mishaps for details). The task qualifiers are:

Standard: If no task qualifier is present, the task is a standard task. The standard task is a task which:

- 1) has an outcome that is certain;
- 2) has only a mild element of risk;
- 3) requires the crucial skill to avoid an increase in difficulty;
- 4) can be performed by one character alone.

Hazardous: A hazardous task runs a much higher risk of mishap if the attempt is unsuccessful. If the character fails in an attempt of a hazardous task, roll 3D6 (instead of 2D6) on the failure table.

Safe: A safe task is the opposite of a hazardous task. Roll 2D6 on the mishap table as with a standard task, but if a mishap occurs, the mishap type is always superficial.

Uncertain: If the result of a task attempt is largely opinion or, because of the nature of the task, if immediate feedback on how successful the task has been is not possible, then declare the task to be uncertain. With an uncertain task, those associated with the task have some idea of how successful the task attempt was, but they are not certain.

When a character is attempting an uncertain task, both the player and the referee roll for the task attempt. The referee's roll is hidden from the player, and serves to modify the result of the player's roll.

<i>If the player's roll:</i>	<i>If the referee's roll:</i>	<i>The player gets:</i>
Failed	Failed	No Truth
Failed	Succeeded	Some Truth
Succeeded	Failed	Some Truth
Succeeded	Succeeded	Total Truth

EXPLANATION OF RESULTS

No Truth: The player is totally misled as to the success of the task attempt. Completely erroneous information is given.

Some Truth: The player is given some idea of the success of the task attempt. Some valid information is given. Notice that it is possible for the character to fail at the task attempt and still get some helpful information, although he cannot know for sure this is the case.

Total Truth: The player is not misled in anyway as to the success of the task attempt. Totally valid information is given. Notice that the player may still not believe all the information he is given, even though it is the complete truth.

Sensor readings, interchanges between characters (including any task which might require a reaction roll), psionics, computer programming, repairs, and research are all good candidates for uncertain tasks. The section Further Uses of the Uncertain Task provides additional insight into using the uncertain task.

Unskilled OK: If the crucial skill is not essential to a successful task attempt, declare the task to be unskilled OK. Do not increase the task difficulty if the character attempting the task does not possess the "crucial skill." Most tasks should be skilled, the unskilled OK task is an exception.

Team N: Certain tasks may require close teamwork by multiple characters at the same time. The number of characters desired is indicated by N. One more than N or one less than N is possible, but not optimum. "Team" may also specify a range of 1 N, indicating that a variable number of characters in the close team effort is okay. One task roll is made for the attempt; double the lowest

skill level possessed from among the participants, and use the best characteristic level from among the participants to determine the task DM. If the task attempt fails,, all participants roll for failure; those that fail Determination cannot participate in a future team attempt unless they wait the required ten time increments. No matter how many mishaps are rolled, roll only once on the mishap table.

Notice that the best teams are those in which the skill levels of the participants are roughly equal. The close teamwork defined here is not to be confused with a loose team effort. Loose team effort is covered in the Cooperation section.

Referee Paragraph: As flexible as the UTP is, it cannot cover all combinations of circumstances or conditions. Whenever such special conditions exist, the UTP is immediately followed by a paragraph labeled Referee. Some examples:

Referee: This task is non-repeatable; only one attempt is allowed.

Referee: Any mishap causes a security alert to sound.

Referee: If any non-Scout character attempts this task, it becomes difficult.

General Format Guidelines: Experience has shown that the UTP should be easy to find in a body of adventure text. To facilitate this, it is recommended that the UTP be listed in its own paragraph preferably bounded by one blank line above the UTP and one blank line below the UTP, as shown:

To locate the source of the strange hum: routine, recon, int, 1 min (unskilled OK, hazardous).

Referee: Any major or destroyed mishaps automatically become minor mishaps.

Failure and Task Retry: If the needed difficulty roll is not obtained, the task attempt is unsuccessful and has failed; roll on the following table:

FAILURE TABLE

<i>Die</i>	<i>Failure Type</i>
2	Reroll
3+	Retry
7+	Check Determination
11+	Mishap (2D6)
15+	Mishap (3D6)

For ordinary (non-hazardous) tasks, roll 2D6; for hazardous tasks, roll 3D6.

EXPLANATION OF RESULTS

Retry: The character failed the task, but can retry it again with no penalty.

Check Determination: The character failed the task; the character must stay determined to retry the task without penalty. Staying determined is a task:

To stay determined: Difficult, endurance, intelligence, Instant.

Referee: Endurance and intelligence combined represents a character's force of will. If successful at staying determined, the character can retry the failed task with no penalty. If unsuccessful, the character has two choices:

- 1) retry the failed task immediately, but the task difficulty increases one level;
- 2) retry the failed task at no increase in difficulty by waiting 10 times the actual duration of the failed task before retrying the task again.

A formidable task increased in difficulty becomes impossible, that is, failure is permanent. No more retries are possible until circumstances change enough to allow a new UTP to be defined for the task. Jack of All Trades skill provides one free retry per level of skill (representing the character's resourcefulness).

Mishap (2D6): The character failed the task; roll 2D6 on the mishap table.

MISHAPS

If a mishap occurs from a roll on the failure table, roll the indicated number of dice (either 2D6 or 3D6) on the table below.

MISHAPS

Die	Mishap Type
2	Reroll
3+	Superficial OD6)
7+	Minor (2D6)
11+	Major (3D6)
15+	Destroyed (4D6)

After correcting the effects of the accident, the task reverts to *check determination*, should a retry be desired.

Mishap (3D6): Same as Mishap (2D6), except roll 3D6 on the mishap table.

EXPLANATION OF RESULTS

Superficial (1D6): Impose superficial damage on some device/vehicle involved in the task and/or 1D6 wounds to the character.

Minor (2D6): As above, except impose minor damage and/or 2D6 wounds.

Major (3D6): As above, except impose major damage and/or 3D6 wounds.

Destroyed (4D6): As above, except impose destroyed damage and/or 4D6 wounds.

A specific mishap is always preferred to these general results; where possible, spell out specific mishaps in the referee paragraph. If mishap results seem inappropriate, the referee should retroactively declare the task to have been a safe task, and implement a superficial mishap.

GENERAL DAMAGE AND REPAIR

Whenever an object (device or vehicle) is damaged, in the absence of detailed rules for diagnosis and repair, use the following procedure:

Diagnose the Problem: The standard diagnosis task is routine (uncertain); the referee must determine DMs and time.

Once the player's diagnosis task roll is successful, establish a UTP for performing the repairs based on the damage level, as per figure 6, below. Repairs can be made without a successful diagnosis at an additional cost multiplier of 1D6 (just replace the entire assembly if it can't be determined what's wrong).

For repairs in the field, increase the task difficulty one level. For lack of tools, increase the task difficulty one level. For lack of spare parts,

increase the task difficulty one level. All of the above difficulty increases are cumulative.

If an object has minor damage, any subsequent damage is automatically increased in severity by one level. Thus, if the object already has minor damage, another minor mishap is changed to major instead; a major mishap is changed to destroyed. Superficial damage is not cumulative; it's just more scratches.

GENERAL DAMAGE AND REPAIR

Damage Level	Operate?	Repair Task	Repair Cost*
Superficial	Yes	Simple	1D6%
Minor	No	Routine	1D6x1D6%
Major	No	Difficult	2D6x5%
Destroyed	No	Formidable	2D6x2D6x5%

*Percentages are of the price when new.

Repair Task and Repair Cost are for repairs done at a shop.

If an object had major damage that was last repaired in the field (not yet taken into the shop), any task using that object is automatically hazardous (high risk of another breakdown). This lasts until the original major damage is totally repaired in the shop.

Complex Objects: Certain objects (e.g. vehicles, robots) are very complex with many sub systems. If the referee wishes, he can specify that an object is a complex object, and vary the damage procedure slightly, as follows:

One system is defined as the primary system (the main reason the object works or is useful: on a civilian vehicle this is the locomotion system, on a military vehicle it's the weapons, on a robot it's the brain).

The other systems are secondary systems. One or more secondary systems exist. It is up to the referee to specify what these systems are.

Roll for damage as normal: if the result is superficial or minor, reroll for the damage level to a secondary system; if the result is major or destroyed, reroll for the damage level to the primary system. Specific damage rules tailored to a complex object are always preferred to these general rules; where possible, spell out specific sub systems with the complex object design or

spell out specific damage suggestions in the referee paragraph.

SPECIAL TASK ATTEMPTS

The player can specify that his character is performing a special task attempt. Each type of task attempt has its own advantages and disadvantages:

Standard: The standard task attempt (in the absence of any other specification by the player) assumes that the character is taking a reasonable amount of care while performing the task. This is the normal task attempt.

Hasty: If the player wishes, he can request that the task attempt be a hasty one, which tends to shorten the task duration at the expense of difficulty. Increase the task difficulty at least one level; double the DMs before subtracting them from the time roll (a hasty attempt may take less time).

Cautious: The cautious attempt provides a way to reduce the risk of failure or mishap when attempting a hazardous task, at the expense of task duration; it is just the opposite of a hasty task attempt. However, a cautious attempt is only allowed on a hazardous task.

When a cautious attempt is specified for a hazardous task, the DMs may also be subtracted from either the failure table roll or the mishaps roll (the player's choice, specified before rolling for the task). This benefit is not free; double the 3D6 time roll before subtracting the DMs from it (a cautious attempt may take more time). The maximum DM that may be subtracted from either table is - 4. Thus if the character has the maximum DM of - 8, a DM of - 4 may be applied to both the failure table roll and the mishap table roll.

SUBTASKS

Many tasks can be divided into a sequence of subtasks. A good example of this is the UTP general repair task, which is subdivided into diagnosis and repair tasks. Additional depth and enjoyment may be added to a situation by dividing it into a string of subtasks, rather than using just one big "macro" task.

However, not every macro task should be subdivided. In fact, there are times when a

particular task should be one task roll, and then there are other times when the same task should be a string of subtasks. Keep in mind the relevance of the task to the overall adventure. Insignificant tasks should be kept to a single macro task, if they are even to be considered as a task at all.

Also keep in mind that as more subtasks are created, the chance that a mishap will occur increases proportionately. To minimize this effect, try to limit the subdivision to two or three subtasks in most cases.

The risk of a mishap brought on by task subdivision can also be reduced by: 1) defining some of the subtasks to be at a lower difficulty level than the difficulty level of the overall "macro" task; 2) declaring certain subtasks to be safe tasks.

COOPERATION

A task can also be divided into required and supportive subtasks, allowing characters to cooperate toward a common goal. The required subtasks must be accomplished for the "macro" task to be accomplished, while the supportive subtasks simply enhance the efforts of those attempting the required subtasks.

Establish which required task is enhanced by which supportive tasks. If over 50 percent of the supportive tasks related to a single required task succeed, one determination roll is waived on the required task if it fails.

FURTHER USES OF THE UNCERTAIN TASK

A particularly useful technique with the uncertain task is to substitute referee judgment for the purely random secret roll. As an example, consider character interaction. Using tasks with character interaction skills can interfere with genuine role-playing. Is there an easy way to implement tasks in character interaction without eliminating the opportunity for the player to really role-play the situation if he wants? Yes, there is. First, treat all inter-character tasks as uncertain, and then: 1) define a UTP for the situation, and have the player make the task roll; 2) either role-play the situation or let the player present his argument (whichever method you normally use); 3) rate the quality of the

player's presentation and arguments as either success or failure, instead of using the referee's secret roll.

If the result of the uncertain task is total truth, roll 1D6+6 on the reaction table. If the result of the uncertain task is some truth, roll 21D6 on the reaction table as normal. If the result of the uncertain task is no truth, roll 1D6 on the reaction table. Remember, if the player fails the task roll, he must roll for failure. If a mishap occurs, always implement a negative DM (the exact DM is up to the referee) on the reaction table roll.

Notice what can happen with this approach. A good presentation or argument from the player can do a lot to save an unlucky task roll, or even to save a mishap. This method also works well because it lessens the pure randomness typically seen in reaction table rolls.

SUMMARY

The UTP has been designed to be easy to remember: notice that the three basic tables used all have the same 3/7/11/15 breakdown, with each number 4 more than the last. With a little practice, you should find the system easy to remember and be able to use it strictly from memory.

One Final Note: Be creative in your application of seemingly inappropriate results. Random dice have no idea of the difference between a challenging adventure and an utterly frustrating one. Use the UTP system as your tool -- don't let it use you.

Joe D. Fugate Sr.

Scientists

Across the far flung expanses of the Third Imperium, as in any society of sophonts, there are those who push back the frontiers of knowledge. These people come from all social classes, but have one thing in common: a deep passion for learning and understanding.

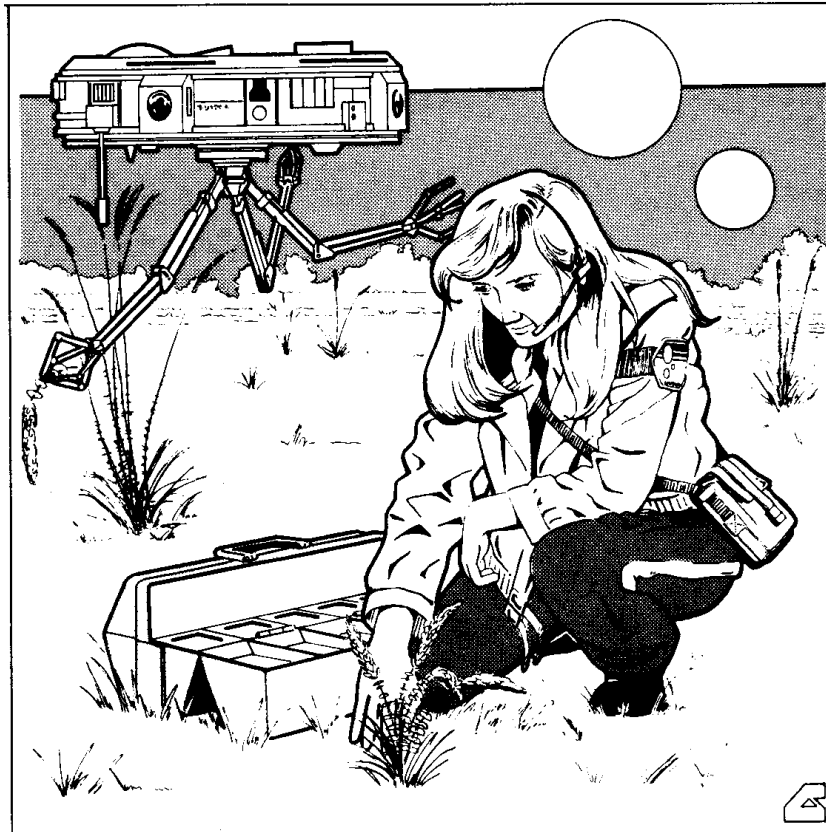
Some examine the "hard" sciences like chemistry and mathematics. They work with the physical universe and strive to unlock the secrets of its most absolute truths. Included in this field are the astronomers, whose study of the cosmos brought humanity the jump drive and opened the galaxy to exploration, as well as the physicists who study matter and energy at its most basic levels.

Others study the "life sciences" and work to attain a more perfect understanding of the evolution and operation of all forms of life. These professionals range from the noble physicians, who have sworn an ancient oath to ease all suffering wherever they might find it, to the sophontologists whose study of the development of sentient life spawned the Solomani Hypothesis and unraveled the secrets of the Vargr uplift to the ranks of intelligent life.

A third group of scientists, who contemplate the interaction of sophonts and their cultures, work in the fields of "social science." In this category, we find the historians and archaeologists who sift through the remains of past cultures to gain a fuller understanding of current events and probable future trends as well as the psychologists who deal with the mind and its complex thought processes.

Lastly, we find the inventors and such who work with technology every day in the "applied sciences." Working in a far less abstract realm than the psychologists or mathematicians, they favor hands-on experimentation and work to improve existing machinery. In general, they take the theories brought forth by some of the other types of scientists and turn them into inventions which make everyone's life a little bit better. This field includes the computer

experts and roboticists who have refined the sciences of automation to remove man's need to work in dangerous or repetitive tasks.



IMPERIAL SCIENTIFIC INSTITUTIONS

There are countless organizations within the borders of the Imperium that have devoted themselves to science and the pursuit of knowledge. Some work quietly in well-equipped labs while others sponsor bold exploration missions into dangerous regions of space. In many cases, they are supported by the local or Imperial authorities, but there are also numerous private agencies and even a few underground groups (like the notorious Psionic Institutes). The following is a list of some of the associations which exist in the Third Imperium.

Argushiigi Admegulasha Bilanidin (AAB): Located on Vland, the AAB is perhaps the most respected scientific and research body in known space. The vast stockpile of information to be found here is far beyond that available anywhere else in the Imperium, and thus the AAB has become a sort of "clearing house" for new inventions and patents. Although the AAB sponsors very few outside research programs, it maintains a vast network of laboratories on Vland. Due to the often conservative leadership of the AAB, characters who find employment here are likely to be investigating already existing phenomena, rather than breaking new

scientific ground.

Probable Technologies: Based in the Solomani Sphere on San Rogue (a jovian moon in the Capella system), this outgoing corporation is constantly on the leading edge of technology. ProbTech has sponsored numerous exploratory missions beyond the rimward frontiers of the Solomani Sphere, not all of which have returned. The founders of this company were Zeus and Thorian Mannington, both former Solomani scouts with a great passion for exploration. Agents of ProbTech will usually find themselves assigned to

dangerous and flashy missions which are geared as much for the favorable press as for the research value.

Enshukki Ohrahndin: Recently formed on Regina in the Spinward Marches, Enshukki Ohrahndin ("The Association of Technologists") is a consortium of scientific research groups (all nonprofit agencies) which have united to eliminate redundant spending of their limited resources. Although less than a decade old, this organization quickly captured the eye of the press and public alike when an expedition of its members found and explored the wreck of the almost legendary luxury liner *Lady Armada* on the outskirts of the Reth system. Although they fund research in many areas, they are very conservative with their economic resources and are slow to recognize exceptionally unusual efforts. Due to the diverse natures of the organizations that make up the Enshukki Ohrahndin, a group of characters working for this agency might be called upon to do almost anything.

Rukhin Rarruffark Kharn: Translated as "Explorers of Undreamt of Knowledge," this Vargr operated firm exists just outside of the borders of the Third Imperium in the Gvurrdon sector. Although it claims to be a scientific research facility which is supported by public and private donations, the true nature of Kharn is well-known. In actuality, its agents are experts at corporate espionage who make their living by stealing recent technological breakthroughs in nearby Imperial space, running the border, and selling to the highest bidder in Vargr space. Kharn employees are commonly known as "tech pirates" and are constantly hounded by Imperial authorities when rimward of the border. In order to operate more freely in Imperial space, Kharn often hires human agents to do their work for them. Players who are hired by Kharn are going to be acting more like smugglers than scientists in most cases.

ConTech: ConTech was established in 713 by the noted philanthropist Wilhelm Roberto Conwell to delve into the mysteries of the life sciences and is supported to this day by his investments and a seemingly bottomless credit line. Originally based in the Maadin system, ConTech has expanded over the years and now has offices on several worlds in the Dark Nebula sector. Recently, ConTech has begun to exchange knowledge with an Aslan firm of a similar nature. Characters who work for ConTech are liable to be field researchers, examining the behavior of animal and plant life on various worlds or seeking out new discoveries in the fields of life sciences.

SuSAG: A powerful business interest, SuSAG is an example of the various megacorporations which exist within the Third Imperium. SuSAG has a wide array of operations, with chemical, pharmaceutical, and genetic engineering being of utmost importance. The company has a bad reputation in many portions of the realm because it maintains Psi drug factories outside of the Imperial borders and due to a history of accidents at some of its biochemical warfare facilities. Due to the firm's original emphasis on Psi drugs, the advent of the PsionicSuppressions in 800 almost shattered it. By quickly pressing on with a policy of diversification that it had begun years earlier, however, SuSAG was able to survive. Currently, SuSAG is a leading manufacturer of anagathics and medical equipment in the Imperium. Due to the great diversity of the corporation's interests, employees of SuSAG may be anything from members

of its paramilitary security force to biochemists testing various chemical weapons.

ENLISTMENT

In order to get a solid base for a scientific career, most characters should begin by attending some sort of college (see below). Although it is possible to achieve success as a scientist without such an education, it is much more difficult. The enlistment throw indicates the total needed on 2D to obtain a position in the fields of science. Failure means that the character is unable to pursue such a career and may attempt some other course of action. If the character makes the throw, he or she may serve a term of four years (unless otherwise specified) in the field.

RE-ENLISTMENT

At the end of each four-year term, the character is free to attempt re-enlistment and work for another term as a scientist. The re-enlistment throw indicates the required roll on 2D to continue.

Enlistment: 9+
DM + 1 if Int 9+
DM + 2 if Edu 11+
Re-enlistment: 4+

COLLEGE

Any character may attempt to enter a college of some sort prior to finding a position within the scientific community. Two types of institutes are open to would-be scientists: colleges and technical schools. In general, the college graduate has a more well-rounded education than those who have completed technical school, but the latter generally has looser admission requirements.

	College	Technical School	Once a character decides to enter either college or tech school, they must apply for admission. The admission throw determines success. If the character fails to attain admission to their chosen school,
Admission	9+	7+	
DM + 1 if	Edu 9+	Edu 8+	
Success	7+	7+	
DM + 1 if	Int 8+	Int 7+	
Education	1D-2	1D-3	
DM + 1 if	Int 9+	Int 9+	
Honors	10+	9+	If the character fails to attain admission to their chosen school,
DM + 1 if	Edu 10+	Edu 9+	

they may attempt to enter the other. If they fail a second time, the character is unable to attain higher education and may enter into the scientific profession at its lowest levels. The success throw is then made to determine if the character remains in school for a full four years. If the throw is not made, the character ages one year (to 19) and may enter the field for a short (3 year) term. Success indicates that the character has completed his or her course of study and has graduated. The education section of the tables on the next page is used to determine the increase in the character's education attribute acquired during this time. The minimum improvement is always 1. Graduates may then attempt the throw for honors, indicating outstanding achievement by the student. Attaining the honors throw allows the character to apply for admission to Graduate School, and add to their education. Whether or not the character

attains honors, he or she has graduated and may enter the scientific community at once if desired.

GRADUATE SCHOOL

Any character who graduates with honors from either college or tech school may apply for admission to a graduate school. These facilities provide advanced training for dedicated students and include institutions like medical colleges. The procedure is similar to that used for earlier schooling. Successful

Admission 9+

DM +2 if Edu 10+

Success 8+

DM +2 if Int 9+

Skills Level 3 in major, level 1 in minor

Honors 11+

DM +1 if Edu 11+

Skills +1 level in major, +1 level in minor

completion of graduate school indicates that the character has aged four more years and is entitled to a number of skills as detailed below. Failure ages the character one year (to 23) and allows him or her to enter the scientific field for a short (3 year) term. Those who complete graduate school are presumed to

have earned a doctoral degree and are entitled to be called "doctor."

Depending on the type of graduate school attended, the character will attain various skills. Due to the great diversity of such institutions, a comprehensive listing of them is impossible. In order to simulate the studies available, the character may select any one science or technical skill as his or her major and another as a minor. For example, someone interested in following a career in astrophysics would take astronomy as a major and physics or, perhaps, computer, as a minor. Upon successful graduation, the character receives a level of 3 in their major and a level of 1 in their minor. Honors graduates receive a + 1 level to their major and minor fields of study. Whether or not the character has attained honors, he or she is now 26 years of age and may freely enter the profession for which they have studied.

GENERAL POSITIONS

Each year spent as a scientist involves the attainment of a position of employment. To determine roughly what type of program the character has been involved in, roll 2D on the general position table below. The various assignments are detailed below:

Unemployed: The character has been unable to find a suitable position for the year and survives on cash reserves and odd jobs.

University: The character has become employed as an instructor at a college, a technical school, or a graduate school, or has been hired to work on a school-funded research program in his field.

Government: The character has been hired by a government (perhaps local or planetary, perhaps the Imperium itself) to work on a project which is of some interest to them. In some instances, these are primarily military in nature, but that is not always the case.

Private: A position has been attained with a private organization which is wholly devoted to a specific type of research. In most cases, the group is nonprofit, and survives on grants from companies and governments.



Corporate: A commercial interest has hired the character. More often than not, the position will be in the research and development department, although other, more unusual, positions do exist.

Special: The character has been hired to work on a very unusual program which may be quite dangerous, but which offers a good chance for reward if success is attained. Roll at once on the Special Assignment table to determine the exact nature of the position. Once the specific assignment has been determined, the character is free to turn it down and roll for a new general position.

Psionics Institute: A very rare opportunity has been found to work for or with one of the remaining underground psionics institutes. Although such work is highly dangerous, it can be very rewarding. Due to the extreme prejudice

towards the institutes and psionics in general, many characters turn down such jobs. If the assignment is taken, it is assumed to be confidential, and the scientist will usually avoid letting the fact out. Public release of such information will cost the character 1D6 points from his or her social standing. Accepting a position with a psionics institute entitles the character to free psionic testing and training as per Book Three.

Interdiction Probe: The character has been hired to work inside an area which has been officially closed to outside travel by the Imperium or some other government. In some cases, the patron is the government involved; in others, it is a rival one or a corporate power interested in the reasons for or the details of the interdiction. If the latter is true, the individual should be careful not to disclose his or her involvement in the operation.

Black Program: The character has been hired to work for the military on a very important and absolutely confidential program. Often, these involve the creation of new weapons technologies or defenses.

Research Station: The character has been hired by the Imperium to work at one of its scattered research stations. Such an assignment is a great honor, and allows the character to gain a +1 to his or her social standing if taken.

Hostile Environs: A position has been obtained which requires the character to work for extended periods of time in very dangerous surroundings, such as on the surface of an airless world.

<i>Die</i>	<i>General Position</i>	<i>Die</i>	<i>Special</i>
2	Unemployed	1	Psionics Institute
3	Unemployed	2	Interdiction Probe
4	University	3	Black Program
5	Government	4	Research Station
6	Private	5	Hostile Environs
7	Corporate	6	Grant
8	Private	9	Government
		10	University
		11-12	Special

<i>Die</i>	<i>Specific Duties</i>
1-2	Laboratory
3-4	Administration
5-6	Field

Grant: The character has been given a large sum of money by a governmental body or business institution, enough to support a specific line of research for a year.

SPECIFIC DUTIES

Once the general nature of the character's employment has been determined for the year, the exact type of duties required of the character are found on the table at the top of the next page.

Laboratory: This indicates that the scientist has been working in controlled conditions and in fairly comfortable surroundings. This type of assignment offers a fairly good chance for progress and advancement.

Administration: The character has been hired to work in the support section of the program (such as fund-raising or public relations). Chances for advancement in this area are not very good.

Field: The character is working outside of a laboratory and in fairly rough conditions. There are good chances for advancement and discoveries in this type of duty.

RESOLUTION

Once the character has determined what he or she is going to be doing for the year, the resolution tables below are consulted to discover the exact results. Each table indicates a throw for survival, discovery, and skills.

As many assignments in the scientific community involve some degree of danger, characters are usually required to make a dice throw for survival. Failure indicates that the character has been killed in the line of duty and that a new character must be generated. Some referees look upon failure results as indicating a serious accident or injury which halts the character generation process, but leaves the character intact for play; this is perfectly acceptable. Success indicates that the character may continue through the resolution process.

The discovery roll indicates the chance that the scientific venture has been fruitful. If the throw is missed, then the work has been fairly successful and the scientist gains little recognition from his peers. If the throw is made, the scientist has been part of a fairly rewarding effort and he or she gains some respect from his fellows. If the roll is made by three or more points, the character has been involved in an important discovery and should record 1 discovery on his or her service record. If the roll is made by five or more points, a major breakthrough has been attained and the character should record this fact on his or her character record. Players and referees may wish to determine the exact nature of the discovery or breakthrough. For example, a geneticist who attains a discovery might be credited with finding the cause of a dangerous genetic defect. If the throw had indicated a breakthrough, the character might have found a way to prevent the defect from occurring.

No matter what the results of the discovery throw, the character has a chance to acquire new skills (or improve old ones) in most cases. The throw for skills indicates the roll needed for success. If it is missed, the character's resolution for the year is completed and he or she may proceed to the next year or to re-enlistment (if they have completed a 4 year term).

RESOLUTION TABLES

<i>University</i>				<i>Interdiction</i>			
	<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>		<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>
Survival	3+	Auto	4+	Survival	4+	Auto	5+
Discovery	7+	None	8+	Discovery	7+	None	7+
Skills	9+	8+	7+	Skills	8+	8+	7+
<i>Government</i>				<i>Black Program</i>			
	<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>		<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>
Survival	3+	Auto	4+	Survival	4+	Auto	4+
Discovery	7+	None	8+	Discovery	7+	None	7+
Skills	9+	8+	7+	Skills	7+	8+	7+
<i>Private</i>				<i>Research Station</i>			
	<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>		<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>
Survival	4+	Auto	4+	Survival	5+	3+	5+
Discovery	8+	None	8+	Discovery	6+	None	6+
Skills	7+	8+	7+	Skills	7+	8+	7+
<i>Corporate</i>				<i>Hostile Environs</i>			
	<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>		<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>
Survival	4+	Auto	4+	Survival	5+	3+	5+
Discovery	8+	None	9+	Discovery	7+	None	7+
Skills	7+	8+	8+	Skills	7+	8+	7+
<i>Psionics Institute</i>				<i>Others</i>			
	<i>Laboratory</i>	<i>Administration</i>	<i>Field</i>		<i>Grant</i>	<i>Unemployed</i>	
Survival	5+	3+	5+	Survival	3+	Auto	
Discovery	8+	None	8+	Discovery	8+	None	
Skills	6+	7+	6+	Skills	9+	None	

Die Modifiers: +1 to on survival rolls if Int 10+; -2 to discovery rolls if not college educated

SKILL ELIGIBILITY

If a character makes the roll for skills indicated during a given term of employment, he or she is entitled to roll once on one of the tables listed below and receive a level in the skill indicated. Depending upon the type of service the character was involved in, he or she may have a choice of several tables upon which to roll. In such cases, the character must select which one will be used prior to rolling the die for skill determination. In all cases, a character may elect to apply a + 1 DM to the roll prior to throwing the die. A description of each table and the requirements for rolling on it are as follows:

Scientist: This table is open to any character at any time and simulates the personal development possible in the course of the year.

Laboratory, Administration, and Field: These tables are open to characters who have served in specific assignments. For example, a character who has just completed a term of service in the field would be able to make use of the field table, but not those for laboratory or administration assignments.

Hard, Life, Social, and Applied Sciences: These tables represent the various overall fields in the scientific community. A character is free to roll on any table which lists a skill that he or she already has. Originally, this usually comes from the scientist's graduate school training. For example, a character who majors in chemistry with a minor in genetics (a biochemist) would be able to roll on both the hard and life sciences tables. If the character later gained skill in computers from an administration assignment, he or she could now roll on the applied sciences table.

Psionics Institute, Hostile Environs, Interdiction Probe, and Black Program: Any character who has worked for the last year in one of these is allowed to roll on the appropriate table.

SKILL DESCRIPTIONS

Administration: Per Book One.

Archaeology: Similar to the history skill, archaeology applies to the physical objects of past cultures rather than to their historical records. Characters with experience in this field of science will be able to identify the origin of various artifacts and estimate their value or scientific importance accurately.

Astronomy: Astronomer skill is a compilation of both observational astronomy and astrophysics. It includes an understanding of stellar and planetary evolution as well as a familiarity with the effects of gravitation fields, solar winds, and similar phenomena. In brief, the character is provided with an overview of the structure of the universe. This skill can be used in many ways, including the location of a ship's position after a misjump or the calculation of precise orbital trajectories for probes and such.

Botany: Similar to zoology, this skill deals with the study of plant life and the systems which make it up. It includes an understanding of agriculture and hydroponics. Characters with botany skill are able to find and treat the cause of various plant diseases or estimate the commercial uses for various types of fauna.

Bribery: Per Book One.

Broker: Per Book Six.

Carousing: Per Book Five.

Die	Scientist	Laboratory	Administration	Field
1	+1 Str	+1 Int	Computer	+1 Str
2	+1 Dex	+1 Edu	Admin	+1 Dex
3	+1 End	Computer	Forgery	+1 End
4	+1 Int	Admin	Bribery	Gun Cbt
5	+1 Edu	Robot OPs	Liaison	Survival
6	Carousing	Sensor OPs	Recruiting	Vehicle
7	Instruction	Vehicle	Broker	Survey

Die	Hard	Life	Social	Applied
1	Astronomy	Sophontology	Archaeology	Commun.
2	Chemistry	Genetics	Linguistics	Computer
3	Geology	Botany	History	Electronics
4	Cryonics	Ecology	Psychology	Engineer'g
5	Mathematics	Psionics	Sociology	Gravitics
6	Physics	Medical	Theology	Mechanical
7	Meteorology	Zoology	Psychohistory	Robotics

Die	Psi Institute	Hostile Environ	Interdict	Black Prog
1	Psionics	+1 Str	+1 End	N. A'tect
2	Recruiting	+1 End	Recon	Tactics
3	Streetwise	Ship's Boat	Survey	Computer
4	Bribery	Vehicle	Survival	Admin
5	Forgery	Survival	Streetwise	Wpns Tech
6	Brawling	Vacc Suit	Vehicle	Scr'n Tech
7	Liaison	Zero-G	Gun Combat	+1 Soc

Chemistry: Chemistry is the study of molecular compositions and the properties of various chemical compounds. Characters with this skill are able to determine the effects of chemical mixtures and the probable byproducts of such, as well as deducing the composition of already existing substances. In game terms, the chemistry skill applies to non-living compounds. The chemical makeup of living things is considered to be a portion of the genetics skill. Chemists are able to create useful mixtures (like acids, inks, or even explosives) if given the proper equipment.

Communications: Per Book Five.

Computer: Per Book One.

Cryonics: This science deals with the behavior of matter at very low (near absolute zero) temperatures. It crosses over into the life sciences as it covers the operation of cold sleep units and their effects on living matter. Characters

with cryonics skill (any level) are entitled to the + 1 bonus when reviving persons in low passage berths.

Ecology: Ecology is an understanding of planetary ecosystems and their structures. It allows the character to determine the importance of various features of a planetary ecology and their relationships to other environmental conditions. An understanding of evolutionary processes is also included and there is some crossover with the sciences of both zoology and botany. Characters with ecology skill are able to quickly deduce the type of life-forms that might be found in a given area, or explain unusual climatic conditions.

Electronics: Per Book One.

Engineering: Per Book One.

Forgery: Per Book One.

Genetics: The field of genetics involves the study of life at its most basic levels. Genetic engineering has brought many wonders to the Imperium, including disease resistant crops and many types of microbes used in terraforming or for medical treatments. Characters with this skill are able to diagnose genetic defects in living things, modify existing life-forms, or even synthesize new types of life (including cloning techniques).

Gun Combat: Per Book One.

Gravitics: Per Book Five.

History: The character has an understanding of past events and can often draw upon his knowledge of them to gain new insights on current problems. The character is able to research historical events much more quickly than those who are unskilled and will often spot important occurrences which others might have missed.

Instruction: Per Book Four.

Liaison: Per Book Five.

Linguistics: The character is familiar with the structure of various forms of communication and can often be called upon to "break" unknown languages. Although this can be quite time-consuming, the wait is often rewarded with a far more friendly contact than might otherwise be possible. Characters with this skill are also able to detect forms of communication which might not be noticed by others (like subtle color changes or odor releases).

Mathematics: Mathematics is a wide reaching field and includes such sciences as statistics, geometry, and calculus. In actual game terms, the referee can allow a character unlimited access to a pocket calculator or computer when attempting to solve mathematical problems. A skill roll can be used to solve computations which are beyond the player's actual understanding or in the interests of time and playability.

Mechanical: Per Book One.

Medical: Per Book One.

Meteorology: This science focuses on the understanding of weather systems and atmospheric effects on terrestrial planets. It includes an understanding of atmospheric composition and behavior, as well as allowing the prediction of weather patterns. At higher tech levels, it encompasses weather control techniques and devices. Characters with this skill are able to predict the coming weather using available data and can be invaluable when travelling in the wilderness.

Naval Architect: Per Book Six.

Physics: In game terms, this skill includes many fields of modern science such as nuclear physics and electromagnetics. With the discovery of a unified field theory (usually at tech level 9, as it is needed for the understanding of jump drives and gravitics), the field of physics covers all aspects of the behavior of matter and energy at its most basic levels. Characters with skill in physics can often identify and provide safeguards against hazardous forms of radiation or determine what amount of force is needed to achieve a given effect on an object.

Planetology: This skill imparts an understanding of the physical compositions of planetary structures. It includes such features as plate tectonics and minerology. There is some degree of crossover with the prospecting skill, as the character is aware of the conditions that lead to valuable mineral formations and deposits.

Psionics: This is an understanding of the functioning of psionic powers, but not the ability to employ them. Characters with a skill level of 2+ are able to test for psionics, and characters with a 3+ level are able to train others in the use of their talents (as per Book 3). This skill allows the character to understand the functioning of psionic shielding equipment as well.

Psychohistory: As detailed in Supplement 11 (**Library Data N-Z**) the field of psychohistory is little understood. It involves the study of historical prediction and large scale social manipulation. The theory behind psychohistory assumes that the actions of a very large population (like the trillions that make up the Imperium) are very predictable when viewed as a whole. In this context, the actions of the individual are lost and can be easily ignored. Characters with this skill are able to predict the actions of large groups with some degree of accuracy over prolonged periods of time.

Psychology: This skill allows the character to understand the actual motives and thoughts of those encountered more fully than others might. It includes a knowledge of psychotherapy and behavioral analysis as well as a familiarity with group dynamics. Characters with this skill will often pick up subtle clues from behavior that indicate lies or hidden motives.

Recon: Per Book Four.

Recruiting: Per Book Four.

Robot Ops: Per Book Eight.

Robotics: Per Book Eight.

Sensor Ops: The character is skilled in the use of various sensory equipment and can attain accurate readings in less than optimum conditions. This applies to all forms of avionics.

Ship's Boat: Per Book One.

Screen Tech: The character has become skilled in the theory behind modern defensive fields like nuclear dampers and meson screens. This is a cascade skill, and the player must select one of the following: Nuclear Dampers, Meson Screens, or Black Globes. This allows the character to repair damaged systems, design new equipment based on the type of screen studied, or analyze existing devices of that nature.

Sociology: This skill imparts upon the character an understanding of the various socio political systems found across the Imperium and allows them to

draw upon available information to reach conclusions about governmental and cultural operations that might evade unskilled persons. Characters with this talent are able to more quickly come to terms with local customs and to spot social or political trends.

Sophontology: This science has three main branches: cultural, physical, and developmental sophontology. Cultural sophontology is classed as sociology in this system, and physical sophontology is covered under genetics. This category is taken to mean the third branch of the science (developmental sophontology) which concerns itself with the evolution of intelligent life and the functioning of such races. It allows the character to take a broad overview of a sentient lifeform and assess the various factors which have contributed to their intellectual development.

Streetwise: Per Book One.

Survey: Per Book Six.

Survival: Per Book Four.

Tactics: This indicates that the character has received some form of training in the application of some type of military force. The player should select at once from the following: Tactics (as per Book One), Ship Tactics (as per Book Five), or Fleet Tactics (as per Book Five).

Theology: Training in theology gives the character a familiarity with the myriad of religions which span the Imperium. It allows an understanding of the values and beliefs that form the base of a religion, and permits the character to deduce the nature of higher bureaucratic structures as well. In some respects, it is similar to sociology, but deals only with value systems. Those who are skilled in theology can often avoid violating a cultural taboo that might be missed by others.

Vacc Suit: Per Book One.

Vehicle: Per Book One.

Weapons Tech: The character is familiar with the functioning of a specific type of offensive system and can repair or design such units. This is a cascade skill and the player should select at once from the following: Lasers, High Energy Weapons, Particle Accelerators, Missiles, or Meson Guns.

Zero G Combat: Per Book Four.

Zoology: Zoology skill provides detailed and extensive knowledge of animal life. Zoologists study the behavior and physical structures of non-sentient lifeforms in many ways. Zoologists with medical training can provide medical care for injured or sick animals and locate specific types of animals in the wilderness.

XENOLOGICAL SKILLS

In most cases the skills above are based on the character's own racial and cultural background. Players are free to select xenological counterparts to any skill that they receive in the course of service resolution. For example, a Solomani character who receives medical skill might opt to take it in Aslan medicine. In cases like this, the field is treated like a cascade skill, and numerous specific fields may be selected. A character who does not have a xenological skill may apply more mundane versions as if they were two levels lower in expertise. For instance, a human scientist with Theology 4 is

attempting to gain insights about a Vargr religious group which worships the bones of their ancestors. His attempt to do this would be made as if he had Vargr Theology 2. It is possible for a single character to have several versions of the same skill (Human Psychology, Vegan Psychology, and K'Kree Psychology). Another example of xenological skills might be found in the character who wishes to be an oceanographer. He or she could major in ecology and state that the skill was going to be taken as a xenological skill, oceanology. Referees and players should feel free to experiment with various xenological skills.

MUSTERING OUT

When the character completes the generation process above (due to a failed re-enlistment roll or player's choice), the mustering out benefits become available. There are two tables which may be consulted. Table one incorporates educational, material, and travel benefits, while the second table is used for severance pay. The character is allowed one roll for every term of service (excluding college and graduate school) which may be taken on either table. Characters are allowed one extra roll for every two discoveries or breakthroughs made. The table must be selected prior to the throw of the die, and no more than three rolls may be taken on table two. Additionally, all scientists are eligible for retirement pay as described in Book One.

Die	Material Benefits	Severance
1	Low Passage	Cr1000
2	Middle Passage	Cr5000
3	High Passage	Cr10,000
4	+1 Edu	Cr20,000
5	+1 Social	Cr30,000
6	Travellers'	Cr40,000
7	Lab Ship	Cr50,000

DMs: +1 on table one if the character has made a breakthrough in his or her career, +1 on table two if the character retired (i.e.: Did not fail to make a reenlistment throw, but halted the generation process by choice)

BENEFIT DESCRIPTIONS

Passages: Low, middle, and high passage starship tickets may be received during mustering out, these are detailed in Book One.

+1 Edu and +1 Social: These indicate increases in the character's attributes and are applied at once.

Travellers': The character has gained membership in the Travellers' Aid Society. This is fully described in Book One.

Lab Ship: The character has received a Type L Laboratory Ship (as detailed in Book One). This ship is assumed to belong to some scientific institution and cannot be sold or disposed of.

William Connors

Picking a Homeworld

You are rolling up an army character, and you receive Vehicle, a cascade skill. You must decide what specific skill to choose from the vehicle skill list. Your character is from a pre stellar (tech level six to eight) vacuum world, so watercraft and aircraft are ruled out immediately, as are grav vehicles. You must thus choose from wheeled or tracked vehicles, a much simpler choice since you know what your character's homeworld is like.

Traveller character generation often refers to a character's homeworld, so knowing your homeworld is helpful, and sometimes even necessary (such as in **High Guard**, where you must know in order to determine if you can join the sector, subsector, or planetary navy). The referee can just arbitrarily rule something, such as "you're all from a water world with a class C starport," but an established method helps check abuses and is more fun.

There are a couple of "systems" you can use to determine your homeworld; just pick a world at random from a subsector or sector map, or roll one up using the world generation system. Both methods have their place, but they have some disadvantages as well.

Picking a homeworld from a map works okay as long as you have all the world stats for the map. If you want to stay with the official published universe, this is less than ideal when you are adventuring where you do not have any detailed starmap data (such as an adventure from **Alien Realms**). Besides, picking a world at random may not reflect where a star **Traveller** is likely to be from.

Rolling up a world from scratch takes longer than just picking a world from a map. And it is quite likely the world you roll up won't match any stats in the official sector you're using. In addition, the typical

world produced by the world generation system is not the same as the typical world where stellar **Travellers** come from, so the resulting "typical homeworld" is skewed.

Let's examine that last statement a bit closer. The world generation system tends to produce worlds with a class C or B starport and a population code of 3 to 8. But in reality, an adventuring character is more likely to be from a world with a class A starport and population code of 9 or more.

HOMEWORLD DESCRIPTION TABLE

The homeworld description table (at the end of this article) produces a general homeworld description, rather than specific UPP values. If the player does want to locate his homeworld, his task is much easier since he simply has to find a world whose UPP fits the general description.

The table also solves the skewing problem by intentionally slanting the results to reflect where travelling characters are likely to be from.

Using the table to describe a character's homeworld is also faster than using the full blown world generation system. The table has been carefully designed to faithfully reproduce the dependencies of world generation (atmosphere depends on size, hydrosphere depends on atmosphere, etc.).

The table is for characters living in or near the Imperium. Similar tables for the Aslan Hierate, Hiver Federation, and the other major areas of explored space can be constructed, if desired.

USING THE HOMEWORLD

In the context of character generation, just what is a character's "homeworld?" Sometimes "homeworld" means just what it says: it's the world the character was born and raised on. But more importantly, for the purposes of character generation, the homeworld is the "baseworld" for the character's service career.

Notice this may or may not be the character's world of birth: his traditional "homeworld."

With the details of a character's homeworld available, we can make some useful observations about the **Traveller** careers:

Navy: Character must originate on a world with a tech level of pre stellar or greater.

Marines: Character must originate on a world with a tech level of pre stellar or greater.

Army: Character must originate on a world with a tech level of pre stellar or greater.

Scouts: Character must originate on a world with a tech level of stellar or greater.

Merchants: Character must originate on a world with a tech level of stellar or greater.

Barbarians: Character must originate on a world with a tech level of pre ind or less.

Belters: Character can originate on any world as long as the system has at least one planetoid belt.

Bureaucrats: Character must originate on a world with a population of mod pop or greater.

Diplomats: Character must originate on the main world of any system.

Doctors: Character must originate on a world with a tech level of indust or greater.

Flyers: Character must originate on a world with a tech level of indust or greater, a population of mod pop or greater, and an atmosphere of thin or greater.

Hunters: Character can originate on any world.

Nobles: Character can originate on any world.

Other: Character can originate on any world.

Pirates: Character must originate on a world with a tech level of pre stellar or greater.

Rogues: Character can originate on any world.

Sailors: Character must originate on a world with a hydrographics of wet or greater.

Scientists: Character must originate on a world with a tech level of indust or greater.

Some skills are limited to characters of certain world types:

Wheeled Vehicle: Tech level indust or greater, hydrographics of wet or less.

Tracked Vehicle: Tech level indust to stellar, hydrographics wet or less.

Grav Vehicle: Tech level stellar or greater.

Prop driven Fixed Wing Aircraft: Tech level indust to stellar, atmosphere standard or more.

Jet propelled Fixed Wing Aircraft: Tech level pre stellar to stellar, atmosphere thin or more.

Helicopters: Tech level pre stellar to stellar, atmosphere standard or more.

Hovercraft: Tech level pre stellar to stellar, atmosphere standard or more.

Small Watercraft: Tech level pre stellar or less, hydrographics wet or more.

Large Watercraft: Tech level stellar or less, hydrographics wet or more.

Submersibles: Tech level stellar or less, hydrographics wet or more.

Lighter than Air Craft: Tech level pre indust to stellar, atmosphere standard or more.

Ship's Boat: Tech level pre stellar or greater.

Homeworld law level and tech level apply when selecting any weapon skill (Rogue, Pirate, and Other may use one law level lower than their homeworld, however).

Roll 2D on each column of the table below to determine the general description of the character's homeworld:

HOMEWORLD CHARACTERISTICS

Die Sector	Starport	Size	Atmosphere	Hydro	Pop	Law Level	Tech Level
2 Client State	A	Asteroid	Vacuum	Desert World	Lo Pop	No Law	Pre-Ind
3 Imp Frontier	A	Small	Vacuum	Desert World	Lo Pop	Lo Law	Indust
4 Imp Frontier	A	Small	Thin	Dry World	Mod Pop	Lo Law	Indust
5 Imp Frontier	A	Small	Thin	Dry World	Mod Pop	Mod Law	Pre-Stellar
6 Imp Frontier	A	Small	Standard	Wet World	Mod Pop	Mod Law	Pre-Stellar
7 Imp Core	B	Medium	Standard	Wet World	Mod Pop	Mod Law	Stellar
8 Imp Core	B	Medium	Standard	Wet World	Hi Pop	Mod Law	Stellar
9 Imp Core	B	Medium	Dense	Wet World	Hi Pop	Mod Law	Avg Imperial
10 Imp Core	C	Large	Dense	Wet World	Hi Pop	High Law	Avg Imperial
11 Imp Core	C	Large	Exotic	Wet World	Hi Pop	High Law	Hi Imperial
12 Imp Core	D-X	Large	Exotic	Water World	Hi Pop	Ext Law	Hi Imperial

On D-X, roll 1D6, 1-3=D, 4-5=E, 6=X.

DMs: Lo Pop: -1. Client State: -2. Hi Pop: +1. Imp Frontier: -1. Imp Core: +1. Starport A: +3. Starport B: +2. Starport C: +1. Starport X: -2. Asteroid: +1. Water World: +1. Lo Pop: +1. Hi Pop: +2.

Herewith, an explanation of the table's results:

Client State: Character's homeworld is just outside the borders of the Imperium in one of the following sectors: Far Frontiers, Foreven, Spinward Marches, Deneb, Corridor, Vland, Lishun, Antares, Empty Quarter, Vanguard Reaches, The Beyond Trojan Reach, Reft Sector, Ley Sector, Delphi, Glimerdrift Reaches, Reavers Deep, Hinterworlds, or Spica.

Imp Frontier: Character's homeworld is on the Imperial border in one of the following sectors: Spinward Marches, Deneb, Corridor, Vland, Lishun, Antares, Empty Quarter, Trojan Reach, Reft Sector, Ley Sector, Delphi, Glimerdrift Reaches, Reavers Deep, Hinterworlds, or Spica.

Imp Core: Character's homeworld is in the central Imperium in one of the following sectors: Gushemege, Dagudashag, Core, Fornast, Illelish, Zarushager, Massilia, Daibei, Diaspora, Old Expanses, Magyar, Solomani Rim, Alpha Crucis.

Starport: Character's homeworld starport. A, B, C, D, E, X, as shown.

Size: Character's homeworld size. Asteroid: 0; Small: 1 4; Medium: 5 7; Large: 8A.

Atmosphere: Character's homeworld atmosphere. Vacuum: 0 3; Thin: 4, 5; Standard: 6, 7; Dense: 8, 9; Exotic: A F.

Hydrographics: Character's homeworld hydrosphere. Desert World: 0; Dry World: 1, 2; Wet World: 3 9; Water World: A.

Population: Character's homeworld population. Lo Pop: 0 3; Mod Pop: 4 8; Hi Pop: 9, A.

Law Level: Character's homeworld Law Level. No Law: 0; Lo Law: 1 3; Mod Law: 4 7; Hi Law: 8, 9; Ext Law: A+.

Tech Level: Character's homeworld Tech Level. Pre Ind: 0 3; Indust: 4, 5; Pre Stellar: 6 8; Stellar: 9, 10; Avg Imperial: 11 13; Hi Imperial: 14, 15, (or occasionally) 16.

Joe D. Fugate, Sr.

