

TRAVELLER



*Supplement 12:
Dynasty*

The Rise and Fall

TRAVELLER

DYNASTY

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CONTENTS

<i>Introduction</i>	2
<i>Creating the Core Dynasty</i>	4
<i>Backgrounds and Historic Events</i>	26
<i>Through the Generations</i>	35
<i>Pawns, Schemes and Gambits</i>	46
<i>When Dynasties Clash</i>	56
<i>Heroes and Villains</i>	71
<i>Roleplaying Traveller: Dynasty</i>	82

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INTRODUCTION

The worlds that make up *Traveller* are diverse and many but there tends to be one constant in all of them – the eternal quest for increased influence and power. As the years turn into decades and the decades into generations, certain patterns form. Out of these patterns, there is one tradition that seems to continuously recur in some form... a gathering of power, to be handed down through successors, creating a long lasting family, company or other group that survives through history.

These groups are collectively called *dynasties*. In *Traveller: Dynasty*, players create and portray these massive groups as they would a common *Traveller* character but in their own gaming arena. It provides a new and interesting method to roleplay within the *Traveller* gaming system; a game-within-a-game designed to entertain in a whole new way.

Whether a 'dynasty' is a noble family, corporate union, religious cult or simply a longsighted venture by wealthy former freelancers, *Traveller: Dynasty* is the guidebook to making them, roleplaying as them and competing with them for the credits of your subordinates.

WHAT IS A DYNASTY?

A dynasty is actually defined as 'a succession of rulers from the same family or line; also a family or group that maintains power for several generations'. While this definition holds true for many, it is not a certainty; there are other forms of power foundations that can be played using this book.

For the purposes of this sourcebook, the term 'Dynasty' refers to any of the collected-power entities that are created and utilised using the rules found in this sourcebook. It is not limited to a family-based entity and is instead a general term that defines all of the lasting power foundations that battle, compete and scheme against one another throughout their century-spanning history.

Within *Traveller*, a Dynasty is a powerful group of like-minded folk that are profitable long enough to pass their wealth, power and influence onto the next 'generation' of those who are in command. The Dynasty outlives most of its constituent members, passing their influence and ideas down to the next wave just as they will, in time, do the same as long as the Dynasty can remain powerful enough to do so.

Some Dynasties do not survive the passage of time, falling to disaster on account of member errors, reaching too high beyond their means, becoming the victim of another Dynasty's machinations and so on. These failures eventually fade away

and are forgotten in the shadows of those who succeed but it could take centuries for that to happen. They could vanish over several decades, be consumed in a single generation or be utterly crushed in mere *months*.

Each Dynasty is unique in its own way but they all follow the same traditional pattern – they grow through their successes over the centuries and try to dominate whatever 'market' they exist within. Be that market an economic, political, military or even cultural one.

USING THIS BOOK

This sourcebook offers a variety of new rules, game information and mini-games to expand the idea of *Traveller* roleplaying into a new aspect of the game. From the creation of the Dynasty, its background and all of the trials and tribulations it must deal with over the course of its existence, this sourcebook is key to a new facet of roleplaying. *Traveller: Dynasty* has been designed to bring something new and monumental to the gaming table – an epic feel as yet unknown to *Traveller*.

The book begins with the multi-step process of creating a Dynasty for use with all of the gaming functions of this sourcebook. It looks at the two different methods of Dynasty Creation – rolling up a 'character sheet' or forming a Dynasty from the wealth of a collection of normal *Traveller* Player Characters. The end result of this chapter is a fully functional Dynastic Entity that can be used in the mini-games and play styles as shown in the remainder of the book.

A Dynasty does not exist in a vacuum. It grows, thrives and deals with adversity through its early years, in a series of interesting events and actions that could end up defining it in the future. The book's next chapter is devoted to a newly created Dynasty's further development. By taking a young and barely blossomed Dynasty through the potential events that are spotlighted in this chapter, players can make special additions to their Dynasties that will further define them and their histories.

Traveller: Dynasty moves on to a chapter completely involved with the growth, uses and maintenance of the combined wealth of a Dynastic Entity. From generation-spanning investments to specific purchases like starships... or *fleets* of them... this chapter covers how Dynasties manipulate and maintain their monetary worth and other asset management. Without these skills and money-management uses, a Dynasty would certainly go bankrupt in a variety of senses. As the generations pass by, which this chapter discusses, there is a lot that can happen to the people, spirit and bank accounts of the Dynasty. Just like

anything else, time changes a Dynasty and forces it to evolve over the centuries. Where *Traveller* characters have their patterns and problems when they begin to feel the aches and pains of ageing, *Traveller* Dynasties have their own obstacles, benefits and rewards related to the passage of time.

In a commonplace *Traveller* gaming chronicle, Player Characters get involved with an assortment of interesting activities that make up their adventures. For Dynasties it is much the same, although their activities are *far* different. Characters deal with aliens, rivals and a variety of personal opponents during the course of their lives. Respectively, Dynasties have competitors, vendettas and foes, which sometimes last for centuries. The sourcebook's next chapter is the primary function of *Dynasty*; the actual processes players will use to portray their Dynasties, the mini-games they play and the gambles they will make in order to be profitable.

The greatest enemies of a Dynasty are *other* Dynasties. Generation-spanning power struggles, conflicts and outright wars are common. These clashes of Dynastic Entities are governed through a special form of conflict resolution similar to when *Traveller* characters do battle with one another, though much more dramatic and unique. As discussed and detailed in this book's following chapter, Dynasties do not simply draw their weapons and pull the triggers – they clash for hundreds of years if the situation calls for it.

Just as a collection of powerful *Traveller* Player Characters can be used to create a Dynastic Entity, something created as a Dynastic Entity can later produce character-style individuals to be used as Player and Non-Player Characters in a traditional *Traveller* game chronicle. Creating heroes, villains and other interesting members of a Dynasty can allow players to portray the movers and shakers from within their ranks – perhaps even playing the descendants of their own original Player Characters that started the Dynasty to begin with!

The *Traveller: Dynasty* sourcebook is a guide to playing *Traveller* in a new way, bringing a feeling of lasting worth to the actions and ideals of the characters. Playing a company, family or entire political engine instead of a specific individual can be great fun. Whether it is played as a game in its own right, used as a way to further existing characters' lofty goals, or simply as a way to enhance various power struggles... this sourcebook provides the rules, knowledge and abilities to do so.



CREATING THE CORE DYNASTY

In *Traveller*, a normal character's abilities, skills and potential are determined largely by his training and past experiences. In *Dynasty*, the core creation process follows one of three paths; the standard dice-rolling method using randomly determined values, a point-buy system that gives Referees complete equality over the power level of their games or a character-driven version that uses in-game statistics and assets to determine those points.

A Dynastic Entity's Characteristics are eight values that describe its beginning potentials and capabilities. Like the primary physical and mental traits of a standard character, these numbers reflect the baseline heart and soul behind the Dynastic Entity ranging from its belief in tradition to its readiness for martial conflict. It is these Characteristics that define the Dynasty at its base level.

Once a Dynastic Entity has a base core to work from, the initial talents and skills of the founding generation can be determined and a few other key pieces of information about the Dynasty can be decided or extrapolated from the core values.

After the Dynastic Entity's first generation is laid out and defined, the rest of its history can be fleshed out in the following chapter (Background and Historic Events). That will create the Dynasty in its entirety.

DYNASTY CHARACTERISTICS

Every person and creature in *Traveller* has several characteristics that describe their base mental and physical aspects. Dynastic Entities are similar but the exact nature of these statistics is much different. In dealing with an 'entity' instead of a single lifeform, these Characteristics represent ideologies and concepts rather than specific aspects like Strength or Education.

The basic Characteristics for a Dynastic Entity are as follows:

Cleverness (Cvr): A Dynasty's overall ability to overcome trouble and adversity using intelligence, ingenuity and problem-solving skills.

Greed (Grd): A Dynasty's hunger for wealth, power and resources as well as its likelihood to act aggressively to acquire them.

Loyalty (Lty): The cohesive strength between the Dynasty's members and the management heads of its organisation.

Militarism (Mil): The Dynasty's skill and focus on combat assets and training, as well as the willingness to use them against their rivals; offensively or defensively.

Popularity (Pop): How well-liked the Dynasty is in the eyes of the average onlooker from a common populace.

Scheming (Sch): The Dynasty's ability to use guile, underhandedness and plotting to get the better of rivals, acquire power and get around legal obstacles.

Tenacity (Tcy): The strength of purpose and general stubbornness of the Dynasty.

Tradition (Tra): The Dynasty's adherence to the ways of their ancestors and the likeliness that these 'old ways' will survive, mostly, unchanged through the generations.

DYNASTY GENERATION CHECKLISTS

Two of the three methods to generate a Dynasty are outlined here. The third is given as a page reference to a later part of the chapter; as it is effectively nothing but a different version of the second.

METHOD 1: DICE-ROLLING GENERATION

This method uses random dice rolls to determine base Characteristics, with other values following accordingly.

1. Roll Characteristics and determine Characteristic modifiers.
2. a. Choose a Power Base.
b. Gain Trait and Aptitude Modifiers.
3. a. Choose a Dynasty Archetype.
b. Determine Base Traits and Aptitudes.
c. Gain First Generation bonuses.
d. Determine Dynasty Boons and Hinders.
4. a. Determine Management Assets.
b. Gain Management Asset Benefits.
5. Calculate First Generation Values.
6. Move on to the *Background and Historic Events* process.

METHOD 2: POINT-BASED GENERATION

This method uses a bank of Build Points to purchase base Characteristics and some other traits; with other values following accordingly.

1. Begin with 100 Build Points.
1. Purchase base Characteristics and determine Characteristic modifiers.
2.
 - a. Choose a Power Base.
 - b. Gain Trait and Aptitude Modifiers.
3.
 - a. Choose a Dynasty Archetype.
 - b. Determine Base Traits and Aptitudes.
 - c. Purchase First Generation bonuses.
 - d. Purchase Dynasty Boons and Hinders.
4.
 - a. Purchase Management Assets.
 - b. Gain Management Asset Benefits.
5. Calculate First Generation Values.
6. Move on to the *Background and Historic Events* process.

METHOD 3: CHARACTER-BASED GENERATION

This method uses the skills, wealth and general resources of existing Player Characters to generate not only the initial Characteristics, and relevant associated values, but also to create a Build Point pool to be used in the same fashion as Method 2.

To determine a Dynasty's Characteristics using the dice-rolling method, roll 2d6 eight times and allocate them to the eight Dynasty Characteristics in any order. Record them on the Dynasty roster sheet. There is a primary Characteristic associated with each of the Dynasty archetypes found later in this chapter and players should make note of what manner of Dynasty they want to create before assigning their Characteristics.

If using the point-based method, the player building the Dynasty must purchase base levels for all of their Characteristics using their Build Points. A starting Dynasty

Characteristic Modifiers

Characteristic	Dice Modifier
0	-3
1-2	-2
3-5	-1
6-8	0
9-11	+1
12-14	+2
15-17	+3
18-20	+4
21+	+5

must purchase Characteristic scores that range from 2 to 12; paying 1 Build Point for each point in a Characteristic. For example, a Dynasty with the starting Characteristics of the 6 Cvr, 5 Grd, 6 Lty, 7 Mil, 6 Pop, 8 Sch, 7 Tcy, 6 Tra would cost 51 Build Points (6+5+6+7+6+8+7+6=51); this makes 'maxing out' Characteristics extremely costly (12 x 8 = 96 Build Points!).

For each Characteristic, determine the Characteristic Dice Modifier (DM). Due to the potentially high values in Dynasty Characteristics, the following table is used to determine the associated DMs.

There is no maximum for a Dynasty's Characteristics, although any value higher than 21 is extremely unlikely.

DYNASTY CHARACTERISTIC EXAMPLES

Unlike the Characteristic types found on a common *Traveller* character sheet, which are easily defined (Strength is physical power, Endurance is fortitude and so on), a Dynasty's Characteristics are more like 'ideals' or 'concepts' that are more difficult to understand.

The following subsections are more detailed descriptions of each Dynasty Characteristic, including examples of what the Characteristic values might mean in a narrative fashion.

Cleverness (Cvr)

A Dynasty uses its Cleverness Characteristic to understand and circumvent problems before they become insurmountable. The problem often has even surfaced to show forethought as well as a mental acuity cherished or even taught to the Dynasty's members.

Cleverness is the key Characteristic for many different Aptitude checks.

Cleverness	Narrative Description
0	No planning or ingenuity at all; utterly base and ignorant of how to deal with things using their minds.
1-2	—
3-5	Somewhat naïve and often at the mercy of other groups' plots and schemes, they have much room to learn from their mistakes.
6-8	—
9-11	Very capable of out-thinking rivals and coming up with excellent goals and plans to overcome problems as or before they occur.
12-14	—
15-17	Widely known for excellent decisions, always having the right plan and being prepared for nearly anything that comes their way. Few can outsmart the machinations of the Dynasty.
18-20	—
21+	Possessing a tendency for near-precognitive decisions that leave little to no room for others to get the better of them. The Dynasty could very well have psionic abilities at its disposal to explain this – or they might just be <i>that</i> clever.

Greed (Grd)

A Dynasty's Greed Characteristic is a symbol of its general fiscal desires and should not be looked upon as negatively as it is when found in an individual. Greed measures the Dynasty's hunger for wealth as well as its proficiency in keeping it generation-to-generation.

Greed is the key Characteristic for asset-based Aptitude checks and for determining Wealth value.

Greed	Narrative Description
0	Oblivious to the strength of currency and will surely be bankrupt within the next generation.
1-2	—
3-5	Terribly inefficient when planning for fiscal futures or simply not concerned with making much profit beyond the normal running costs of the Dynasty.
6-8	—
9-11	Looking to grow into wealth at a manageable rate, making profits wherever possible – but not at the cost of the safety of the Dynasty.
12-14	—
15-17	Money and power are key to everything the Dynasty stands for and it is willing to do nearly anything to ensure that it acquires a steady stream of both.
18-20	—
21+	The Dynasty has a bottomless hunger for power, wealth and influence – and <i>nothing</i> will stand in its way to gain these things.

Loyalty (Lty)

A Dynasty's Loyalty Characteristic is the ultimate binding force that keeps its members together through the generations. It is what describes how close the average member feels toward the Dynasty and its management assets.

Loyalty is the key Characteristic for defending against many subversive threats against its Populace value.

Loyalty	Narrative Description
0	No one trusts the management and the Dynasty is not going to survive.
1-2	—
3-5	There is a great deal of mistrust and backstabbing in the ranks of the members, requiring a lot of direct control, on the part of the management, to keep order.
6-8	—
9-11	The members of the Dynasty are happy to be part of it and will not readily do anything to cause harm to their fellows. The management can count on its people to back its plans.
12-14	—
15-17	Dynasty members will defend it with some regard to their own safety and would never think of betraying management for anything as paltry as money.
18-20	—
21+	The Dynasty's members are zealots, completely devoted and willing to lay down their very lives for the furthering of its goals and ideals.

Militarism (Mil)

A Dynasty's Militarism Characteristic is a defining statistic for their martial prowess, combat resources and the willingness to use them. It is a measure of the Dynasty's physicality as a whole and its access to weapons, armour and even fleet assets.

Militarism is the key Characteristic for attacking rival Dynasties with forces of arms and defending against the same sorts of actions.

Militarism	Narrative Description
0	Ignorantly pacifistic, the Dynasty would be at the mercy of even the most primitive of foes.
1-2	—
3-5	Weakly armed, if at all, and unlikely to be able to defend against any attack. They have a peaceful outlook – perhaps out of necessity.
6-8	—
9-11	The Dynasty understands the need for combat skills and assets but are unlikely to use them without good reason. A small defence force would be common.
12-14	—
15-17	Rigid military teaching and a heavy leaning toward the use of arms is a constant amongst members, the management having access to a mighty combat force if they need it.
18-20	—
21+	A totally draconian Dynasty that keeps its members armed, trained and always ready for conflict on any level.

Popularity (Pop)

A Dynasty's Popularity Characteristic is more like a traditional character's Social Standing and is used in much the same way. It is a reflection of how outsiders look upon the Dynasty's agents, members and actions undertaken.

Popularity is the key Characteristic for several Aptitude checks but is also the best defence against certain types of actions taken to attack their well-being.

Popularity	Narrative Description
0	Universally hated; there is no one willing to suffer the Dynasty's presence.
1-2	—
3-5	Viewed with some dislike by locals, the Dynasty will always be fighting an uphill battle to act amongst an open populace.
6-8	—
9-11	The Dynasty is considered to be a respected member of its community and is held in modest regard by the general populace.
12-14	—
15-17	An upstanding member of the community; looked upon favourably by commoners, nobles and governments equally.
18-20	—
21+	The pinnacle of respect and beloved by everyone who knows about them; they have nothing to fear from the common people and can actually expect aid from them in nearly every situation.

Scheming (Sch)

A Dynasty's Scheming Characteristic is the total sum of its underhandedness and potential for criminal instincts. Plotting and dreaming up machinations that are designed to get around laws – both governmental and social – in order to get the better of the situation.

Scheming is the key Characteristic for many types of 'morally grey' Aptitude checks as well as the source for several offensive actions towards rival Dynasties.

Scheming	Narrative Description
0	Completely open; no plotting or hidden activity at all.
1-2	—
3-5	Acting mostly honestly and out in the open, the Dynasty has no skills at being underhanded or shady.
6-8	—
9-11	A good mix of plots and openness that can shield the Dynasty from actions of both types; they are able to do what they have to in order to succeed.
12-14	—
15-17	Cunning and skilled in ways of getting around legal or moral issues; there is not much that is beyond the scope of the Dynasty's abilities.
18-20	—
21+	The management assets of the Dynasty are capable of doing things that even its own members might not understand; they have secrets within secrets that only they know about.

Tenacity (Tcy)

A Dynasty's Tenacity Characteristic is its backbone; the sum of its ability to weather difficulties that appear in its path over the generations. A high Tenacity means the Dynasty will survive against the odds.

Tenacity is the key Characteristic for mitigating damage from a variety of sources and a primary modifier in what happens between generations.

Tenacity	Narrative Description
0	So weak that survival into the next generations is unlikely.
1-2	—
3-5	Lacking in the strength of purpose to continue without aid; the Dynasty is probably in its decline.
6-8	—
9-11	Comfortable against most adversity; able to deal with the average troubles that might beleaguer it as the generations pass.
12-14	—
15-17	Able to withstand most unfortunate circumstances that befall a Dynasty; it has the power to survive against terrible odds.
18-20	—
21+	A juggernaut of unstoppable progress – nothing seems to slow the Dynasty down, even a little.

Tradition (Tra)

A Dynasty's Tradition Characteristic represents how well the ideals and teachings of the first generation are inherited by those who follow, unchanged by the passage of time. Richness of religion, nobility and culture fall into this Characteristic.

Tradition is the key Characteristic for several special Aptitude checks as well as defence against forced changes to the Dynasty's primary ideals.

Tradition	Narrative Description
0	Utter ignorance of what came before; each generation knows nothing of the one previous.
1-2	—
3-5	Too focussed on the new and current to be bothered by ancestral history or cultural backgrounds.
6-8	—
9-11	There is a lot to be learned from the generations gone by; the stories and tales of the past are important to new members.
12-14	—
15-17	There is a staunch resistance to change and an adherence to the old ways; the morals and thoughts of the first generation are forever strong.
18-20	—
21+	Nothing changes within the traditions of the Dynasty except the names of the people who are living by them; they are fanatics about upholding the olden ways.

THE DYNASTY POWER BASE

Every noble family has a homeland; mercantile monopolies have their headquarters and religious movements have their genesis temples. Every Dynasty comes from what is known as a 'Power Base', from where the first generation begins its rise to control. It is the wellspring from which the first members draw their initial talents and skills. The Power Base is the ground where the Dynasty's roots take hold; the initial place that offers foundation for the first generation's management and member assets.

Every Dynasty must begin somewhere, the roots of its first generation growing up from this point. Each type of Power Base bears a different effect on the initial Traits and Aptitudes of the Dynasty's first generation. Regardless of the Dynasty creation method, a Power Base must be chosen.

As a special note, the Referee adjudicating the Dynasty creation process can always choose a Power Base for their players, especially if a Dynasty is being created by Player Characters or in a narrative setting. The events leading up to a more narrative creation will effectively set the Power Base automatically.

The following are the primary Power Base choices; Referees should feel free to work with their players to create new Power Bases if they wish to. After the list of Power Bases and their descriptions, there is a collected table that gives the important information for each.

Colony/Settlement

The Dynasty rises in a frontier town, small colony or rural community. Easily becoming the 'big fish in a little pond', the Dynasty can count on a moderate degree of control over the local population – especially if it has something beneficial to offer them.

Trait and Aptitude Bonuses: +1 Culture, –1 Territorial Defence, +1 Expression, +1 Recruitment, +1 Maintenance, +1 Propaganda, +1 Tutelage.

Conflict Zone

The Dynasty's first generation appears within the confines of an area ravaged by war, battle or other longstanding conflict. This is the perfect breeding ground for highly faithful or military-minded Dynasties; no surprise considering the odds they must have overcome to survive and prosper.

Trait and Aptitude Bonuses: +2 Territorial Defence, –1 Fiscal Defence, –1 Fleet, +2 Hostility, +1 Posturing, +1 Security, +1 Tactical.

Megalopolis

The Dynasty grew among the enormous, continent or even planetary-scale cityscapes. They present massive populations

to draw from, higher average Technology Levels and access to excellent communication, economic trends and a variety of other 'modern' benefits to growing amidst a sea of ultra-urbanites.

Trait and Aptitude Bonuses: +1 Fiscal Defence, +1 Technology, –2 Culture, +2 Bureaucracy, +1 Economics, +1 Public Relations, +1 Research.

Military Compound

The Dynasty formed within the boundaries of a militarily-controlled territory – the perfect grounds to create a draconian tradition of growth, mastery and conflict-management. Peaceful dynasties are not likely to appear here but more martially inclined ones will thrive.

Trait and Aptitude Bonuses: +2 Territorial Defence, +1 Fleet, –2 Fiscal Defence, +2 Conquest, +2 Tactical, +1 Politics, +1 Posturing, +1 Security.

Noble Estate

The Dynasty had a wealthy, noble family's territories and resources to call upon. Money, status and power was always nearby; they wanted for nothing and used this access to grow and prosper with relative protection and shelter from outside threats.

Trait and Aptitude Bonuses: +1 Culture, +1 Fiscal Defence, –2 Territorial Defence, –1 Fleet, +2 Bureaucracy, +2 Politics, +1 Expression, +1 Posturing, +1 Security.

Starship/Flotilla

The Dynasty evolved from the enclosed population of a large starship, orbital flotilla or space station. This resulted in a powerful respect for the open vacuum of space as well as all of the things required to call it home. Life in space has altered their perception of outsiders but it has given them a superior connection to the spacefaring culture at large.

Trait and Aptitude Bonuses: +2 Fleet, +1 Technology, –2 Territorial Defence, +2 Intel, +1 Conquest, +1 Economics, +1 Maintenance, +1 Posturing, +1 Research, +1 Tactical.

Temple/Holy Land

The Dynasty grew in the protection of a religion's heartland; the core of the faith and the centre of its influence. This strengthened its resolve and offered the Dynasty strength that arms and assets cannot equal – strength of belief, even if it may be misguided.

Trait and Aptitude Bonuses: +2 Culture, –2 Technology, +2 Expression, +2 Recruitment, +1 Maintenance, +1 Propaganda, +1 Public Relations, +1 Tutelage.

Power Base Modifiers

Power Base	Characteristic Modifiers	Aptitude Modifiers
Colony/Settlement	+1 Culture, -1 Territorial Defence	+1 Expression, +1 Recruitment, +1 Maintenance, +1 Propaganda, +1 Tutelage
Conflict Zone	+2 Territorial Defence, -1 Fiscal Defence, -1 Fleet	+2 Hostility, +1 Posturing, +1 Security, +1 Tactical
Megalopolis	+1 Fiscal Defence, +1 Technology, -2 Culture	+2 Bureaucracy, +1 Economics, +1 Public Relations, +1 Research
Military Compound	+2 Territorial Defence, +1 Fleet, -2 Fiscal Defence	+2 Conquest, +2 Tactical, +1 Politics, +1 Posturing, +1 Security
Noble Estate	+1 Culture, +1 Fiscal Defence, -2 Territorial Defence, -1 Fleet	+2 Bureaucracy, +2 Politics, +1 Expression, +1 Posturing, +1 Security
Starship/Flotilla	+2 Fleet, +1 Technology, -2 Territorial Defence	+2 Intel, +1 Conquest, +1 Economics, +1 Maintenance, +1 Posturing, +1 Research, +1 Tactical
Temple/Holy Land	+2 Culture, -2 Technology	+2 Expression, +2 Recruitment, +1 Maintenance, +1 Propaganda, +1 Public Relations, +1 Tutelage
Uncharted Wilderness	+1 Territorial Defence, -1 Technology	+2 Security, +1 Entertain, +1 Illicit, +1 Security
Underworld Slum	+1 Fiscal Defence, +1 Territorial Defence, -2 Culture	+2 Illicit, +2 Sabotage, +1 Entertain, +1 Intel, +1 Posturing, +1 Security
Urban Offices	+1 Culture, +1 Fiscal Defence, -1 Fleet	+2 Acquisition, +2 Economics, +1 Bureaucracy, +1 Intel, +1 Public Relations, +1 Tutelage

Uncharted Wilderness

The Dynasty defeated the odds, its first generation springing up from the wild and untamed frontier where they were allowed to be as secluded and secretive as they wanted – lending a hand toward unseen goals or practices well enough.

Trait and Aptitude Bonuses: +1 Territorial Defence, -1 Technology, +2 Security, +1 Entertain, +1 Illicit, +1 Security.

Underworld Slum

The Dynasty rose up from the depths of the criminal underworld. Surrounded by illegal activity, amoral choices and ample resources that were surely acquired in a morally grey fashion, the Dynasty has a dark foundation with which to grow a potentially even darker future.

Trait and Aptitude Bonuses: +1 Fiscal Defence, +1 Territorial Defence, -2 Culture, +2 Illicit, +2 Sabotage, +1 Entertain, +1 Intel, +1 Posturing, +1 Security.

Urban Offices

The Dynasty was drawn and drafted within the urban sprawl of a downtown business centre or its equivalent. Tall buildings filled with possible allies and enemies of a white-collar nature surround them, making their growth in the commercial world second nature as they gathered power and resources.

Trait and Aptitude Bonuses: +1 Culture, +1 Fiscal Defence, -1 Fleet, +2 Acquisition, +2 Economics, +1 Bureaucracy, +1 Intel, +1 Public Relations, +1 Tutelage.

Once a player has recorded his Power Base's initial Trait and Aptitude modifiers, he is ready to choose a Dynasty Archetype.

DYNASTY ARCHETYPES

There are several distinct varieties of Dynasty that can appear in *Traveller: Dynasty*, each with their own distinct reason for existing and how they deal with the worlds around them as the generations pass by. Although each Dynasty will likely be unique and distinct in its own way, for gaming purposes they must fit into one of seven distinct archetypes. These archetypes will form the backbone of the Dynasty and shape how it functions at its core.

By the time, in the creation process, that a player or Referee is looking at Dynasty Archetypes they will already have a basic set of Characteristics and the initial modifiers for Traits and Aptitudes based on their chosen Power Base. With that information already partially sketched in on the Dynasty Roster Sheet, they can then choose their core idea – their Dynasty Archetype – from the following selections.

There are seven Dynasty Archetypes, each one different. They are: Conglomerate, Media Empire, Merchant Market, Military Charter, Noble Line, Religious Faith and the Syndicate. Each one supplies different aspects of the *Dynasty* game system to the roster; chosen by the player to be best suited for the Dynasty that he is trying to create.

The following subsections detail the Dynasty Archetypes. Each one is written in the specific format that follows.

DYNASTY ARCHETYPE NAME AND DESCRIPTION

This is the overall title of the Dynasty Archetype, regardless of whether it should be described better or more clearly. The paragraph following describes the Dynasty's role in the greater narrative of *Traveller*.

Requisite Characteristics

Each Dynasty Archetype has a certain level of basic required Characteristics to create a legitimate first generation of the lasting Dynasty. These are listed here.

Base Traits

Each Dynasty Archetype comes with a set of basic levels of the core Traits that will be based on the Dynasty's individual Characteristic modifiers. These modifiers are placed into equations individual to each Archetype. These equations are listed here.

Base Aptitudes

Each Dynasty Archetype is granted a number of base Aptitude levels to start with, based on their individual Characteristics. Each Dynasty relies on specific Aptitudes more than others and any Aptitude listed with a value of '—' in this section is considered to have no rating at all for this archetype to begin with, though it can be increased later.

Dynasty Boons and Hinders

Each Dynasty Archetype has a variety of special benefits and flaws that can help flesh out and develop the abilities of the Dynasty as a whole. These are called Boons and Hinders; they can be added to a Dynasty at a minor cost.

First Generation Bonuses

The first generation of a Dynasty can have its own special influence for centuries to come. This section details the individual possibilities each first generation of a Dynasty of the archetype can have. These special bonuses vary from Archetype-to-Archetype but can provide a great deal of individuality within the archetype.

THE CONGLOMERATE

Amassing wealth and power in the corporate sector to become a commercial giant, Conglomerates are Dynasties that rise up from money and business. They are the power behind the white-collar world and they are mighty. Waging wars in boardrooms with bullets made of megacredits and missiles cast in bankruptcy. Conglomerates are some of the most long-lasting Dynasties due to their respective simplicity – if enough money is being made to support the umbrella of business ventures, the next generation survives.

Requisite Characteristics

In order to qualify as a starting first generation of a Conglomerate, the Dynasty must have the following Characteristic scores: Greed 8, Popularity 6, Tenacity 5.

Base Traits

Each Conglomerate calculates their starting Trait scores using the following equations:

Culture: Greed DM + Tradition DM

Fiscal Defence: Greed DM + Tenacity DM + 1

Fleet: Militarism DM + 1

Technology: Greed DM + Loyalty DM

Territorial Defence: Loyalty DM + Popularity DM

Base Aptitudes

The base Aptitude levels for each Conglomerate Dynasty are as follows:

Acquisition 1, Bureaucracy 1, Conquest —, Economics 2, Entertain —, Expression —, Hostility —, Illicit —, Intel 0, Maintenance 0, Politics —, Posturing —, Propaganda 0, Public Relations 0, Recruit 0, Research —, Sabotage —, Security —, Tactical —, Tutelage 1

Dynasty Boons and Hinders

The Conglomerate Dynasty can choose to add up to *two* specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Commercial Psions [-1 Popularity; -10 Build Points]: The Dynasty has a tradition of employing skilled telepathic psions for use in their business dealings; eliminating a lot of dishonesty while giving a special edge of their own. The Conglomerate can, between generations, spend one point of its Populace Value (signifying focussed breeding) to gain 1d6 - 3 (minimum of 0) Wealth Value.

Endless Funds [-2 Fiscal Defence; -15 Build Points]: The Dynasty has countless financial connections and investors to call upon, spread across the galaxy. Even when the coffers seem to be thinning, a new influx of capital presents itself. The Conglomerate can re-roll any failed Aptitude or Characteristic check that would result in a loss to the Wealth Value.

Governmental Backing [-1 Tradition; -5 Build Points]: The Dynasty has acquired the ironclad backing of several local governments or perhaps one superpower, giving them an edge with certain issues. The Conglomerate can always count its Fiscal Defence and Territorial Defence as one point higher for testing purposes (but not the actual Value itself).

Military Contracts [-1 Popularity and -1 Greed; -10 Build Points]: The Dynasty controls several aspects of business that supply the local military in some way, creating a network of favours and relationships to call upon. The Conglomerate can re-roll any failed Aptitude check that uses the Militarism Characteristic as its modifier.

Total Control [-2 Territorial Defence; -15 Build Points]: The Dynasty has forged an unwavering control over the commercial scene around it, including its people. It is taxing on their reputation but made them a hub of most things in their area. The Conglomerate imposes a -1DM penalty to any Aptitude checks that target their Wealth or Populace Values.

Additionally, if the Conglomerate Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to *two* of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Alien Extortions [+1 Greed; +5 Build Points]: The Dynasty has a number of neighbouring alien species who are somehow extorting them for small amounts of funds every few months. The Conglomerate automatically loses one point from its Wealth Value at the *beginning* of each generation but this loss cannot bring the final Value to 0 (the aliens are not about to bankrupt their cash cow!).

Market Mercenaries [+1 Cleverness and +1 Militarism; +10 Build Points]: The Dynasty has been targeted by the ongoing enmity of white-collar mercenaries who come from a variety of their rivals and commercial opponents. The Conglomerate suffers a -1DM on all Aptitude checks that target its Territorial Defence.

Spies in the Network [+1 Scheming; +5 Build Points]: The Dynasty has unfortunately been riddled with a number of spies from rivals that seem self-replicating over the years; a constant nuisance. Any Aptitude checks modified by Cleverness or Loyalty that the Conglomerate makes with an Effect of 5 or 6 is actually considered one lower.

Underworld Loans [+2 Fiscal Defence; +10 Build Points]: The Dynasty took an obscene amount of money from some criminal or undesirable types; a debt they will be paying back forever. The Conglomerate suffers a -1DM penalty on any Aptitude checks made that would increase their Wealth Value.

First Generation Bonuses

The Conglomerate Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Conglomerate Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point and simply purchase the result.

Conglomerate First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>University Board Members:</i> Raise any three Aptitudes to Level 1.	10 BPs
3-4	<i>Monopoly:</i> +1 Fiscal Defence	8 BPs
5-6	<i>Shipyard Access:</i> +1 Fleet	5 BPs
7	<i>Noble Investors:</i> +1 Wealth Value	3 BPs
8-9	<i>Inherited Pride:</i> +1 Culture	8 BPs
10-11	<i>Multi-stellar Benefactor:</i> Raise any two Traits by +1.	10 BPs
12	<i>Royal Backing:</i> Add +1d6 points to Values, divided by player's choice.	15 BPs

THE MEDIA EMPIRE

History is written by the winners – and the media. These are the controllers of information; the masters of gossip and hearsay. Obtaining secrets, intelligence and power over others using the flow of what people know, the Media Empire maintains a stranglehold on everything and everyone around them in much the same way as any other powerhouse Dynasty – with money, influence and all the tricks used to gather them. There is nothing that gets by the media moguls at the head of these Dynasties... *nothing*.

Requisite Characteristics

In order to qualify as a starting first generation of a Media Empire, the Dynasty must have the following Characteristic scores: Cleverness 6, Popularity 8, Scheming 5.

Base Traits

Each Media Empire calculates their starting Trait scores using the following equations:

- Culture:* Popularity DM + Tradition DM
- Fiscal Defence:* Loyalty DM + 2
- Fleet:* Militarism DM + 1
- Technology:* Greed DM + Popularity DM + 1
- Territorial Defence:* Cleverness DM + Loyalty DM

Base Aptitudes

The base Aptitude levels for each Media Empire Dynasty are as follows:



Acquisition —, Bureaucracy —, Conquest —, Economics 0, Entertain 1, Expression 0, Hostility —, Illicit 0, Intel 1, Maintenance —, Politics 0, Posturing 0, Propaganda 2, Public Relations 1, Recruit —, Research —, Sabotage —, Security —, Tactical —, Tutelage —.

Dynasty Boons and Hinders

The Media Empire Dynasty can choose to add up to *two* specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Bureaucratic Roots [-1 Greed; -10 Build Points]: The Dynasty has the backing of several corporate sponsors and affiliates; maintaining a constant level of professionalism and non-traditional intelligence sources. The Conglomerate can always add a +1DM to any Intel and Public Relations Aptitude skill checks.

Gossip Rags [-1 Culture; -5 Build Points]: The Dynasty has numerous low-cost, high-circulation publications that thrive on the goings on of others – or falsifying them if needs be. The Media Empire may re-roll any single failed Scheming-based Aptitude skill check but this will cost -1 Popularity.

Politics Engine [-1 Loyalty or -1 Scheming; -10 Build Points]: The Dynasty is THE driving force behind the local

political manoeuvring and governmental plotting against the factions within. The Media Empire can ignore the first point of any Value lost between generations, as long as it is only a loss of 1 point; any Value losing 2 points at once will not be eligible for this protection.

Sports Contracts [-1 Popularity and -1 Culture; -15 Build Points]: The Dynasty has a large number of mass-media sports ties, giving it a constant influx of popularity and money, as well as a surprising amount of power through the creation of the role models of each generation. The Media Empire gains +1 point to the Value of the player's choice at the beginning of each generation after the first; so long as it did not suffer any losses after the last one.

Voice of a Generation [-1 Popularity; -10 Build Points]: The Dynasty controls the only honest source of news and information for the adolescent populace to listen to about what is going on in the world around them. This gives the Media Empire an amazing amount of control over what the 'young kids' are thinking about, therefore tuning in the right influences for their ideals. The Media Empire can move up to 2 points of their Traits between generations; so long as no Trait is brought below a minimum of 1.

Additionally, if the Media Empire Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to *two* of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Hostile Paparazzi [+2 Culture; +12 Build Points]: The Dynasty is plagued by angry street-level reporters and other media hounds, making it difficult to do a good job. The Media Empire may lose one point from its Wealth Value or Popularity Characteristic (player's choice) at the *beginning* of each generation but this loss cannot bring the final Value to 0.

Pirate Comms Station [+1 Popularity or +1 Tenacity; +10 Build Points]: The Dynasty has to deal with the constant, harassing presence of an underground media force that claims to be 'for the people, by the people'. Enemies of the Media Empire gain a +1DM on all Aptitude checks that target the Media Empire's Fiscal Defence.

Rumours of Corruption [+1 Cleverness; +10 Build Points]: The Dynasty has many enemies but one of these enemies is a rival Media Empire that has been spreading lies and tales of supreme corruption about them – and these stories will haunt the Dynasty forever. The Media Empire is incapable of reaching Effect 6 on any Popularity-based Aptitude check; always counting them as '5' instead.

Translation Troubles [+1 Territorial Defence; +5 Build Points]: The Dynasty is unfortunately in the heart of numerous

populations with different linguistic needs, making the ply of its trade difficult – if not impossible at times. All Expression and Recruit Aptitude checks are made with a –1DM.

First Generation Bonuses

The Media Empire Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Media Empire Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost to purchase the result.

Media Empire First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Psionic Investigators</i> : Raise any two Aptitudes by +1.	10 BPs
3–4	<i>Pyramid Structure</i> : +1d6 Wealth Value or +1 Greed	8 BPs
5–6	<i>High-Tech Communications</i> : +1 Technology	5 BPs
7	<i>Noble Investors</i> : +1 Wealth Value	3 BPs
8–9	<i>Military Reporters</i> : Raise Conquest and Security Aptitudes to Level 1.	5 BPs
10–11	<i>Interstellar Cover Story</i> : Raise Expression, Politics and Posturing to Level 1.	8 BPs
12	<i>Total Media Monopoly</i> : Add +1d6 points to Values, divided by player's choice.	12 BPs

THE MERCHANT MARKET

Buying and selling the worlds' entire fiscal worths like trading cards between children, the Merchant Market is one of the oldest kinds of dynasties; the kind that rose up solely from the money of trade. The Dynasty controls interplanetary – even interstellar – economies through a variety of influences, the most powerful of which is the almighty Credit. Trade at their level stops being something others can even picture before *that* many zeroes just stop being real anymore and become like a numerical, fantastic, economic dream.

Requisite Characteristics

In order to qualify a starting first generation of a Merchant Market, the Dynasty must have the following Characteristic scores: Cleverness 6, Greed 8, Popularity 5.

Base Traits

Each Merchant Market calculates their starting Trait scores using the following equations:

Culture: Greed DM + Popularity DM

Fiscal Defence: Greed DM + Loyalty DM + 1

Fleet: Loyalty DM + Militarism DM

Technology: Cleverness DM + Tradition DM

Territorial Defence: Loyalty DM + 2

Base Aptitudes

The base Aptitude levels for each Merchant Market Dynasty are as follows:

Acquisition 1, Bureaucracy 0, Conquest —, Economics 2, Entertain —, Expression 0, Hostility —, Illicit —, Intel 0, Maintenance —, Politics —, Posturing —, Propaganda 1, Public Relations 1, Recruit 0, Research 0, Sabotage —, Security —, Tactical —, Tutelage —.

Dynasty Boons and Hinders

The Merchant Market Dynasty can choose to add up to *two* specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Commercial Psions [–1 Popularity; –10 Build Points]: The Dynasty has a tradition of keeping skilled telepathic psions for use in negotiation and contracting meetings; keeping everything based on facts – especially if they can be manipulated mentally. The Merchant Market can, between generations, spend one point of its Populace Value (signifying focussed breeding) to gain 1d6 – 3 (minimum of 0) Wealth Value.

Interstellar Funding [–1 Tradition or –2 Culture; –10 Build Points]: The Dynasty has bank accounts all across Charted Space, making sure that no single enemy can hurt them too badly. The Media Empire cannot lose more than two points of their Wealth Value from any single Aptitude check targeting them.

Naval Escorts [–1 Militarism; –10 Build Points]: The Dynasty has market control over the assets of the local naval forces, giving them good stellar escorts to protect their investments as they float across the cosmos. The Media Empire imposes a –1DM on any Aptitude check that could reduce their Populace or Wealth Values.

Secure Production [–1 Fiscal Defence and –1 Territorial Defence; –15 Build Points]: The Dynasty has an ironclad method of protecting its investments and products, keeping what it has spent its money on from falling into the wrong hands. The Media Empire can increase any one Value by +1 at the beginning of each generation after the first.

Merchant Market First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Barter Over Sales</i> : Raise any two Level 0 Aptitudes to Level 1.	8 BPs
3-4	<i>Monopoly</i> : +1 Fiscal Defence	7 BPs
5-6	<i>Intense Collegiate Training</i> : Raise any Aptitude by +1.	4 BPs
7	<i>Patents Upon Patents</i> : +1 Wealth Value	3 BPs
8-9	<i>Governmental Acquisitions</i> : +1 Fleet	8 BPs
10-11	<i>A Republic in Good Fortune</i> : Raise Wealth Value by +1d6.	10 BPs
12	<i>Perfect Economy</i> : Add +1d6 points to Values, divided by player's choice.	15 BPs

Vaulted Technologies [-1 Technology; -10 Build Points]: The Dynasty has spent a great deal of money and influence ensuring that their products are always using the upmost technological advances. The Media Empire imposes a -4DM on any Aptitude check that targets their Technology Trait.

Additionally, if the Merchant Market Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to two of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Charitable Causes [+1 Culture; +5 Build Points]: The Dynasty must constantly deal with the fact that much of its local image is based on how charitable it is towards local causes. Any Public Relations Aptitude checks the Merchant Market makes with an Effect of 5 or 6 is actually considered one lower.

Depression Debts [+1 Greed; +5 Build Points]: The Dynasty's original power base structure was unfortunately built on the shaky foundations of a post-war depression. The Media Empire automatically loses one point from its Morale or Wealth Value at the *beginning* of each generation but this loss cannot bring the final Value to 0.

Pirate Problems [+2 Territorial Defence; +10 Build Points]: The Dynasty performs a lot of its services in the middle of space constantly home to pirates. The Merchant Market suffers a -1DM penalty on any Aptitude checks made that would increase their Wealth Value.

Resource Mercenaries [+1 Cleverness and +1 Militarism; +10 Build Points]: The Dynasty has been targeted by the efforts of high-Credit mercenaries that prey upon their production and

advertising facilities. The Merchant Market suffers a -1DM on all Aptitude checks that target its Fiscal Defence.

First Generation Bonuses

The Merchant Market Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Merchant Market Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost and simply purchase the result.

THE MILITARY CHARTER

There is little more intimidating than a military tradition that lasts for centuries – exactly what this Dynasty creates. Officers beget officers, wars breed new life into the military culture and soldiers become longstanding heroes in the community. These groups become the major controlling force in both arms and governing influence, possibly turning their communities into a police state – but one securely held in their grasp.

Requisite Characteristics

In order to qualify for a starting first generation of a Military Charter, the Dynasty must have the following Characteristic scores: Loyalty 5, Militarism 8, Tradition 6.

Base Traits

Each Military Charter calculates their starting Trait scores using the following equations:

- Culture*: Tradition DM + 1
- Fiscal Defence*: Greed DM + Militarism DM
- Fleet*: Militarism DM + Tenacity DM + 1
- Technology*: Militarism DM + 1
- Territorial Defence*: Militarism DM + Popularity DM + 1

Base Aptitudes

The base Aptitude levels for each Military Charter Dynasty are as follows:

- Acquisition —, Bureaucracy —, Conquest 1, Economics —, Entertain —, Expression —, Hostility —, Illicit 0, Intel 1, Maintenance 0, Politics 0, Posturing —, Propaganda —, Public Relations —, Recruit 1, Research —, Sabotage —, Security 0, Tactical 2, Tutelage —.

Dynasty Boons and Hinders

The Military Charter Dynasty can choose to add up to two specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.



Aggressive Politics [-1 Popularity; -10 Build Points]: The Dynasty has a great deal of practice with using their strength of arms and martial might to get other dynasties to bend to their will. The Military Charter can add a +1DM to any Aptitude check made that targets someone else's Morale Value.

Homeland Foundation [-1 Fleet; -5 Build Points]: The Dynasty's initial power base was not only familiar territory but actually their homeworld or homeland nation. The Military Charter ignores the first point of loss to its Populace Value at the end of each generation.

Laurels of Victory [-1 Tenacity; -10 Build Points]: The Dynasty was born out of the wellspring of a major war in which they were the victors, reinforcing the already positive attitudes of the soldiers and their families. The Military Charter adds a +1DM bonus to all of its Public Relations, Recruit and Security Aptitude checks.

Martial Law [-1 Loyalty and -1 Culture; -15 Build Points]: The Dynasty has an arms-based stranglehold on the people surrounding their power base and asset holdings, setting up something of a police state – but a safe one. The Military Charter imposes a -1DM penalty to any Aptitude check that directly targets one or more of their Values.

War Hero [-1 Scheming; -10 Build Points]: The Dynasty was started on the shoulders of a major war hero in the area, whose victories and accomplishments will echo throughout history. The Military Charter has nothing to fear from its own people, adding +1 Effect (to a maximum of 6) on any Politics, Posturing and Propaganda Aptitude checks.

Additionally, if the Military Charter Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to two of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Enemies on All Fronts [+1 Cleverness and +1 Militarism; +10 Build Points]: The Dynasty is surrounded by cultures and communities that are willing to go to battle with them, figuratively as well as legitimately. The Military Charter grants a +1DM bonus on all Aptitude checks that target its Territorial Defence.

Gun Runner Gambles [+1 Technology; +5 Build Points]: The Dynasty is unfortunately reliant on freelance arms dealers and gun smugglers to keep their growing numbers well-armed; a costly arrangement to say the least. The Military Charter loses 1d6-4 points (minimum of 0) from its Wealth Value after each generation.

Tech Problems [+1 Tenacity; +5 Build Points]: The Dynasty does not deal well with the advances of technology that seem to be springing up all around them, leaving them behind if they do not keep up. The Military Charter suffers a -1DM penalty on Maintenance and Research Aptitude checks.

War Eternal [+2 Territorial Defence; +10 Build Points]: The Dynasty seems like it is always at war with *someone*, forcing it to stay on constant alert and unyielding in its watching of boundaries, borders and investments. The Military Charter always adds 2d6 additional Months to the time any and all Aptitude checks take in each generation.

First Generation Bonuses

The Military Charter Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Military Charter Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost and simply purchase the result.

Military Charter First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Intense Generational Training:</i> Raise any three Aptitudes to Level 1	10 BPs
3-4	<i>War Coffers:</i> +1 Wealth Value	8 BPs
5-6	<i>Naval Partners :</i> +1 Fleet	5 BPs
7	<i>An Armed Populace:</i> +1 Territorial Defence	3 BPs
8-9	<i>Victory over Invasion:</i> +2 Culture or +1 Tradition	6 BPs
10-11	<i>War Colleges:</i> Any three Level 0 or two Level 1 Aptitudes can be raised +1 Level	9 BPs
12	<i>Noble Armada:</i> +1 to Tradition and +2 Fleet	12 BPs

THE NOBLE LINE

Wealth, power and inherited influences form the core of this Dynasty, growing in numbers and intensity with each generation of breeding. The family and the Dynasty are one entity, one body that swells with pride and success, and one mission – to pass on as much control and resource growth to their children as possible. As the family line progresses through the ages, so too does the Dynasty.

Requisite Characteristics

In order to qualify as a starting first generation of a Noble Line, the Dynasty must have the following Characteristic scores: Loyalty 6, Tenacity 5, Tradition 8.

Base Traits

Each Noble Line calculates their starting Trait scores using the following equations:

- Culture:* Loyalty DM + Tradition DM + 2
- Fiscal Defence:* Greed DM + Tenacity DM
- Fleet:* Militarism DM + 1
- Technology:* Tenacity DM + 1
- Territorial Defence:* Loyalty DM + Militarism DM

Base Aptitudes

The base Aptitude levels for each Noble Line Dynasty are as follows:

Acquisition —, Bureaucracy 1, Conquest —, Economics 0, Entertain 0, Expression 1, Hostility —, Illicit 0, Intel —, Maintenance —, Politics 2, Posturing —, Propaganda —, Public Relations —, Recruit 0, Research —, Sabotage —, Security 0, Tactical —, Tutelage 1.



Dynasty Boons and Hinders

The Noble Line Dynasty can choose to add up to two specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Breeding Eugenics [-1 Technology; -10 Build Points]: The Dynasty has spent a veritable fortune in scientific research on genetic stability, breeding programs and a number of useful generation-to-generation benefits, ensuring the survival of the family line over time. The Noble Line may always add +2 to the Effect (maximum of 6) of any Aptitude check made to gain Populace Value.

Inherited Fortunes [-1 Fiscal Defence; -10 Build Points]: The Dynasty has never wanted for funds, as the early generations' inherited moneys have all stockpiled into a huge trust that is seemingly without end. The Noble Line cannot lose more than one point of Wealth Value on any Aptitude check targeting them.

Pocket Government [-1 Fleet; -5 Build Points]: The Dynasty has a serious and powerful control over the local government; through familial officers or commanding influence. The Noble Line can add +1 to either Fiscal Defence or Territorial Defence at the beginning of each generation after the first.

Royal Family [-1 Loyalty and -1 Technology; -15 Build Points]: The Dynasty is not in control of the government – they are the government. They are the royal family in their local culture; the top of the political food chain. The Noble Line gains a +1DM bonus on any Aptitude check made in defence of any of their Values.

Secret Society [-1 Scheming; -10 Build Points]: The Dynasty has a special and elite social group that exists at its shadowy centre, creating a unique 'Dynasty within the Dynasty' that watches out for the whole family from within. The Noble Line is protected from the shadows, adding a -2DM penalty to any Conquest, Illicit or Sabotage Aptitude checks that target them.

Additionally, if the Noble Line Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to two of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Disease in the Genes [+1 Tradition; +5 Build Points]: The Dynasty is host to a series of genetic or communal diseases that will haunt the family for a very long time. Any loss to the Noble Line's Populace Value between generations is considered one higher.

Inbred Rumours [+1 Culture; +5 Build Points]: The Dynasty has been around long enough that local rumours have begun to claim that the family's strength is a result of inbreeding and planned incest. The Noble Line suffers a -1DM penalty on any Propaganda or Recruit Aptitude checks.

Primitive Subjects [+2 Fiscal Defence; +10 Build Points]: The Dynasty is in command of a local population of comparatively primitive people that are always going to be a bit of a drain on the more advanced nobles. The Noble Line suffers a -1 loss to its Technology Trait at the beginning of each generation if they cannot roll 8+ on a Public Relations Aptitude check.

Revolution in the Future [+1 Scheming and +1 Militarism; +10 Build Points]: The Dynasty is unfortunately housed in the middle of a tense political situation – and revolution looms on the horizon. The Noble Line suffers one point of loss to the Value of the player's choice at the end of each generation; symbolising the ongoing efforts of the revolutionaries against the Dynasty.

First Generation Bonuses

The Noble Line Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Noble Line Dynasty may choose to make a random 2d6 roll on the

following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost and simply purchase the result.

Noble Line First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Royal Guard:</i> +1 Militarism and +1 Territorial Defence	10 BPs
3-4	<i>Of Pawns and Kings:</i> +1 Scheming	8 BPs
5-6	<i>The Love of the People:</i> +1 Morale Value	5 BPs
7	<i>Order of Protectors:</i> +1 Territorial Defence	3 BPs
8-9	<i>Military Honour:</i> +1 Militarism	8 BPs
10-11	<i>Interstellar Marriages:</i> Raise Culture and Fleet by +1	10 BPs
12	<i>No Peers In Sight:</i> Add +1d6 points to Values, divided by player's choice	15 BPs

THE RELIGIOUS FAITH

If religion truly is the opiate of the masses, these Dynasties are the drug dealers of the universe. They bring their own ideals and morals – or lack thereof – to the teeming masses across the void. They are the masters of controlling others through their subjects' *desire* to be controlled; getting the people to willingly fall in with their way of life in order to become part of the fold.

Requisite Characteristics

In order to qualify as a starting first generation of a Religious Faith, the Dynasty must have the following Characteristic scores: Loyalty 8, Popularity 5, Tradition 6.

Base Traits

Each Religious Faith calculates their starting Trait scores using the following equations:

- Culture:* Loyalty DM + Tradition DM + 2
- Fiscal Defence:* Greed DM + 1
- Fleet:* Loyalty DM + 1
- Technology:* Cleverness DM + Tenacity DM
- Territorial Defence:* Loyalty DM + Militarism DM + 1

Base Aptitudes

The base Aptitude levels for each Religious Faith Dynasty are as follows:

- Acquisition —, Bureaucracy —, Conquest 0, Economics —, Entertain 0, Expression 1, Hostility —, Illicit —, Intel —, Maintenance —, Politics 0, Posturing —, Propaganda 1, Public

Relations —, Recruit 2, Research —, Sabotage —, Security 0, Tactical —, Tutelage 1.

Dynasty Boons and Hinders

The Religious Faith Dynasty can choose to add up to *two* specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Alien Congregation [-1 Popularity and -1 Culture; -15 Build Points]: The Dynasty has a wide population of alien species that exist within its faith's congregation, creating a tight network of interested parties that will protect the Dynasty from multiple directions. The Religious Faith imposes a -1DM penalty to any Aptitude check that directly targets one or more of their Values.

Defenders of the Faith [-1 Scheming; -10 Build Points]: The Dynasty maintains a solidified, holy order of protectors who use martial arms and training to maintain the safety, security and moral superiority of the faith. The Religious Faith may ignore the first point of Populace Value loss from any Conquest or Hostility Aptitude check.

Holy Missionaries [-1 Militarism; -10 Build Points]: The Dynasty has a longstanding tradition of sending ships full of religious teachers and missionaries to the 'heathen wastes' out in the stars, building dozens of bridges with extra-planetary allies. The Religious Faith gains new members from all over, adding +1 to its Populace Value at the beginning of each generation automatically.

Tithes and Donations [-1 Culture; -5 Build Points]: The Dynasty gets most of its monetary resources from the willing donations and enforced tithes of the congregation. The Religious Faith can always add +1 to its Wealth Value after any generation in which it gains any points in Populace Value.

Words of Gods [-1 Tradition; -10 Build Points]: The Dynasty is in possession of a text, or collection of texts, that are supposedly the actual preaching of the god or gods themselves, strengthening the core belief structure of the whole congregation. The Religious Faith adds a +1DM bonus to all of its Posturing, Propaganda and Recruit Aptitude checks.

Additionally, if the Religious Faith Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to *two* of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Atheist Coalition [+1 Tenacity and +1 Culture; +10 Build Points]: The Dynasty's ideals are constantly being questioned by a unified coalition of non-believers, potentially bringing the

Religious Faith First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Clergy Scholars:</i> Raise any three Aptitudes to Level 1	10 BPs
3-4	<i>Knights and Templars:</i> +1 Territorial Defence	8 BPs
5-6	<i>Holy Treasures:</i> +1 Wealth Value	5 BPs
7	<i>Family Comes First:</i> +1 Populace Value	3 BPs
8-9	<i>Online Scripture:</i> +1 Technology	8 BPs
10-11	<i>Blessings from Beyond:</i> Raise any two Traits by +1	10 BPs
12	<i>Living Legends:</i> Add +1d6 points to Values, divided by player's choice, or add +1 to any two Characteristics	15 BPs

faithful to question the veracity of their beliefs. The Religious Faith grants a +1DM bonus on all Aptitude checks made by others that target its Populace Value.

Controversial Clergy [+1 Loyalty; +5 Build Points]: The Dynasty has been the source of scandal throughout interstellar media due to legitimate issues with their clergy members, weakening peoples' belief in the whole. The Religious Faith suffers a -1DM penalty on all Public Relations and Recruit Aptitude checks.

Superstitions Abound [+1 Culture; +5 Build Points]: The Dynasty's teachings are very well-believed, almost too much revolving around the evil demons, ghosts and other things that go bump in the night. This adds a layer of *fear* to the population that can be difficult to overcome. The Religious Faith automatically loses one point from its Populace Value at the *beginning* of each generation but this loss cannot bring the final Value to 0.

War Between Heavens [+2 Territorial Defence or +1 Militarism; +10 Build Points]: The Dynasty shares territory with a direct rival faith – one that has declared a holy crusade against them. The Religious Faith must pass a Security Aptitude check at 8+ at the end of each generation or they suffer -1 to the Value of their choice.

First Generation Bonuses

The Religious Faith Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Religious Faith Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost and simply purchase the result.

THE SYNDICATE

Many folk might say that 'crime doesn't pay'... but these Dynasties prove the old adage to be extremely false. The Syndicate rises from the darkness of the underworld and the criminal elements; a powerful crime family, guild of thieves or even a longstanding pirate crew. Whether they maintain their own codes of honour or even believe in the idea of morals, they are driven by the singular mentality that the law does not apply to them. In fact, the law is their only real opposition.

Requisite Characteristics

In order to qualify as a starting first generation of a Syndicate, the Dynasty must have the following Characteristic scores: Greed 6, Scheming 8, Tenacity 5.

Base Traits

Each Syndicate calculates their starting Trait scores using the following equations:

Culture: Greed DM + Scheming DM

Fiscal Defence: Loyalty DM + 1

Fleet: Militarism DM + Scheming DM

Technology: Militarism DM + 2

Territorial Defence: Loyalty DM + Militarism DM + 1

Base Aptitudes

The base Aptitude levels for each Syndicate Dynasty are as follows:

Acquisition —, Bureaucracy —, Conquest 1, Economics —, Entertain 0, Expression 0, Hostility 0, Illicit 2, Intel 0, Maintenance —, Politics —, Posturing 1, Propaganda —, Public Relations —, Recruit —, Research —, Sabotage 1, Security 0, Tactical —, Tutelage —.

Dynasty Boons and Hinders

The Syndicate Dynasty can choose to add up to *two* specialised Boons from the following list at the cost (whether in Characteristic, Trait or Build Points, depending on the method) shown in brackets.

Deadly Reputation [-1 Popularity; -10 Build Points]: The Dynasty is well known for its violent ways of problem solving; rarely granting mercy to its enemies. This is why the Syndicate has few troubles that willingly come its way, imposing a -1DM penalty to any Aptitude check made that targets its Wealth or Populace Values.

Family of Crime [-1 Loyalty; -10 Build Points]: The Dynasty is more like a noble line than other Syndicates; a family bent on crime and profits. The Syndicate breeds higher and greater aspects into itself, adding a +2DM bonus to all of its Recruit Aptitude checks.

Law Enforcement Spies [-1 Militarism; -5 Build Points]: The Dynasty maintains a high number of legal agents on the payroll, always staying one step ahead of the rest of the lawmen trying to bring down the empire. The Syndicate adds a +1DM to all of its Illicit and Sabotage Aptitude checks.

Pirate Shipyard [-1 Greed and -1 Fiscal Defence; -15 Build Points]: The Dynasty has created a massive asset in space – a pirate space station complete with an operational shipyard. It is an interstellar hub of criminal activity and progress, empowering the Syndicate to legendary levels. The Syndicate gains one point to any one of its Values at the end of each generation.

Rule Through Fear [-1 Loyalty; -10 Build Points]: The Dynasty maintains a tight grip on the local populace through the sheer fear they have of angering its members. The Syndicate controls the people, adding +1 Effect (to a maximum of 6) on any Bureaucracy, Economics and Public Relations Aptitude checks.

Additionally, if the Syndicate Dynasty wishes to earn back a few spent Characteristic, Trait or Build Points, the player can choose up to *two* of the following Hinders. Despite being a negative aspect of the Dynasty, these interesting drawbacks can breathe more life into it.

Bounty Hunters [+1 Cleverness and +1 Militarism; +10 Build Points]: The Dynasty is riddled with targets from the local bounty hunting guild, the Syndicate serving as the unfortunate resource supply for them for generations. The Syndicate suffers a -1DM on all Security and Tactical Aptitude checks.

Grudges and Vendettas [+1 Loyalty; +5 Build Points]: The Dynasty is in an eternal struggle with a rival crime family, placing it forever in a conflict that it cannot escape. Any Intel or Security Aptitude checks the Syndicate makes with an Effect of 5 or 6 are actually considered one lower.

Most Wanted [+1 Culture and +1 Scheming; +10 Build Points]: The Dynasty has made many enemies in the legal enforcement agencies of their territory, placing them on the top of every agent's target list for justice. The Syndicate suffers a one point loss to its Populace Value at the end of every generation from the numerous arrests it invariably suffered.

Question of Authority [+1 Greed; +5 Build Points]: The Dynasty is constantly plagued by uprisings within its own ranks; criminals of one generation challenging the leadership of the last. The Syndicate automatically loses one point from its

Wealth Value at the *beginning* of each generation to show the costs these dangerous exchanges have on the Dynasty as a whole but this loss cannot bring the final Value to 0.

First Generation Bonuses

The Syndicate Dynasty's first empowered generation will often have some interesting or unique idea, moral or tenet at its core, affecting the success of the Dynasty for many future generations.

To determine what a first generation's bonus may be, a Syndicate Dynasty may choose to make a random 2d6 roll on the following table. Alternatively, any Dynasty using the Build Point method may instead spend the listed Build Point cost and simply purchase the result.

Syndicate First Generation Bonuses

2d6 Result	First Generation Bonus	Alternate Build Point Cost
2	<i>Undeniable Success</i> : Raise any three Aptitudes to Level 1	10 BPs
3-4	<i>Art Thieves and Extortions</i> : +1 Fiscal Defence	8 BPs
5-6	<i>Pirate Captains</i> : +1 Fleet or +1 Militarism	5 BPs
7	<i>Gangs Upon Gangs</i> : +1 Populace Value	3 BPs
8-9	<i>Tougher than the Street</i> : +1 Territorial Defence and +1 Technology	8 BPs
10-11	<i>Empire of Crime</i> : Raise any two Traits by +1	10 BPs
12	<i>Intergalactic Mafia</i> : Add +1d6 points to Values, divided by player's choice	12 BPs

MANAGEMENT ASSETS

At the head of every organisation there are chief resources that make all of the tough decisions and solve the high-end problems. These special resources are collectively called 'Management Assets'.

A Dynasty's Management Assets are a figurative aspect of the leadership style of the Dynasty, something that will be passed on through the generations in one way or the next. Each Dynasty might treat their Management Assets differently but they all perform the same general function – lead the Dynasty through the ages.

But What Do The Numbers Mean?

It is easy to see what higher ratings in Characteristics and Skills mean for a traditional *Traveller* characters but the numbers are slightly more figurative when dealing with a Dynasty's Aptitudes. While the exact uses and definitions of what Aptitudes can do are covered in later chapters, their levels are described here.

'—': This level means the Dynasty has no proficiency with this Aptitude at all, suffering a -2DM penalty to any related rolls using it.

0: The Dynasty has a brief and limited command of the Aptitude, adding no bonus but suffering no penalties either.

1: The Dynasty is skilled and partially adept at this aspect of its existence.

2: The Dynasty has apt skill in this area, counting it as one of their better abilities.

3: The Dynasty is well-versed in the use of this Aptitude, leading others in the field.

4: The Dynasty uses this Aptitude in everyday life in ways that many other groups cannot grasp, thus are considered a giant in their industry.

5: The Dynasty is a master in this area of expertise and can seemingly do no wrong when using this skill.

Choosing a Management Asset

By this time in the Dynasty creation process, a player or Referee will already have a mostly complete Dynasty Roster Sheet, nearly ready for the maiden voyage of its first generation into the worlds it wants to thrive upon. All it needs now is a type of Management Asset(s) to lead it through its first years of existence.

There are six Dynasty Management Asset types, each one different from the last. They are: Board of Directors, Command Staff, Heroic Leaders, Matriarch/Patriarch, Overlord and the Theocrat. Each one supplies different benefits to the Dynasty based on what they represent to the entity.

Based on the individual Dynasty Archetype, a player should roll 2d6 and compare the result to their Archetype's individual table to figure out what kind of Management Asset(s) the Dynasty was created by. If using the Build Point Dynasty Creation method, see instead the Build Point Cost listed next to each Management Asset on the particular table and *purchase* a Management Asset or Assets instead.

The following tables are organised by the Dynasty Archetypes.

Conglomerate Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Heroic Leaders	10 BPs
5-6	Overlord	5 BPs
7-9	Board of Directors	0 BPs
10-11	Command Staff	5 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Media Empire Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Overlord	10 BPs
5-6	Matriarch/Patriarch	5 BPs
7-9	Board of Directors	0 BPs
10-11	Theocrat	5 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Merchant Market Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Heroic Leaders	10 BPs
5-6	Matriarch/Patriarch	5 BPs
7-9	Board of Directors	0 BPs
10-11	Command Staff	5 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Military Charter Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Theocrat	10 BPs
5-6	Heroic Leaders	10 BPs
7-9	Command Staff	0 BPs
10-11	Overlord	5 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Noble Line Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Heroic Leaders	10 BPs
5-6	Overlord	5 BPs
7-9	Matriarch/Patriarch	0 BPs
10-11	Theocrat	10 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Religious Faith Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Command Staff	10 BPs
5-6	Heroic Leaders	5 BPs
7-9	Theocrat	0 BPs
10-11	Overlord	10 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Syndicate Management Assets

2d6 Result	Management Asset	Build Point Cost
2	Player's Choice	N/A
3-4	Command Staff	10 BPs
5-6	Board of Directors	5 BPs
7-9	Overlord	0 BPs
10-11	Matriarch/Patriarch	5 BPs
12	Player's Choice and Roll Again ¹	N/A

¹ Ignore further rolls of 12.

Management Asset Benefits

Each Management Asset brings something unique to the Dynasty; adding a special talent or function that others of its kind may or may not be able to compete with. The following subsections describe each Management Asset and what benefit it gives to its Dynasty.

Board of Directors: A number of executives run the Dynasty through democratic conversation and direction. The **Board of Directors** allows the Dynasty to, once per generation, reduce any two Traits by a single point each in order to add 1d6-2 (minimum of 1) points to their Values.

Command Staff: A small group of appointed officers are in charge of the entire Dynasty, making decisions from their planning sessions and expecting them to be followed without question. The **Command Staff** can spend a single point of Morale Value at any time to add a +4DM bonus to any Aptitude check that does not directly target the Dynasty's Morale Value.

Heroic Leaders: A small group of adventurous types came together to form this dynastic force and become lasting members of society through their direct leadership. These **Heroic Leaders** can take direct Hostility, Sabotage or Tactical Aptitude checks targeting rival Dynasties in *half* the normal time due to their own personal involvement.

Matriarch/Patriarch: The eldest woman (matriarch) or man (patriarch) in the Dynasty makes all of the managerial decisions, passing these instructions on through their descendants and subordinates. The **Matriarch/Patriarch** can use the trust of its family members to ask them to put themselves fully to the task, turning any Effect 0 Aptitude check into an Effect 1 automatically.

Overlord: There is a singular individual in charge of the entire Dynasty, passing on the rights of command to another at the end of his life. Ruling through fear, respect or a combination of the two, the **Overlord** can sacrifice their own members' safety to ensure the success of a mission, reducing the Populace Value of the Dynasty by 1 (to a minimum of 1) in order to gain a +4DM bonus on any single Aptitude check.

Theocrat: Ruling through religious empowerment and zealous leadership, the Dynasty is headed by a single entity that is entitled to its position. The **Theocrat** can incense its followers into a veritable frenzy or calm them into a stupor with little more than a few lines of scripture; allowing the Dynasty to substitute its Culture Trait level for its Fiscal Defence or Territorial Defence level whenever targeted by other Dynasties.

THE DYNASTY'S FIRST GENERATION

Once the player or Referee has gone through all of the initial steps, they have the makings of a solid Dynasty ready to venture forth into the world of rivals, competitors and profits. Before they can begin playing, all of the initial aspects of the Dynasty's First Generation must be finalised.

Unlike the passing of other generations (as detailed in upcoming chapters), the First Generation has a few minor steps it must take before venturing forward into its official history. The following steps should each be taken in order, gaining a few extra points here and there, before the Dynasty will be ready to begin its journey through the ages.

Step One – Characteristic Practice

The First Generation of any Dynasty will feel the need to flex its proverbial muscles in order to get a for what it is initially capable of. This is reflected through the Dynasty choosing three of its Characteristics against which to make a First Generation check.

The three chosen Characteristics are then used in the same fashion as a conventional *Traveller* character would; rolling 2d6 modified using the Dice Modifier for the Characteristic in question. In order to be successful, the final result of the dice roll must be *greater* than the Characteristic being tested. If successful, the Dynasty may raise that Characteristic by one point. To add risk and a gamble to this process, any natural roll (the result of the dice alone) of 12 is automatically successful no matter what the original Characteristic was; however a natural roll of 2 will *reduce* the Characteristic by one point instead.

Step Two – Trait Management

The Dynasty's First Generation has to be sure it is fully prepared for the years and decades to come, managing its members to focus on the aspects of its dynastic existence where it might need more work, attention or manipulation. This is reflected as the Dynasty having the ability to move its Traits by a small margin.

The Dynasty can remove one point from a number of Traits and add that point to a different Trait. The Dynasty can do this a number of times equal to the Dice Modifier of its Cleverness Characteristic plus one.

Step Three – Aptitude Training

The First Generation of the Dynasty will not be ready to journey into the conflicts against its peers without first ensuring that they are as good as they need to be in the fields they plan to master. This is reflected through the Dynasty choosing five Aptitudes with which the First Generation will try to train.

The five chosen Aptitudes are then used in individual checks in the same way that they would make any Aptitude check, except that no Characteristic Dice Modifier is added; this roll is just a basic 2d6 adding or subtracting the appropriate amount for the level of that Aptitude (0, 1, 2 or -2 for a level of '—'). The total result then has 8 subtracted from it to get the Effect. If the resulting Effect is higher than the current level of that Aptitude, it is raised by one level ('—' goes to 0, 0 to 1 and so forth).

Step Four – Final Value Adjustment

Once the Characteristics, Traits and Aptitudes are all finalised for the Dynasty, the initial First Generation Values are calculated. This is done in three different ways; each specific for the Value in question.

Morale: Loyalty Characteristic + Popularity DM + Culture Trait

Populace: Tenacity Characteristic + Tradition DM + Technology Trait

Wealth: Greed Characteristic + Cleverness DM + Fiscal Defence Trait

Once the Values are calculated, the Dynasty may move one point from any single Value to a different Value.

**FROM ADVENTUROUS EXPLOITS –
TRAVELLER CHARACTERS CREATING A
DYNASTY**

If a conventional *Traveller* gaming chronicle is moving toward the Player Characters amassing enough wealth and power to create their own Dynasty, they can use their own collective statistics and they like to generate the Build Points they will use to create their Dynastic Entity.

Before any collection of Player Characters can create a Dynasty Build Point pool, they must meet the following prerequisites:

- Between the Player Characters there must be someone with at least Level 3 in Admin, Broker, Leadership and Persuade.
- The Player Characters must have no less than 25 points of Social Standing between them.
- The Player Characters must have amassed at least 10 Allies or 20 Contacts willing to help the Dynasty.

- The Player Characters must have amassed assets of a liquid value of 10,000,000 Credits or more.

If the Player Characters meet these prerequisites, they are immediately allowed to create their Build Point Pool with which they will create their Dynasty.

The following steps show how this Build Point Pool is calculated:

- Each Player Character that qualifies to be part of the creation process automatically adds 10 Build Points.
- Each Player Character adds three times its highest Rank in any Career in Build Points.
- Each example of the Corsair, Free Trader, Lab Ship or Scout Ship Benefits will add 8 Build Points.
- Each example of the Ship's Boat or Yacht Benefits will add 5 Build Points.
- Each Ship Share the Player Characters are in control of adds 3 Build Points.
- If the Dynasty's creation group has at least one TAS Membership, they gain a bonus of 5 Build Points.
- Each Player Character with a Social Standing Characteristic score of 12 or higher adds 5 Build Points.
- The Player Character with the highest Level in the following Skills adds a number of Build Points equal to that Level to the Build Point Pool: Admin, Advocate, Broker, Computers, Deception, Diplomat, Investigate, Language, Leadership, Persuade, Social Sciences and Trade.

- *ADDITIONALLY*, if any of the Player Characters are Psions, they may add twice their Level in the following Psionic Talents: Clairvoyance, Telepathy and Teleportation. If the rules in *Book 4: Psion* are being used as well, the following Talents count but only at their base Level (not twice value): Dimensional Manipulation, Projection and Temporal Manipulation.

THE REST IS HISTORY

The First Generation is ready to lead the Dynasty through the ages, so when the players have completed all of the steps covered in this chapter they are ready to move on and join those who have come before them. There is a vast amount of conflict, competition and savagery that the Dynasty is about to surround itself with...

...and potentially thrive upon.

BACKGROUNDS AND HISTORIC EVENTS



The First Generation of a Dynasty is never going to have it easy, normally spending 100 years or more getting used to their expanding influences and relationships; all the while overcoming adversity and obstacles to cement themselves as a local powerhouse.

Although a century of a Dynasty's existence contains a little over three actual generations, this chapter covers the interesting and noteworthy events that take place in those first 100 years. Not necessarily more exciting than the rest of a Dynasty's time, the first century tends to be the most active – as it and its peers work hard to test their potential.

This chapter helps to detail the historic events in the background of the Dynasty. Each Dynasty can choose to make 3, 4 or 5 rolls on the Background table that corresponds with their Archetype; the number of rolls decided *before* the first roll is made.

NOTE: Dynasties created through the actions and statistics of normal *Traveller* Player Characters do not roll any of these Background events; they have already lived through their own backgrounds.

The results will put the Dynasty to the test and possibly shape them into the entity that will rule the galaxy around it – or collapse trying.

DYNASTY BACKGROUND EVENTS

The following tables are used to determine the individual Background moments of a Dynasty's first 100 years; they simply roll a d66 and compare the result to the table that relates to their Dynasty Archetype.

THE CONGLOMERATE

D66	Background Event
11	Stocks are falling all over the galaxy for years; roll Greed 8+ or lose 1 point of Wealth.
12	Scandal rocks the shareholders' memo meetings and prices hit an all time low; roll Loyalty 8+ or lose 1 point of Morale.
13	Hostile takeovers try to devour the weak initial generation; roll Bureaucracy or Tenacity 8+ or lose 1 point of Wealth.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	New ideas on the market test the Conglomerate's ingenuity and adaptability; roll Economics or Research 7+ or lose 1 point of Fiscal Defence.
16	A rival has been moving in on your workers, roll Security 8+ or lose 1 point of Populace.
21	Heavy competition in the interplanetary market has really toughened things up around the power base; roll 1d6: 1–4, Gain +1 Territorial Defence; 5–6: Gain +1 Tenacity.
22	A massive media event provides management with a chance to make a name for itself; Gain +1 Popularity or +2 Morale.
23	Big business is good business these days; roll Bureaucracy 7+ to gain one Level in Wealth.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	The territories are wearing your logo and there are not many locals who do not know your name. Gain +1 Popularity.
26	A major coup in the local government risks sweeping in the Conglomerate. Join in and roll Conquest 8+ to help the new regime. Avoid the conflict and roll Security 8+ to keep out of the line of fire. Succeed in either roll and gain +1 to any Value; fail and lose 1 point of Loyalty and Militarism.
31	Labour unions are not happy about the solidification of the management entities through the Conglomerate. Roll Propaganda and Security 7+; succeed in both and gain +1 to the Characteristic of the Player's choice.
32	The management of the Conglomerate are contacted by tremendously powerful alien benefactors; Gain +1 Bureaucracy, Expression or Recruit.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	The power base suffers a major natural disaster and the Conglomerate can lend charitable aid; you may spend 1 point of Wealth to increase Popularity by +1.
36	A sickness plagues the population and the workforce, putting the Conglomerate at risk but giving them a good idea to back medical resources. Roll Acquisition 8+ to gain 1 point of any Value.
41	A powerful client puts the Conglomerate through a vicious courtroom drama that lasts months, if not years; roll Politics or Security 8+ to avoid losing 1 point of Wealth.
42	A university grant is created in the Conglomerate's honour; Gain +1 Popularity.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	High-credit gambling establishments become not only legal but encouraged among big businesses; Roll Illicit 7+ to gain +1 Wealth.
46	Primitives are in great supply to be exploited. If the Conglomerate treats them with respect, it gains +1 Popularity. If it uses them harshly, gain +1 Wealth and +1 Populace.
51	Industrial sabotage is rumoured to be targeting the Conglomerate; roll Security 8+ to protect itself, gaining +1 Territorial Defence.
52	Advanced aliens have chosen the Conglomerate to fabricate their devices, adding their tooling to their own; Roll Maintenance 8+ to gain +1 Technology.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	War profiteers are looking to launder their ill-gotten gains through the Conglomerate; you may spend 1 point of Loyalty to gain 1 point of Scheming before rolling Illicit 9+; succeed in the Aptitude check to gain 1d6-4 Wealth (minimum of 1).
56	A celebrity enjoys associating on a business level with the Conglomerate; gain +1 Morale or blackmail the Celebrity with Illicit 8+ to gain +1 Wealth and +1 Scheming.
61	The government names a holiday after the Conglomerate's founder(s); Gain +1 Loyalty, Popularity or Tradition.
62	An interstellar sports team needs a sponsor right before a major multi-planet tournament; buy the team by spending 1 point of Wealth, gaining +1 Culture and +1 Morale.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	An unexpected territory shift puts a new planet in the Conglomerate's control, adding +1 to all Values.
66	A formerly powerful Conglomerate folds, leaving its resources and assets for the new one to claim unchallenged; Gain +1 to any one Characteristic and +1 to any two Aptitudes.

THE MEDIA EMPIRE

D66 Result	Background Event
11	War forces a media blackout for years; roll Tenacity 8+ or lose 1 point of Morale.
12	The Empire is labelled as spreading lies; roll Propaganda 9+ or lose 1 point of Wealth.
13	One of the largest stories of the generation goes to the competition; roll Acquisition or Sabotage 9+ or lose 1 point of Popularity.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	A new information-distribution device becomes available and the Empire needs to gain it or lose huge standing; roll Acquisition or Intel 7+ or lose 1 point of Technology.
16	Computer virus strikes the data stores; roll Research 8+ or lose 1 point from both the Research Aptitude and the Tradition Characteristic.
21	There are plentiful stories to be had during a major governmental shift; Gain +1 Greed or +2 Wealth.
22	Small-time competition has been growing steadily for years all around the home territory; roll 1d6: 1–2, Gain +1 Tenacity; 3–6: Gain +1 Fiscal Defence.
23	There is nothing like a leadership scandal to get people to pay attention; roll Expression or Propaganda 8+ to gain +1 Wealth.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	Through priority of coverage, the Empire is listed as the most-connected information source in the subsector. Gain +1 Culture.
26	War has ripped the subsector into several mini-governments with their own rules and regulations. Stay neutral and roll Intel 8+ to simply learn from what is going on. Help set the new leadership and roll Politics 8+. Succeed in either of these rolls and gain +1 to any Trait or Value; fail and lose 1 point of Militarism or Popularity.
31	The Empire has a chance at exclusivity over the, arguably, largest event in recent history. Roll Expression and Propaganda 7+; succeed in both and gain +1 to Greed, Loyalty or Tradition.
32	A neighbouring corporate powerhouse funnels money into the Media Empire as long as they run favourable stories about them; Gain +1 Economics, Entertain or Politics.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	A stellar event blacks out entire populations within the Empire's territory, causing months of lost revenue without any kind of advance in power sources; roll Research 8+ to increase Technology by +1.
36	A power-hungry noble is hiding something huge from the Media Empire. Roll Intel 9+ to gain 1 point of any Value.
41	A medical epidemic of planetary scale needed serious coordination to help make aid efforts effective; roll Public Relations or Tutelage 8+ to avoid losing 1 point of Populace.
42	An art school begins to focus on multi-media training, creating an entire class of reporters and paparazzi; Gain +1 to any Trait.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	There is a heavy market for 'illegal' broadcasts and edgy personal videos; Roll Scheming 7+ to make professional versions and gain +1 Wealth.
46	A new politician is well known for his scandalous sound-bytes and loves to be in front of the camera. If the Empire exploits this fact, it gains +1 Morale. If it ignores him in favour of 'good news reporting', gain +1 Popularity.
51	A bad story riles up some very angry and powerful people; Roll Security 8+ to protect the Empire from hackers, gaining +1 Fiscal Defence.
52	The leader of an advanced alien race wants to add the Media Empire to its far-reaching network of affiliates, if they can convince them of the Empire's skill; Roll Expression 8+ to gain +1 Technology and Culture.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	Powerful people are building a new government and want the Media Empire to be the foundation of this growth; either roll Illicit 9+ to be the stereotypical muckraker they might want or roll Public Relations 9+ to be a proper flag-waver; succeed in the Aptitude check to gain +1 to any two Traits.
56	An elderly business mogul gives the Media Empire the rights to produce and publish his life story; gain +1 Culture or wait and tell popular lies about him after his passing with Propaganda 8+ to gain +1 Greed but –1 Loyalty.
61	There is a mercenary charter that wants to trade its services for a good public relations campaign; roll Public Relations 8+ to gain +1 Militarism or +2 Territorial Defence.
62	New hololithic and broadcasting flotillas have been built by private contractors; buy use of them by spending 1 point of Wealth, gaining +1 Technology and +1 Wealth.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	The only rival in the area has gone bankrupt and its workers and clientele need a new Media Empire to maintain their lifestyles, adding +1 to all Values.
66	The leader of an interplanetary government pledges the Media Empire to be the only service his people will use; Gain +1 to any one Characteristic and +1 to any two Aptitudes.

THE MERCHANT MARKET

D66 Result	Background Event
11	An economic depression is killing the local businesses; roll Cleverness 8+ or lose 1 point of Wealth.
12	Someone started the rumour that the Merchant Market is cheating all of its distributors; roll Public Relations 8+ or lose 1 point of Popularity.
13	A bad choice sends a shockwave through the economy, forcing the Merchant Market to think outside the box to come out unscathed; roll Illicit or Sabotage 8+ or lose 1 point of Morale.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	A seller's union moves into the area and must be scared off; roll Hostility or Posturing 8+ or lose 1 point of Fiscal Defence.
16	A new product became available but carried some risks along with it; roll Intel 8+ or lose 1 point from both the Research Aptitude and the Popularity Characteristic.
21	The economy took a sudden post-war upturn; Gain +1 Fiscal Defence or +2 Wealth.
22	The space lane authorities have been busy cleaning up pirate and raider cells in the area; Gain +1 Fleet.
23	Undercutting prices can be a good way to gain market advantage over rival Dynasties; Roll Economics or Sabotage 8+ to gain +1 Wealth.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	There is nothing that cannot be sold by the agents of the Merchant Market. Gain +1 Fiscal Defence.
26	War is forcing the Merchant Market to steer its products toward military and combat-related industries. Evolve along with these tendencies and roll Tactical 8+ to maintain these efforts. Try to steer things back toward peaceful endeavours and roll Propaganda 8+. Succeed in either of these rolls and gain +2 to Militarism; fail and lose 1 point of Territorial Defence or Fleet.
31	A mass marketing plan could put the Merchant Market at the top of the pyramid. Roll Posturing and Propaganda 7+; succeed in both and gain +1 to Greed, Popularity or Wealth.
32	The Merchant Market has the chance to buy a majority holding in a local university; spend 1 Wealth to gain +1 in any Trait or Aptitude.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	The people are clamouring for new and improved products that only the Merchant Market might be able to appropriate; roll Acquisition or Research 8+ to increase Technology by +1.
36	The economy is ripe with possibilities, if the Merchant Market can discover what those are. Roll Intel 9+ to gain 1 point of any Value.
41	Planetary disaster gives the Merchant Market the opportunity to do major charity work – or exploit the needy; roll Expression or Scheming 8+ to gain +1 Wealth or Populace.
42	A union of shipping labourers petitions the Merchant Market for long term contracting; Gain +1 Fleet.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	A dangerous product risks putting the Merchant Market in actionable danger if they do not cover their legal options tightly; Roll Bureaucracy 6+ to avoid losing –1 Wealth. If the result of this check is 8+, gain +1 Morale instead!
46	A new type of star craft engine has become available to the mercantile shipyards; Gain +1 Fleet or +1 Technology.
51	An alien sales force wants to join forces for the future of both Dynasties; roll Acquisition 9+ to gain +1 to any two Values.
52	A death in a noble family leaves hundreds of thousands of Credits to the Merchant Market out of some misplaced loyalty; Gain +1 Wealth or +1 Culture.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	Purposeful shorting of inventories can artificially create massive demand in the populace; you may roll Economics or Illicit 8+ to gain +1 Wealth but lose –1 Popularity if you are not successful.
56	A terrible fire tears through a multi-million Credit investment; roll Bureaucracy 7+ to make sure insurance covers the loss and results in +1 Morale.
61	Freelance psionic specialists make themselves available to the Merchant Market for commercial use; roll Acquisition 9+ or spend 1 Wealth to increase any two Traits by +1 point each.
62	A class-action lawsuit fails miserably against your legal teams; Gain +1 Fiscal Defence.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	The armed forces of the local government want to buy all of their major supplies from the Merchant Market. Roll Maintenance 8+ to keep the lines running smoothly, gaining +1 to Fleet, Territorial Defence or Militarism.
66	A true sales monopoly on an entire economy; Gain +1 to any three Aptitudes, or +1 to any two Traits.

THE MILITARY CHARTER

D66 Result	Background Event
11	Skirmishes plague the borders for decades; roll Militarism 8+ or lose 1 point of Populace.
12	Arms dealers are acting particularly difficult for many years; roll Acquisition 8+ or lose 1 point of Territorial Defence.
13	The unexpected use of nuclear arms has forced the Military Charter to seek higher grades of personnel protection; roll Research 8+ or lose 1 point of Populace.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	There are numerous mercenary companies that are constantly moving in on the Military Charter; roll Hostility or Posturing 9+ or lose 1 point of Territorial Defence.
16	Weapon technology in neighbouring cultures is vastly superior to those currently available to the Military Charter; roll Research 8+ or lose 1 point from both the Security Aptitude and the Technology Trait.
21	Victory over an affluent and advanced target; Gain +1 Technology or +2 Wealth.
22	Shipyards have been cranking out fighter craft for years; Gain +1 Territorial Defence or +1 Fleet.
23	Good routes are established and smugglers bring the Military Charter resources far more safely; Roll Acquisition or Security 8+ to gain +1 Wealth or Technology.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	The local populace look to the Military Charter for leadership in their societal roles and ideals. Gain +1 Tradition or +1 Culture.
26	War threatens to tear the government apart. Stay out of it and let them work things through on their own by rolling Posturing 8+. Choose to back one side or the other and roll Politics 8+. Succeed in either of these rolls and gain +1 to Militarism or Popularity.
31	The Military Charter can focus on showing its 'lighter side' to the population for many months or even years. Roll Expression and Public Relations 8+; succeed in both and gain +1 to all Values.
32	Local media services can be tapped to relay positive information about the Military Charter; Gain +1 Entertain, Expression or Posturing.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	War is commonplace and war is big business for the Military Charter; you may spend 1 point of Populace to increase any two Traits by +1.
36	The Military Charter has vanquished the enemy from all over the sector, sweeping up their spoils wherever possible. Roll Acquisition 8+ to gain 1 point of any Value.
41	Governmental contracts come up empty but commercial ones skyrocket; roll Bureaucracy or Politics 8+ to avoid losing 1 point of Wealth.
42	A local holiday is created in the Military Charter's honour due to one of its victories; Gain +1 Popularity.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	Several small targets present themselves in local space, allowing the Military Charter to possibly increase territory; Roll Conquest 8+ to gain +1 Morale.
46	The local militia forces can be tapped to bolster the ranks. If the Military Charter uses them sparingly, it gains +1 Popularity. If it pushes them too hard, gain +1 Populace and Wealth but –1 Morale.
51	Professional soldiers are being called in to bolster the defences of the Military Charter; spend 1 point of Wealth to gain +1 Fleet and Territorial Defence.
52	An engineering corps opens up within the Military Charter; Gain + 1 level in Intel, Research or Technology.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	A superior foe of which the Military Charter could not defeat has left itself open to underhanded tactics; roll Sabotage 8+ to increase any Value or Trait by +1.
56	Cybernetics and true bionic soldiers are all the craze; Gain +1 Conquest, Hostility or Security.
61	A massive barbarian horde must be dealt with before it can become more advanced to deal with the Military Charter; Roll Conquest 9+ and gain +1 Morale and +1 Territorial Defence.
62	The Military Charter's management has the opportunity to leave a lasting memoir about the area's conflicts and contests; Gain +1 Popularity if the story is glorious, gain +1 Loyalty if the story is hard-edged, or gain +2 Culture if the story is locally flattering.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	A truly glorious battle ends a war that had been raging for a long time, leaving the Military Charter as the heroes of the people; Gain +2 Popularity or +1 to all Values.
66	An ancient and powerful alien race allies with the Military Charter; Gain +1 to Territorial Defence, Fleet and Technology.

THE NOBLE LINE

D66 Result	Background Event
11	Arguments within the family plague them greatly; roll Maintenance 8+ or lose 1 point of Morale.
12	An estranged splinter bloodline rises to lay claim to the family fortune. The Noble Line must discourage them or lose millions. Roll Hostility, Posturing or Security 8+ or lose 2 points of Wealth.
13	A rival family has sided with a dangerous criminal Syndicate; roll Security 9+ or lose 1 point from a Value of the player's choice.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	There are numerous mercenary companies that are constantly moving in on the Military Charter; roll Hostility or Posturing 9+ or lose 1 point of Territorial Defence.
16	Genetic research and applied eugenics are dangerous when first applied; roll Research 8+ or lose 1 point from both the Technology Trait and the Populace Value.
21	Birth and marriage rates in the family are far higher than normal for many years; Gain +1 Tradition or +2 Populace.
22	A local government asks the family for monetary aid; Spend up to 2 points of Wealth to gain an equal amount of additional points in the Politics Aptitude and Territorial Defence Traits.
23	A family scandal can easily be turned around into something positive for the Noble Line as a whole; Roll Propaganda or Politics 8+ to gain +1 Culture or Morale.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	The Noble Line must resort to some unsavoury practices to snatch victory from the jaws of defeat; roll Illicit 8+ to gain +1 Wealth.
26	A scandalous marriage with a similar but still alien species brings new sciences into their possession for understanding; roll Research 7+ to gain +1 Technology.
31	Uncharted territory falls into the Noble Line's area of influence, requiring new assets to expand there; Gain +1 Fleet.
32	The curing of a genetic birth defect in the family extends life expectancy; Gain +1 Populace.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	Uncovered treasures are bickered and fought over for decades between the family's branches and inner-groups; roll Maintenance 8+ to gain +1 Wealth or +1 Morale.
36	An artiste wants to immortalise the Noble Line's successes through a series of personalised sculptures, so long as the family can afford his services. Roll Greed 8+ to increase Culture by +1.
41	The younger generation is in danger of forgetting the ways of the elders, requiring additional teaching to remain 'pure' in the original ideals; roll Tutelage 8+ to gain +1 Tradition.
42	Superstition runs rampant in the people controlled by the Noble Line, allowing manipulative nobles to gain a stranglehold on them that much easier; roll Propaganda 7+ to gain +1 to any Value.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	Rising tempers require the Noble Line to either stay more advanced than local rivals or train that much harder. Roll Cleverness 8+ to increase Territorial Defence or Technology by +1.
46	A major catastrophe kills off a dozen important members of the heirs apparent, causing some major upheaval from within. Roll Loyalty 8+ to keep the arguments and in-fighting to a minimum, gaining +1 Tradition or +2 Morale.
51	An interplanetary scholastic service receives a massive donation from the family; spend -1 Wealth to gain +1 to any three Aptitudes.
52	War breaks out near the family territory, drafting several young men into the dangerous ranks; roll Militarism 8+ or lose -1 Populace but gain +1 Hostility regardless of the outcome.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	Assassins and hit men are targeting leaders in the family; roll Security 8+ to gain +1 Territorial Defence.
56	The family's primary territory is at risk from unconquerable sources, forcing the Noble Line to relocate; gain +1 Fleet and +1 Intel but lose -1 Territorial Defence.
61	The games between forms of royalty are thick and filled with risks; roll Scheming or Cleverness 9+ to gain +1 to any Characteristic.
62	Victories in a long-lasting vendetta fill the Noble Line with joy and pride; Gain +1 to any Trait or Value.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	There is a dangerous disease that strikes at the youngest members of the Noble Line but it is overcome through persistence and increased breeding habits; Gain +2 Tenacity or +1 to all Values.
66	A true genius assumes control of the Noble Line's accounts and finances sector-wide; Gain +1 to Fiscal Defence, Fleet and Culture.

THE RELIGIOUS FAITH

D66 Result	Background Event
11	Atheists are in control for a long time; lose -1 from the Value of your choice.
12	Surrounded by dangerous planets, missionaries are at great risk; roll Conquest 7+ or lose -1 Populace.
13	Convincing arguments against the faith have put several clergy centres on edge, having to try very hard to keep the congregation faithful. Roll Loyalty 8+ or lose -1 Populace and -1 Morale.
14	Historic Event – Roll on the Dynasty Historic Event Table.
15	Anti-theocracy rebels are targeting temples and shrines; roll Security 8+ or lose -1 Wealth.
16	Scandals rock the media concerning the Religious Faith; lose -1 Popularity.
21	Aliens desire to learn about the Faith; Roll Tutelage 8+ to gain +1 Culture.
22	A holy crusade pushes the boundaries to the neighbouring sectors; gain +1 Fleet or +1 Technology.
23	An interstellar celestial event is prophesised in the ancient scriptures, giving great credence to the Religious Faith; Roll Public Relations 8+ to gain +1 Populace.
24	Historic Event – Roll on the Dynasty Historic Event Table.
25	There is a swell in fanatics and zealots in the congregation. Roll Hostility 8+ to incite them against all foes, gaining +1 Militarism if successful; or roll Maintenance 8+ to keep them under better control, gaining +1 Loyalty instead. Fail either roll and lose -1 Popularity as the zealots run rampant.
26	A cosmic 'sign' draws new followers from all over; Roll Recruit 8+ to gain +1 Populace.
31	There is a lot of money to be had from within the church; Roll Economics 7+ to gain +1 Fiscal Defence.
32	True believers question the source of the Religious Faith, giving the clergy an opportunity to shine against obstacles; roll Tradition 8+ or lose -1 Morale.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table.
35	The Religious Faith opens a private school that does not require membership in the church to be a student; spend one point of Culture or Morale to gain +1 Wealth and +1 to an Aptitude of the player's choice.
36	Science and religion meld into one belief; Gain +1 Technology or +1 Research.
41	The opportunity to create a true martyr presents itself; allow this to happen and roll Propaganda 7+, gaining +1 Popularity if successful, losing -1 Loyalty if not. Save the martyr instead and gain +1 Morale.
42	The government is thoroughly mired in the Religious Faith's doctrines and dogma; gain +1 Militarism, +1 Popularity or +1 to any two Traits.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table.
45	The Religious Faith can reach out to the masses through art; roll Entertain 8+ to gain +1 Popularity. Fail and lose -1 Populace.
46	The church has grown far too large to <i>not</i> be considered a business at this point; Gain +1 Greed or increase Bureaucracy by +1.
51	Hateful warmongers seek to start a war with the church by any means they can; Roll Security 8+ to increase Territorial Defence by +1.
52	The galaxy begins to see the power behind the Religious Faith's congregation; Gain +1 Posturing.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table.
55	A neighbouring culture is in possession of several important holy artefacts; Roll Acquisition 8+ to increase Wealth or Culture by +1.
56	A major celestial event brings about a holiday celebration that lasts weeks, putting a new face on the Religious Faith if hosted well. Roll Entertain 7+ or Public Relations 9+; success adds +1 to Popularity or Loyalty.
61	The enemies of the church have pushed things too far, forcing the Religious Faith to train 'holy warriors' and 'godly assassins.' Roll Militarism 7+ to increase Conquest, Hostility or Security by +1.
62	Sometimes it takes unsavoury behaviour to do god's work; Gain +1 Illicit or Sabotage.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table.
65	Monastic learners focus on the Religious Faith's only weaknesses; raise any two Aptitudes from '—' to 1.
66	Witness to an undeniable miracle; Gain +1 to any two Characteristics.

THE SYNDICATE

D66 Result	Background Event
11	Interstellar authorities are bent on bringing the Syndicate down; Lose -1 Wealth and -1 Morale.
12	Street-level criminals have started to organise into mini-syndicates; Roll Hostility 8+ to scare them back into complacency or lose -1 Loyalty.
13	The Syndicate has double-agents, spies and backstabbers in its midst; Roll Security 8+ or lose -1 Territorial Defence.
14	Historic Event – Roll on the Dynasty Historic Event Table .
15	The locals are tired of being preyed upon by petty crime; Roll Public Relations 8+ or lose -1 Popularity.
16	Bounty hunters have taken a renewed interest in the Syndicate's leadership; Roll Illicit 8+ or lose -1 from a Characteristic of the Player's choice.
21	A pyramid scam promises to be extremely successful; Roll Economics 8+ to gain +1 Wealth.
22	There is an army storage surplus near the Syndicate's power base, begging to be pilfered by professionals! Roll Illicit 8+ to gain +1 Militarism or +2 Territorial Defence.
23	A pirate cell leader wants to join the Syndicate but for a price; spend 1 point of Wealth to gain +1 Fleet.
24	Historic Event – Roll on the Dynasty Historic Event Table .
25	A marriage between crime families can solidify efforts and increase the strength of both; Gain +1 Loyalty, +1 Culture or +2 Morale.
26	Arms smuggling has just been targeted by trade authorities, making it a lucrative endeavour. Roll Illicit 8+ or Tactics 7+ to gain +1 Militarism or +1 Fleet.
31	Interplanetary sports gambling rings are good business, especially for those who can rig the games. If you just run the numbers, roll Illicit 8+; if you rig the events, roll Sabotage 8+. Succeed and gain +1 Wealth or Morale; fail and lose -1 Popularity.
32	Even a Syndicate has some legitimate businesses with which it makes some profits; Roll Bureaucracy or Economics 8+ to gain +1 Greed.
33	Everything goes as planned for decades; add +1 to any Trait or Value.
34	Historic Event – Roll on the Dynasty Historic Event Table .
35	There is a minor coup within the ranks of the Syndicate's subordinates; Roll Loyalty 8+ or lose -1 Populace.
36	Powerful enemies of the Syndicate are ready to wage an open war against it; Roll Hostility 8+ to fight them successfully, gaining +1 Militarism or +2 Morale.
41	A naturally stealthy alien species wants to sell its services to the Syndicate; spend 1 Wealth to gain +1 Illicit and Sabotage.
42	A primitive species protects vast amounts of precious metals to be exploited. Trade with them only slightly in your favour with Public Relations 8+ and gain +1 Loyalty; take extreme advantage of their naivety with Posturing 8+ and gain +1 Wealth.
43	Everything goes as planned for decades; add +1 to any Aptitude or Trait.
44	Historic Event – Roll on the Dynasty Historic Event Table .
45	A law enforcement agency is willing to feed the Syndicate information in order to avoid falling victim to their schemes; Gain +1 Intel, Politics or Research.
46	The local government has asked the Syndicate to send hit men after one of their targets – as long as they do not leave any clues behind. Roll Hostility 8+ or Illicit 9+ to gain +1 to any Trait.
51	In order to pick up the pieces, the Syndicate must first smash the local businesses; Roll Conquest or Economics 8+ to gain +1 Wealth.
52	The Syndicate has a chance to manipulate the government to make a lot of their activities 'less-illegal' and therefore safer for its members to undertake. Roll Politics or Posturing 8+ to gain +1 Populace.
53	Everything goes as planned for decades; add +1 to any Aptitude or Value.
54	Historic Event – Roll on the Dynasty Historic Event Table .
55	An infamous crime family wants to join efforts with the Syndicate; Roll Maintenance 8+ to gain +1 Tradition or +2 Culture.
56	The best way to beat the authorities is to stay one step ahead of them scientifically-speaking. Roll Research 8+ to gain +1 Technology.
61	A rival is teetering on the edge of existence. Wipe them out with Hostility 7+ to gain +1 Wealth and +1 Morale. Bring them into the fold as a show of mercy with Acquisition 9+ to gain +1 to any Characteristic.
62	Psions willing to use their talents for crime and profit approach the Syndicate for work; Gain +1 to Territorial Defence or +1 Wealth.
63	Things could not go any better for the Dynasty; add +1 to any Characteristic, Aptitude, Trait or Value.
64	Historic Event – Roll on the Dynasty Historic Event Table .
65	The Syndicate's leader is considered a true supervillain by the forces of authority; Gain +1 to any three Aptitudes or Traits.
66	The greatest crime of its time! Gain +1 to any two Characteristics.

HISTORIC EVENTS

There are some events that happen in a Dynasty's early existence that are remarkable points, which will echo down through the ages no matter what else happens to them – truly historic moments. In *Traveller: Dynasty*, these are called Historic Events.

The following table is used to determine exactly what happened to a Dynasty in its history if its background events require something more spectacular to take place. The Dynasty simply rolls 2d6 and makes note of the result, paying close attention to the special notes concerning each event.

As a note, if a Dynasty ever needs to roll more than one Historic Event during its First Generation, each subsequent Historic Event gains a cumulative +1 Dice Modifier to show how cosmic fate seems to be favouring it somehow.

Historic Events

2d6 Result	Event Name	Event Effect(s)
2	War of the Worlds!	There is an interstellar war between planetary forces, sweeping them into the dangerous realm of battles and destruction. The Dynasty must roll Conquest, Hostility and Security 8+ each; each successful check adds +1 to all Traits, each failure reduces all Values by -1.
3-4	Foes on all Sides	A consolidation of enemies have targeted the Dynasty and are coming at them from all directions. The Dynasty must roll Intel, Posturing and Security 8+; each successful check adds +1 to all Values, each failure reduces Fiscal Defence, Territorial Defence and Fleet Traits by -1 each.
5-6	An Unlikely Hero Rises	One of the Dynasty's inner members is given an opportunity to do something truly amazing – and does. The Dynasty can increase any two Characteristics by +1, as well as +1 to its Morale Value.
7	Peace and Prosperity	A long stretch of time without any conflicts has given the Dynasty the perfect opportunity to focus on growth, expansion and self-indulgence. The Dynasty can add +1 to any single Characteristic, +1 to any Trait and +1 to any two Aptitudes.
8-9	Colonists from a Distant Place	Travellers from beyond Chartered Space have come into the Dynasty's territory and are setting up a lifelong colony with their help. The Dynasty may roll a Public Relations Aptitude check modified by their Loyalty DM. For every point the result is over 7, add +1 to any Trait or Value (but not more than +1 per Trait or Value).
10-11	Power Vacuum	A major powerhouse in the interstellar politicking circles vanishes suddenly, leaving an easily filled vacuum that the Dynasty can take advantage of. The Dynasty may roll an Acquisition Aptitude check modified by their Greed DM. For every point the result is over 7, add +1 to any Aptitude, Trait or Value (but not more than +1 per Aptitude, Trait or Value).
12	Unprecedented Alliance	A former enemy or rival suddenly sets aside its differences and comes forward to the Dynasty and wants to be steadfast allies. The Dynasty may roll Cleverness or Scheming 9+ to ensure the alliance is real before committing to it. If successful, the Dynasty can add +1 to <i>all</i> Traits and add +1 Populace. If failed, the Dynasty adds +1 to Hostility instead.
13+	Ancient Visitor	A truly ancient and powerful being with abilities bordering on 'magic' comes forward to lend aid to the Dynasty for its own mysterious reasons. The Dynasty rolls 1d6 and consults the following: 1 – Gain +1 to all Traits. 2 – Gain +1 to all Values. 3 – Gain +1 to any three Aptitudes. 4 – Gain +1 to any Characteristic. 5 – Gain +2 to any Characteristic. 6 – Gain +3 to any Characteristic.

THROUGH THE GENERATIONS

One thing that all Dynasties have in common – at least those who survive through the ages – is an abundance of wealth and power. The difference between the wealth of a powerful family or company and that of a dynastic entity is how these resources ebb and flow over the centuries.

As the generations pass by, there are chances for growth, loss and the distinct *feeling* of the passage of time. In *Traveller: Dynasty*, what happens between the generations can make or break the following decades for each Dynasty – or crush them considerably.

This chapter focuses on what exactly happens to each Dynasty's resources and assets (i.e. – Traits and Values) during the passage of each generation. Unlike the targeted checks made by enemy Dynasties, the passage of time cannot be stymied or well-protected against – merely expected, prepared for, and then weathered.

WHAT IS A GENERATION TO A DYNASTY?

Time is not felt the same way to a Dynasty as it is felt by the people within it. Days are as seconds, weeks blur by and months are the beats of a Dynasty's heart. Decades pass in no time and centuries are what becomes the true test to any Dynasty's worth in the eye of history. Those that live long enough, surviving the tests of time, are the legends and heroes of *Traveller: Dynasty*.

Although the lives and scientific explanation of a 'generation' is actually listed (based on the source) as being between 22 and 26 years for 21st Century humankind, things are a little different for *Traveller: Dynasty*. Due to the use of high-science medical facilities, anagathics and other advances, a single generation for Dynasties is a little longer than what current reality standards would imply.

- **A single Generation in *Traveller: Dynasty* lasts 30 years (360 months).**

Essentially, after a Dynasty has been fully created and made it through all of its First Generation and the Background/History Events discussed in the previous chapters, it can then begin its walk down the path of ages.

WHAT HAPPENS OVER THE YEARS?

While the players in *Traveller: Dynasty* are enjoying roleplaying the staff members of their Dynasty, arranging meetings and moving the countless pawns in their massive games and schemes (that are covered in better detail in the following two chapters), there is

a lot that happens to a Dynasty. Some of these things are random events, others might be more specific interests coming to the fore and each generation must prepare for the next.

Aside from the normal roleplaying events, settings and chronicle-styled scenarios that a Referee will arrange for the Dynasties, the following types of events *might* (or will!) take place as the years pass by:

- Dynasty Goals
- Threats and Obstacles
- Decade Events
- End of Generation Upkeep

Dynasty Goals are a series of general goals that a Dynasty may choose to focus upon over the next 30 years. Meeting these goals can bring fantastic rewards, however, trying and failing can result in disaster.

Threats and Obstacles are random difficulties that *may* occur as the years pass by, creating mini-scenarios that could pose problems for the Dynasty.

Decade Events are mandatory situations that slowly grow over the course of 10 years, forcing the Dynasty to deal with what has come to pass.

End of Generation Upkeep is actually a checklist of Aptitude, Characteristic and Trait-based checks that show what has happened to the Values (and other statistics) of the Dynasty. This is where time really takes its toll...

DYNASTY GOALS

At the beginning of every generation after a Dynasty has gone through creation (and Background/Historic Events), a Dynasty's player may (optionally) choose one of the following Dynasty Goals to hold their focus and keep them reaching for greatness.

These Dynasty Goals cannot be taken lightly – they are not going to be easy to achieve. That is why they are 'goals' and not 'tasks'. Each Goal has a narrative description as to what the Dynasty is actually trying to achieve, the series of checkpoints the Dynasty will need to fulfil, the rewards the Dynasty gains if successful and the potential penalties if they cannot meet their Goal's checkpoints.

The Dynasty may choose one of the following Dynasty Goals at the beginning of every generation time period:

Acquire Ancient Technology

There are lots of supremely advanced technologies in the galaxy – and possibly beyond – but some seem so far advanced that they might as well be magical. The Dynasty has decided to undertake the search and acquisition of legitimate Ancient-grade technology; placing a massive amount of funds at risk to find the proverbial needle in a haystack.

Dynasty Goal Checklist

- Accumulate 20 Effect in Intel Aptitude checks.
- Accumulate 30 Effect in Research Aptitude checks.
- Succeed in at least three Conquest checks with Effect 5 or higher.
- Succeed in at least two Cleverness checks with Effect 6.
- Cannot lose more than 3 points of Technology Trait this Generation.

Rewards when Successful: The Dynasty discovers and possesses something Ancient and powerful. It can immediately add 1d6 points to its Technology Trait and Wealth Value; divided evenly between the two (the odd point always going to Technology).

Penalties for Failure: The Dynasty suffers massive losses in resources and exploratory forces. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses 1d6+1 points from all Values (divide evenly, with any odd point applying to Wealth Value).

Banish an Enemy

One way for a Dynasty to maintain a stranglehold on their power base and various assets is to eliminate those who covet them. The Dynasty has decided to locate and isolate one of their rivals or enemies in order to make them a generation-long target of harassment, attacks and efforts that will push them completely out of the Dynasty's territories forever.

Dynasty Goal Checklist

- Accumulate 10 Effect in Sabotage Aptitude checks.
- Accumulate 20 Effect in Hostility Aptitude checks.
- Accumulate 30 Effect in Propaganda Aptitude checks.
- Succeed in at least two Militarism checks with Effect 5 or higher.
- Cannot lose more than 5 points between Populace and Wealth Values this Generation.

Rewards when Successful: The Dynasty manages to push one of its foes so hard and for so long that they have no choice but to retreat away, never to return. It can immediately increase any two Characteristics by +1 and add 1d6 points to their Traits; divided however the Player decides (so long as no Trait receives more than +2 points).

Penalties for Failure: The Dynasty's efforts are met with too much resistance, emboldening the foe instead of scaring them away. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses –1 point from 1d6 Characteristics, chosen by the Player, starting with Loyalty.

Fulfil a Successful Coup Dé'tat

The government can sometimes get in the way of a Dynasty's plots and schemes, requiring that the system get 'shaken up' a bit in order for the pieces to be reassembled in a more satisfying way. The Dynasty must choose the best approach, who to manipulate and how to best manipulate them into overthrowing the status quo.

Dynasty Goal Checklist

- Accumulate 12 Effect in Intel Aptitude checks.
- Accumulate 30 Effect in Politics Aptitude checks.
- Succeed in at least three Cleverness checks with Effect 4 or higher.
- Succeed in at least two Scheming checks with Effect 5 or higher.
- Gain at least one point in the Popularity Characteristic this Generation.

Rewards when Successful: The Dynasty saw the opportunity to bring a new force to power and did so successfully. They may or may not be in control of the new people in charge but they have a definite leg up over the last government. The Dynasty gains the following: +1 Militarism, +1 Popularity, +2 Territorial Defence, +1 Culture, +1 Morale.

Penalties for Failure: The Dynasty's coup begins but is squashed before it can really get started, forcing the Dynasty to give up a lot of ground to the victorious government. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses all of the following: –1 Popularity, –1 Scheming, –1 Conquest, –1 Hostility and –1 Illicit (minimum 0 on Aptitudes).

Grow by Leaps and Bounds

There are times when the Dynasty must simply attend to itself and focus on rising numbers, lifting the bottom line and expanding its boundaries. The Dynasty has decided that this generation should be a generation of growth – and not by a small margin.

Dynasty Goal Checklist

- Accumulate 10 Effect in Acquisition Aptitude checks.
- Accumulate 15 Effect in Public Relations Aptitude checks.
- Accumulate 20 Effect in Recruit Aptitude checks.
- Gain at least one point in the Loyalty Characteristic this Generation.
- Gain at least two points in the Populace Value this Generation.

Rewards when Successful: The Dynasty's investments in itself this generation have paid off, making the sacrifices worthwhile. The Dynasty gains 1d6+1 points of which the Player can distribute freely between Attributes, Traits and Values, as long as each point is placed separately.

Penalties for Failure: Enemies of the Dynasty stall and cease the Dynasty's growth, forcing an outpouring of resources that bleeds like an arterial wound. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses one point from all Values and cannot increase any Value until the start of the next Generation.

Hold an Interstellar Peace Conference

For some war brings profiteering and leaps in progress but most Dynasties prefer lengthy periods of peace. The Dynasty wants to call a massive gathering of governments, factions and other Dynasties together in the spirit of neutrality to create a peace conference of the largest calibre ever known in Charted Space. If a lasting peace can be created in the Dynasty's area, everyone has the chance to benefit – not the least of which is the Dynasty that dreamt it up in the first place!

Dynasty Goal Checklist

- Accumulate 10 Effect in Expression Aptitude checks.
- Accumulate 10 Effect in Security Aptitude checks.
- Accumulate 15 Effect in Posturing Aptitude checks.
- Succeed in at least three Popularity checks with Effect 5 or higher.
- Cannot lose more than 2 points in Morale Value this Generation.

Rewards when Successful: The Dynasty's peace conference is successful beyond anyone's imagination, staving off war for decades in order to focus on higher ideals. The Dynasty immediately gains one point to 1d6+2 Attributes from the following list: Acquisition, Bureaucracy, Economics, Entertain, Expression, Intel, Maintenance, Politics, Propaganda, Public Relations, Research and Security.

Penalties for Failure: Bringing too many different factions together for peace had the exact opposite effect – violence consumes their world for a decade or more. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses two points from all Values.

Invent a New Technological Marvel

There are a lot of interesting ideas that come to fruition at the hands of inventors and research scientists but the truly successful ones are those that come up with something new, fantastic and what *everybody* wants. The Dynasty is going to spend years upon years inventing, testing and fabricating a new

advance in technology – one that will revolutionise its industry and make the Dynasty a household name.

Dynasty Goal Checklist

- Accumulate 10 Effect in Intel Aptitude checks.
- Accumulate 15 Effect in Security Aptitude checks.
- Accumulate 15 Effect in Research Aptitude checks.
- Succeed in at least two Cleverness checks with Effect 6.
- Gain at least two points in the Technology Trait this Generation.

Rewards when Successful: The Dynasty's new product or process is something truly marvellous and its release into the public sector brings fame and fortune to the Dynasty. The Dynasty immediately gains all of the following bonuses: +1 Greed, +1 Popularity, +1 Technology, +2 Wealth, +2 Morale. Additionally, in a narrative aspect of this reward, the local Technology Level of the culture is increased by 1.

Penalties for Failure: Far too much was spent on the invention of this new thing, turning it into massive loss when the invention does not function. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses –3 Wealth Value and –1 Popularity Characteristic.

Organise Order from Chaos

Dynasties wield significant power and sometimes that power can be used for the greater good. Taking on the role of cultural benefactor, the Dynasty locates and focuses upon a culture that is at odds – a chaotic mess that boils insanely over something of great value. If the Dynasty can create law out of the disorder and become the 'saviours' of the people, they can claim these new assets as their own.

Dynasty Goal Checklist

- Accumulate 10 Effect in Expression Aptitude checks.
- Accumulate 10 Effect in Public Relations Aptitude checks.
- Accumulate 15 Effect in Tutelage Aptitude checks.
- Succeed in at least three Popularity checks with Effect 5 or higher.
- Succeed in at least one Tradition checks with Effect 6.

Rewards when Successful: The Dynasty is the source of a new, growing and thriving society created from the ashes of the chaos it found, acquiring new resources and assets from their new territory. The Dynasty immediately gains +1 to each of three Aptitudes, two Traits and the Wealth and Populace Values.

Penalties for Failure: Rather than being turned into order, the chaos the Dynasty has dived into has had a way of worming its way up and into the Dynasty itself. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses –1 Popularity and –1 point from all Values.

Start an Interstellar War

For some cultures and communities, war is not the destructive enemy that society fights against – it is the surge of adrenaline that keeps the body alive. The Dynasty knows the powerful benefits war brings and is going to focus on starting a multi-stellar conflict that will keep the Credits flowing through them. Whether it is from hiring soldiers, invigorating industry or just solid war profiteering, the Dynasty has plans to make the most of this conflict.

Dynasty Goal Checklist

- Accumulate 10 Effect in Expression Aptitude checks.
- Accumulate 10 Effect in Politics Aptitude checks.
- Accumulate 15 Effect in Hostility Aptitude checks.
- Accumulate 15 Effect in Tactical Aptitude checks.
- Succeed in at least four Militarism checks with Effect 4 or higher.

Rewards when Successful: The Dynasty gets the ball rolling on this major war, nestling itself tightly in the conflicted area to best make itself a source of profit for as long as the battle rages. The Dynasty gains 1d6+1 points to distribute to Traits and Values however the Player sees fit, as well as an additional level in Conquest, Economics and Hostility Aptitudes.

Penalties for Failure: The war was simply too much for the Dynasty to handle, suffering massive casualties while trying to make a profit. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses one point from all Traits and Values.

Teach a New Skill to the Masses

With the resources and power structure in any good Dynasty, there comes a time when it can share some of its success with the masses. By seeking out a deficiency in the people that help it everyday, the Dynasty plans to build a bridge in their skill set for the betterment of future generations.

Dynasty Goal Checklist

- Accumulate 10 Effect in Recruit Aptitude checks.
- Accumulate 20 Effect in Tutelage Aptitude checks.
- Succeed in at least two Popularity checks with Effect 5 or higher.
- Succeed in at least three Tradition checks with Effect 4 or higher.
- Gain at least two points in the Culture Trait this Generation.

Rewards when Successful: The Dynasty passes on an amazing new skill to the people, who integrate it thoroughly into their society. The Dynasty gains +1 Loyalty, +1 Popularity, +1 Culture and +2 Morale Value.

Penalties for Failure: The Dynasty tries and tries but their teachings are too pushy and merely frustrate the public to



the point of backlash. Before the *End of Generation Upkeep* part of the generation process, the Dynasty suffers 1d6+1 lost points, one at a time, in the following order: Popularity, Tenacity, Tradition, Territorial Defence, Culture, Morale, Populace.

Utter Genocide

Dynasties can have dark sides; sometimes so dark that they choose an enemy and decide to crush it utterly... *utterly*. The Dynasty is setting aside morality and social graces in order to uproot one of its enemies, their allies and everything that makes up their core in order to destroy it. Nothing short of complete eradication will suffice.

Dynasty Goal Checklist

- Accumulate 15 Effect in Conquest Aptitude checks.
- Accumulate 15 Effect in Hostility Aptitude checks.
- Accumulate 15 Effect in Intel Aptitude checks.
- Accumulate 15 Effect in Sabotage Aptitude checks.
- Lose no more than 2 points in the Morale Value this Generation.

Rewards when Successful: The Dynasty has taken its targeted foe and extinguished them from this reality. The resulting feeling of success emboldens its members and shows

the universe to what lengths the Dynasty will go to succeed. The Dynasty gains the Player's choice in each of the following decisions: +2 Militarism or +1 Loyalty and +1 Popularity; +3 Territorial Defence or +1 Fleet and +1 Technology; +2 Morale or +2 Wealth. Additionally, the Dynasty may add one level to any three Aptitudes.

Penalties for Failure: Unsuccessfully trying to exterminate an entire faction of rivals is bad for outside opinions and forces the rival to retaliate. Before the *End of Generation Upkeep* part of the generation process, the Dynasty loses all of the following: -2 Popularity, -1 Loyalty, -1 Fleet, -1 Public Relations, -2 Morale and -2 Populace.

THREATS AND OBSTACLES

Not every Dynasty goes looking for trouble but trouble sometimes finds them nonetheless. As the years move on, every Dynasty will sometimes need to steel itself against the dangers and difficulties that rear up against them. Some of these instances are planned and methodical attacks upon the Dynasty, others might be nothing more than random events that add their risk to the normal threats of existence.

Every five years (or as close approximation as the Referee can gauge) a Dynasty must roll 1d6 for the purposes of determining if new Threats or Obstacles might present themselves (meaning each Generation has six chances). If the result on the die roll is *higher* than the Dynasty's Popularity Characteristic DM combined with the Dynasty's Cleverness Characteristic DM (subtracting negative DMs accordingly), or a natural roll of '6', the Dynasty will be subject to a Threat or Obstacle.

Roll 1d6; 1-3 and the Dynasty will need to roll on the Threats table, 4-6 and the roll is on the Obstacles table instead. Threats are outside forces targeting the Dynasty directly and maliciously; Obstacles are events that negatively impact the Dynasty but do so perhaps without malice or intent.

It should be noted that the potential losses from a Threat or Obstacle cannot bring any Characteristic, Trait or Value score to less than 1; crippling but never destroying a Dynasty outright. It must also be noted that overcoming a Threat or Obstacle has no inherent *benefit* or *reward*; merely that the Dynasty does not suffer any drawbacks when or if successful.

DECADE EVENTS

Whether or not a Dynasty (un)fortunately has to deal with commonplace Threats or Obstacles as the years pass by, the universe is not a true vacuum and *something* will happen to or around them. Determined every 10 years, the Dynasty will be subject to a long-lasting and interesting event. These events can be beneficial, harmful or perhaps both – but they will surely be an amazing opportunity to have Dynasty-centric

Roleplaying Threats and Obstacles

Whenever a Player or Referee determines that the Dynasty will be confronted with a Threat or Obstacle, the possibility of good roleplaying between the Dynasties presents itself. The Referee can set the stage for internal meetings and visitations to asset locations all over the galaxy. These events might take weeks or months to fully play out the happenings of the situation.

From management staff trips and direct encounters using the Dynasty leaders' security staff or fleet captains, these events are good ways for the Players to take on the role of new and interesting facets of their Dynasties. Referees could create entire multi-session arcs based on a single event – especially those that last exceptionally long.

Decade Events

3d6 Result	Decade Event	Length of Event
3	Genetic Flaw Resurfaced	1d6+4 years
4	Disaster Fallout	1d6+4 years
5	Vie for the Throne	1d6+3 years
6	Vendetta Erupts	1d6+2 years
7	Rivalry	1d6+1 years
8-9	Irrevocable Losses	1d6 years
10-12	War!	1d6 years
13-14	Empowering Gains	1d6+1 years
15	Romance new Allies	1d6+2 years
16	Called by the Crown	1d6+3 years
17	Refugees in Need	1d6+3 years
18	Leap in Evolution	1d6+4 years

roleplaying sessions, scenarios or even just a good source for future plotlines.

At the end of every 10 years (or as close as the Referee wishes), a Dynasty should roll a Decade Event. This is accomplished by rolling 3d6 and consulting the following table. Each Decade Event is a massive undertaking that will surely span *years* into the following decade. This does mean that Decade Events can and will span through the generations, creating moments in the ongoing history of the Dynasty. The Decade Events themselves are described in greater detail after the table.

It should be noted that a Decade Event that spans between two generations can (and likely will!) be affected by the trait adjustments that take place during the Upkeep at the end of every generation. Decade Events are major points of attention and worry for a Dynasty's management assets, especially those that might have a more direct impact on them, their endeavours and most importantly – their survival.

Threats

2d6 Result	Threat to Dynasty	Game Effect
2	Armies on the March	Armed forces ready for war are marching upon the Dynasty's territories, destroying everything that comes within range of their weapons. The Dynasty can either fight back with its own martial forces by rolling Hostility 8+ or simply spend a point of Territorial Defence. Alternatively, the Dynasty can try to negotiate their way out through Politics 10+. Failure to accomplish this reduces Wealth, Morale and Populace Values each by -1.
3	Debt upon Debt	Banking software is being used against the Dynasty in ways it may not be prepared for in a subtle attempt at bankrupting them. The Dynasty must squash this electronic ambush by rolling Economics 8+ or simply spend a point of Fiscal Defence. Alternatively, the Dynasty can hire someone to deal with the culprit <i>personally</i> through Illicit 9+. Failure to accomplish this reduces Wealth and Morale by -2.
4	Sabotage Efforts	Several of the Dynasty's holdings are suffering from attacks by foreign monkey-wrenchers looking to score big in a small time robbery, all through the destruction of resources and assets. The Dynasty may require some impromptu action to defend itself properly, rolling Security 8+. Alternatively, the Dynasty can dispatch counter-saboteurs to help dissuade the target from making further trouble, rolling Sabotage 9+. Failure to accomplish this reduces Wealth by -3.
5	Political Pressures	The Dynasty is being pushed by the local governmental agencies to do something it otherwise is against, putting the social well-being of the Dynasty's members at great risk. The Dynasty must take a stand against these new policies by speaking out against them and rolling Public Relations 8+ or simply spend a point of Culture. Alternatively, the Dynasty can try to manipulate these pressures with their own messages and roll Propaganda 9+. Failure to accomplish this reduces Morale by -2 and Popularity by -1.
6-8	Direct Hostilities	A rival Dynasty is acting in direct opposition of this Dynasty's interests, threatening to do harm to their resources. The Dynasty can protect itself adequately by rolling Security 9+ or simply spend a point of Fiscal Defence. Alternatively, the Dynasty can try to minimise the damage through Maintenance 8+. Failure to accomplish this reduces Wealth by -2.
9	Piracy!	Nomadic thieves are attacking the Dynasty's assets. The Dynasty must fight against these losses by rolling Security 9+ or simply spend a point of Fleet. Alternatively, the Dynasty can turn the local populace and authorities against the thieves through Public Relations 9+. Failure to accomplish this reduces Wealth, Morale and Populace by -1 each.
10	Computer Hack	An enemy of the Dynasty has coded a powerful and probing computer hack that will demolish years' worth of data if not dealt with. The Dynasty must employ a professional counter-hacker to undo the damage, rolling Sabotage 9+. Alternatively, the Dynasty can seed their viral data-thief with false information and damaging codes, rolling Illicit 8+. Failure to accomplish this reduces all Values by -1 and Fiscal Defence by -2.
11	Powerful Propaganda	The Dynasty is being hammered by the mass media and the court of public opinion, being shredded from all angles whenever possible. The Dynasty must do something grandiose to fight this negative press by rolling Propaganda 8+ or simply spend a point of Culture. Alternatively, the Dynasty can ignore this publicity and steel itself against problems by rolling Security 9+. Failure to accomplish either of these reduces Morale Value, Loyalty and Popularity by -1 each.
12	Assassin!	A skilled professional killer has been hired to target members of the Dynasty's management. The Dynasty must root out this villain and deal with it, rolling both Intel <i>and</i> Security 8+. The Dynasty can also simply spend three points of Territorial Defence to be considered automatically successful. Failure to accomplish this reduces Loyalty, Popularity and Tenacity by -1 each.

Obstacles

2d6		
Result	Obstacle to Overcome	Game Effect
2	Pandemic!	A medical crisis is threatening all of the people within a Dynasty's power base. The Dynasty must roll Maintenance or Research 10+, modified by its Cleverness DM, or lose 1d6-3 (minimum of 1) Populace Value.
3	Navigational Hazards	An asteroid belt, rare weather pattern or other threat has shifted into one of the Dynasty's primary shipping or travel lanes, threatening vessels with severe damage or even destruction. The Dynasty must roll Politics or Tactical 9+, modified by its Tenacity DM, or lose two points from the Fleet Trait.
4	Colonial Failure	A colony that the Dynasty helps to manage suffers a major catastrophe, forcing a full evacuation. The Dynasty must roll Maintenance or Tactical 9+, modified by its Loyalty DM, or lose 1d6-4 (minimum of 1) points from its Morale and Populace Values.
5	Climatic Disaster	A natural weather system unlike any the Dynasty's territory is used to moves in and disrupts day-to-day activities for several weeks. The Dynasty must try to keep its people working by rolling Propaganda or Public Relations 9+, modified by its Tradition DM, or lose one point from all Values.
6-8	Economic Depression	The economy is down and spending funds is a difficult, but necessary, thing to do. The Dynasty must roll Economics 10+, modified by its Greed DM, or lose 1d6-2 (minimum of 1) points from its Wealth Value.
9	Technological Slippage	Something has happened in the general field of industrial technology that has suddenly left the Dynasty behind, forcing them to keep up or get lost as primitives. The Dynasty must roll Acquisition or Research 9+, modified by its Cleverness DM, or lose one point from its Fleet and Technology Traits as well as -2 Morale Value.
10	Unnatural Disaster	A random happenstance – such as a nuclear incident or misjumped megafreighter – has cost the Dynasty <i>billions</i> of Credits, forcing some major redistribution of assets to survive the damages. The Dynasty must roll Bureaucracy or Economics 9+, modified by its Greed DM, or lose 1d6 points to the Dynasty's Values (divided evenly; odd point going to Wealth).
11	Dangerous Alien Landing	By random chance a dangerous breed of alien creature has appeared close to the Dynasty's power base and it has begun <i>preying</i> upon the assets of the Dynasty in earnest. The Dynasty must roll Hostility or Security 10+, modified by its Militarism DM, or lose 1d6-3 (minimum of 1) points from its Populace Value and -1 to its Territorial Defence.
12	Mysterious Losses	Something unknown and terrible is causing losses in bank accounts, population numbers and throughout asset collections. The Dynasty must roll Maintenance 9+, modified by its Tenacity DM, or lose one point from all Traits.

Genetic Flaw Resurfaced: A genetic disease or family-based flaw that once plagued the Dynasty has begun to appear in the children and infants of the next generation. If left unchecked by the Dynasty's medical staff and resources, it could become too well-rooted in the people who will be taking up the reigns in a few decades. Over the course of this event the Dynasty will need to accumulate 20 Effect on Research Aptitude checks (modified with Cleverness DM) *before* getting an Effect 6 single check on a Maintenance Aptitude check (modified by Tenacity DM) to implement the cure. If successful, Loyalty, Morale and Populace each gain +2. If they fail to do so, they lose 1d6 points of Populace Value at the *beginning* of the generation that follows this event.

Disaster Fallout: Something powerful, long-lasting and devastating has impacted upon one of the Dynasty's primary

territories, poisoning it with radiation and nuclear fallout for years to come. The Dynasty needs to clear up this terrible mess before it causes too much damage to the people. Over the course of this event the Dynasty will need to accumulate 20 Effect on Maintenance Aptitude checks (modified with Tenacity DM) and 15 Effect on Public Relation Aptitude checks (modified by Loyalty DM) to keep the people from fleeing. If successful, Tenacity, Territorial Defence and Morale each gain +2. If they fail to do so, they lose one point from all Traits and Values at the end of the event.

Vie for the Throne: A significant change is taking place around the governmental power that technically holds sway over the Dynasty, sending the local would-be usurpers and inheritors into a chaotic power struggle. The Dynasty must protect itself and its

own interests through these tumultuous times. Over the course of this event the Dynasty will need to accumulate 15 Effect on Security Aptitude checks (modified with Militarism DM) and 12 Effect on Politics Aptitude checks (modified by Popularity DM) to keep the peoples' battles at bay. If successful, they may add +2 to Loyalty and Popularity. If they fail, the Dynasty suffers 1d6+1 points of losses divided evenly (odd number goes to Morale) between their Values.

Vendetta Erupts: Dangerous enemies have decided that now is the time to renew prolonged conflict over an ages-old dispute. This vendetta will paint both entities in gallons of blood before it comes to rest once more. Over the course of this event the Dynasty will need to accumulate 15 Effect on Tactical Aptitude checks (modified with Militarism DM) and 10 Effect on Hostility Aptitude checks (modified by Loyalty DM) to deal with the conflict and gain victory over the old rivals. If successful, Tradition, Culture and Morale each gain +2. If they fail in this task, they lose two points from all Values at the end of the event.

Rivalry: There is someone out there who has taken the Dynasty's existence as a personal affront, choosing to make them their best rival. The Dynasty will have to contend with petty troubles and all that making a new enemy entails. Over the course of this event the Dynasty will need to accumulate 12 Effect on Posturing Aptitude checks (modified with Cleverness DM) and 12 Effect on Security Aptitude checks (modified by Scheming DM) to compete with all the new problems. If successful, all Values gain +1. If they fail to do so, they lose one point from Popularity and Wealth Value at the end of the event.

Irrevocable Losses: Finances and investments have not been good for too long and the Dynasty needs to make the most of its assets. Over the course of this event the Dynasty will need to accumulate 10 Effect on Economics Aptitude checks (modified with Greed DM) and 10 Effect on Maintenance Aptitude checks (modified by Tenacity DM) to hold up the bottom line as long as possible. If successful, Greed is increased by +2 and Wealth cannot lose more than 1 point at the next *End of Generation Upkeep* that follows this event. If they fail to do so, they lose half (round up) of their Wealth Value.

War!: Like with so many other moments in history, these years are ravaged by the hells of war. Over the course of this event the Dynasty will need to accumulate 20 total Effect on Hostility and/or Security Aptitude checks (modified with Militarism DM) to survive the rigours of battle. If successful, Popularity and Morale Value each gain +1. If they fail to do so, they lose one point from all Values at the end of the event.

Empowering Gains: The economy is up and so are the prospects of profitability. The Dynasty could really make a fortune if it plays its cards right. Over the course of this event the Dynasty will need to accumulate 20 Effect on Economics

Aptitude checks (modified with Greed DM) and a single Effect 6 result on a Bureaucracy Aptitude check (modified by Loyalty DM) to gather the most from the lucrative potential. If successful, the Dynasty's Wealth Value increases by +3. If they fail, they lose two points from their Morale Value at the end of the event.

Romance new Allies: New and powerful entities are rising all over the territories of the Dynasty, some of which could make for fantastic new allies. Over the course of this event the Dynasty will need to accumulate 15 Effect on Entertain Aptitude checks (modified with Popularity DM) and 12 Effect on Recruit Aptitude checks (modified by Cleverness DM) to make the kinds of friends that will form alliances for the future. If successful, gain +1 Popularity while Culture and Populace Value each gain +2. If they fail to do so, they instead lose one point from both Popularity and Loyalty.

Called by the Crown: The governing power has something truly great lined up for the Dynasty; so long as they can keep up with their needs and desires, a rich relationship will surely follow. Over the course of this event the Dynasty will need to accumulate 15 Effect on Politics Aptitude checks (modified with Cleverness DM) and 15 Effect on Acquisition Aptitude checks (modified by Tenacity DM) to do whatever it is the government has called them to do. If successful, all Traits gain +1. If they fail to do so, they lose one point from Territorial Defence and Morale Value at the end of the event.

Refugees in Need: Those who survived a war have a lot to be thankful for but they might sometimes need someone strong to aid them. The Dynasty could grow by leaps and bounds if they can make a decent home for these war refugees. Over the course of this event the Dynasty will need to accumulate 20 Effect on Recruit Aptitude checks (modified with Popularity DM) and score at least one Effect 6 result on a Maintenance Aptitude check (modified by Cleverness DM) to attract the refugees and help them get integrated into the Dynasty. If successful the Dynasty may add +1 to any Characteristic and gain +2 to Populace Value. If they fail to make this acquaintance, they lose one point from Popularity and Morale Value at the end of the event.

Leap in Evolution: There is something amazing happening in the genetic potential of the newest generation of children within the Dynasty; something that can be doctored and adjusted to bloom into something utterly fantastic if nurtured. Over the course of this event the Dynasty will need to accumulate 20 Effect on Research Aptitude checks (modified with Cleverness DM) and 15 Effect on Maintenance Aptitude checks (modified by Loyalty DM) to make this amazing change happen within the Dynasty. If successful, all of the Dynasty's Traits gain +2. If they fail to take advantage of this potential, they suffer significant loss of spirit and lose 1d6 points from a combination of Loyalty and Morale (odd point applied to Morale) at the end of the event.



END OF GENERATION UPKEEP

At the end of a 30 year Generation, a Dynasty has been through a great deal and is ready to progress into the next section of its ongoing history. The ambiguous moments of time between the generations is seamless inside the game setting of *Traveller: Dynasty* but some of the most important tests and trials of the Dynasty take place here. This series of mandatory checks are collectively called the 'End of Generation Upkeep'.

There are five steps that *must* be taken, in order, after a generation; the checks collectively represent the changes, progress and loss it has been subject to over the last three decades. It should be noted that no Trait or Value can be raised above 10 for any reason; even the modifiers that take place between the Generations.

Education Rate

The people of each generation are expected to learn something from the people who have passed before them, adding their knowledge to the total educational base of the Dynasty's populace. Future generations will prosper because of the focus their ancestors have given to education and skill advancement.

The Dynasty chooses three Aptitudes in which they want to focus upon learning. The Player then rolls 2d6 for each of these Aptitudes, consulting the following table.

Aptitude Adjustment

2d6 Result	Education Adjustment to Aptitude ¹
2	<i>Learning Setback</i> ; -1 Level (minimum of 0)
3-8	No Adjustment
9-10	<i>Primary Schooling Advances</i> ; +1 Level (maximum of 5)
11	<i>University Advances</i> ; +1 Level (maximum of 5)
12	<i>Focus on Higher Learning</i> ; +1 Level (maximum of 5) and roll again for an additional Aptitude.

¹ Applied after *End of Generation Upkeep*.

Accounting Balance

Running a Dynasty is not a cheap affair and collective assets are the lifeblood of the entire entity. When times are good and accounts are flush, a Dynasty can seem downright immortal; but when things get rough and the bottom line looms ever closer, the end of the era could be drawing near. The money *must* exist for the future to proceed.

The Dynasty must roll *one* Aptitude check, always modified by its Greed DM, from one of the following: Acquisition (-2DM), Bureaucracy (-3DM), Conquest (-4DM), Economics, Illicit (-2DM) and Politics (-4DM). The Effect (check result total -8) is then compared to the Wealth Value Adjustment table.

THE MOOD OF THE MASSES

The people that work with and for a Dynasty are the first line of defence against ills targeting it, the impetus behind baseline growth of the Dynasty's efforts and the fuel that runs the overall engine of the Dynastic machine. Like with any engine or piece of important equipment, these parts need constant lubrication and care – they must be kept happy. The mood and disposition of a Dynasty's people are very important. As morale drops, so will productivity, profitability and the safety of the things that matter most... the management assets!

The Dynasty must choose one of three different methods to maintain a high Morale Value within its people. The player can choose to take a Directorial, Friendly or Intimidating approach to maintaining Morale.

If taking a Directorial approach, the Dynasty lays out the facts for its members in a neutral way. This method has the least amount of gain but also bears the least risk of loss to the overall Morale of the Dynasty. The Player rolls a Maintenance Aptitude check using their Tradition DM as a modifier, comparing the Effect (check result total -8) is then compared to the Directorial Morale Value Adjustment table.

Wealth Value Adjustment

Aptitude Check Effect	Adjustment to Wealth Value ¹
-6	<i>Catastrophic Investment Failure!</i> : -1d6+1 Wealth Value and -2 Greed Characteristic
-5	<i>Terrible Banking Decisions</i> : -3 Wealth Value and -1 Greed Characteristic
-4	<i>Investment Downturn</i> : -3 Wealth Value
-3	<i>Bottomless Debtors</i> : -2 Wealth Value
-2	<i>Improper Fiscal Planning</i> : -1 Wealth Value
-1	<i>Bad Money Choices</i> : No Change
0	<i>Interesting Market Activities</i> : +1 Fiscal Defence
1	<i>Paid Dividends</i> : +1 Wealth Value
2	<i>Investing Well</i> : +1 Wealth Value and +1 Fiscal Defence
3	<i>High Profit Risks</i> : +2 Wealth
4	<i>Excellent Opportunities</i> : +2 Wealth and +1 Fiscal Defence
5	<i>True Banking Success</i> : +2 Wealth and +1 Greed Characteristic
6	<i>Blockbuster Offers!</i> : +3 Wealth and +1 Greed Characteristic

¹ Applied after End of Generation Upkeep.

Directorial Morale Value Adjustment

Aptitude Check Effect	Adjustment to Morale Value ¹
-6 - -3	<i>Taking a Stand Against Management</i> : -2 Morale Value
-2 - -1	<i>Growing Pains</i> : -1 Morale Value
0-2	<i>Status Quo</i> : No Change
3-5	<i>Added Member Benefits</i> : +1 Morale Value
6	<i>Celebration of Success</i> : +2 Morale Value

¹ Applied after End of Generation Upkeep.

If taking a Friendly approach, the Dynasty makes an enjoyable and fun environment that its members will like participating in. The people who like who they work for will work harder for them. This method has a good chance for small gains and a slight chance for massive loss. The Player rolls an Entertain Aptitude check using their Loyalty DM as a modifier, comparing the Effect (check result total -8) is then compared to the Friendly Morale Value Adjustment table.

Friendly Morale Value Adjustment

Aptitude Check Effect	Adjustment to Wealth Value ¹
-6	<i>Total Social Backfire</i> : -4 Morale Value
-5 - -2	<i>Uncomfortable Plans</i> : -1 Morale Value
-1 - 0	<i>Status Quo</i> : No Change
1-5	<i>Frequent Holidays and Parties</i> : +1 Morale Value
6	<i>Talk of the Sector</i> : +2 Morale Value

¹ Applied after End of Generation Upkeep.

If taking an Intimidating approach, the Dynasty treats its members harshly and fearsomely for so long that they obey and stay in line out of common practice. This method has the most difficult time to make any gains but offers a substantial regularity for a minor loss to the overall Morale of the Dynasty - it is a safe bet for a small but manageable loss. The Player rolls an Expression Aptitude check using their Tradition DM as a modifier, comparing the Effect (check result total -8) is then compared to the Intimidating Morale Value Adjustment table.

Intimidating Morale Value Adjustment

Aptitude Check Effect	Adjustment to Wealth Value ¹
-6 - -3	<i>The People Revolt!</i> : -2 Morale Value
-2 - -1	<i>Disgruntled Allies</i> : -1 Morale Value
0-4	<i>Status Quo</i> : No Change
5	<i>Scared into Submission</i> : +1 Morale Value
6	<i>Too Afraid to Question</i> : +1 Morale Value or +1 Loyalty Characteristic

¹ Applied after End of Generation Upkeep.

Changes From Within

Throughout each generation a Dynasty will notice its strengths and weaknesses, possibly realising its need to adjust some internal ideals to prepare for future obstacles and issues that might arise. If desired to do so, the Dynasty's Player may choose to make a Maintenance Aptitude check (modified by its Loyalty DM) to affect certain changes within the core structure of the Dynasty as a whole. The Effect from this Aptitude check is applied to the following table, determining whether or not the Dynasty will be able to switch/alter any Characteristic points.

Maintenance Check Result	Characteristic Point Adjustments ¹
-6	-1 to two Characteristics
-5- 0	No Change
1	-1 to two Characteristics and +1 to one Characteristic
2	-1 to one Characteristic and +1 to one Characteristic
3	-1 to one Characteristic and +1 to two Characteristics
4	+1 to one Characteristic
5	+1 to two Characteristics
6	+1 to one Characteristic and +2 to a different Characteristic

¹ No Characteristic can be adjusted to higher than 20 or lower than 3 by this roll.

POPULATION MONITOR

Like the cells that make up any living entity, the 'cells' of the Dynasty's 'body' are the people that make up its population. The workers, middle management, soldiers, street-level manipulators and so on – they are the blood in the veins of every Dynasty. The Dynasty must do everything it can to keep that blood healthy and flowing swiftly, including replacing it with fresh transfusions whenever necessary.

The Dynasty's player must first choose the degree of effort it is putting into population level control: Relaxed, Focussed or Aggressive. Population control uses a single Recruit Aptitude check, modified by their Popularity DM, consulting the Population Value Adjustment table.

A Relaxed effort suffers a -2DM penalty to this check but adds +1 Effect to the result if *successful*.

Focussed effort imposes no penalty or bonus but must abide by the Effect as it stands by the Aptitude check.

Aggressive efforts grant a +2DM bonus to the Recruit check due to the strength of their offers and techniques but suffer a -1 reduction in Effort to the result (success or fail).

Population Value Adjustment

Recruit Check Effect	Population Point Adjustment
-7	-4 Population Value
-6	-2 Population Value
-5 -- -1	-1 Population Value
0-1	No Change
2-4	+1 Population Value
5-6	+2 Population Value
7	+3 Population Value

DOES THE DYNASTY SURVIVE?

For a new generation to begin its progression forward it has to survive the trials and tribulations of the last 30 years. After all of the various checks and trials that take place between the generations, the Player and Referee must ensure that the Dynasty can go further – it must still remain powerful enough to be considered a Dynasty at all.

The possibility of a Dynasty being dissolved always takes place after the *End of Generation Upkeep* and before the next generation can begin.

There are three distinct ways that a Dynasty can be destroyed, dissolved or otherwise determined to be no longer able to serve as an entity within *Traveller: Dynasty*.

- If any of the Dynasty's Values are at 0 at the beginning of a generation, the Dynasty is considered to have crumbled and is no more.
- If two or more of the Dynasty's Traits are at 0 at the beginning of a generation, the Dynasty is too weak to defend itself from the normal dangers it would face and is swiftly torn asunder by rivals.
- If the Dynasty's Loyalty, Popularity or Tradition Characteristics are at 0 at the beginning of a generation, its members riot and rise up from within, destroying the Dynasty's power base until it cannot stand on its own.

PAWNS, SCHEMES AND GAMBITS

Dynasties spend the decades moving the tiniest of pieces around a gigantic game board – all just pawns and cogs in the greater scheme of their games and machinations. Even when completely alone in the games that Dynasties play, there is a great number of activities and actions they can take to fill the time and make the most of their existence.

This chapter is dedicated to the use of Traits and Aptitudes in a variety of tests and mini-games that help shape the power and influences of the Dynasty in the world(s) around it. These activities fall into a variety of categories but they all are useful to a Dynasty in some fashion. Like the skill checks and common actions of traditional *Traveller* Player Characters.

DYNASTY TRAITS

A Dynasty's Traits are not just secondary values to gauge its survival upon; each one also grants special benefits to the Dynasty for especially high numbers in each one. Traits serve as a major component to the inter-Dynasty conflicts that are detailed in the chapter *When Dynasties Clash* but are otherwise noted here as to what the numerical values assigned to them mean – and what benefits they offer to the Dynasty.

Each subsection details one of the five Dynasty Traits that every Dynasty must possess. Following a brief narrative description of the Trait itself is a table that shows what the numerical values of a Trait mean to a Dynasty, including any game effect bonuses that exceptionally high numbers might offer.



Culture

This trait marks the strength of social atmosphere the Dynasty contains and brings with it wherever its agents go. Like a fingerprint left behind on anything it touches, a Dynasty's Culture Trait helps it make connections with other groups of people it encounters.

Trait Level	Description	Game Effects (if any) ¹
0	Total Social Collapse.	This could be the end...
1	—	—
2	Everyone in the Dynasty does their own thing; there is little cohesion of beliefs.	—
3	—	—
4	Some traditions and structures throughout the populace but divisions between groups still form.	—
5	—	—
6	A solid level of tradition and belief holds a strong centre within the Dynasty.	+1 Effect on Tradition-based Aptitude Checks (maximum of Effect 6).
7	—	—
8	Everyone within the Dynasty holds the same core belief structure; it is essentially the same for all members with very little alteration.	+1 DM on Tradition-based checks.
9	—	—
10	The Dynasty keeps a zealous and fanatical belief structure that is unshakeable and omnipresent.	+1 DM on all Loyalty and Tradition-based checks.

¹ These Effects are not cumulative.

Fiscal Defence

Account security, storage guarding and banking software anti-hacks are all good examples of what can help keep a Dynasty's wealth assets and fiscal resources safe. The Fiscal Defence Trait is a measure of how well-protected the money a Dynasty has truly is.

Trait Level	Description	Game Effects (if any) ¹
0	Anyone anytime can make a withdrawal – no matter who is taking these funds.	Bankruptcy is not far off...
1	—	—
2	There is nearly no security at the Dynasty's banks; far too much is added or lost on the honour system.	—
3	—	—
4	Modest control over security measures offers average safety.	—
5	—	—
6	Strength in banking and asset management is good enough to keep funds from leaking away while focussing on growth.	+1 Effect on Greed-based Aptitude Checks (maximum of Effect 6).
7	—	—
8	Dedicated banking agents monitor everything all the time, creating a near-perfect home for the Dynasty's assets.	+1 DM on Greed-based checks.
9	—	—
10	A vaulted and seamless level of protection that interstellar banking agencies wish they had at their disposal.	+1 DM on all Greed and Tenacity-based checks.

¹ These Effects are not cumulative.

Fleet

This Trait represents the vessels that a Dynasty has access to, from shipping yachts and their protective escorts that accompany them all the way until they dock with battleships and dreadnoughts. The Fleet Trait governs their number as well as their efficiency plying the space lanes.

Trait Level	Description	Game Effects (if any) ¹
0	The Dynasty does not have a ship in the sky; not a one.	Isolation is the first toll of the death knell...
1	—	—
2	Local atmospheric or long-travel stellar craft only.	—
3	—	—
4	Armed vessels help protect fleet assets but piracy is still a major threat.	—
5	—	—
6	The Dynasty controls a sizeable space fleet, protecting everything well in hand with conventional assets.	+1 Effect on Greed-based Aptitude Checks (maximum of Effect 6).
7	—	—
8	Military vessels and acquired merchant ships are numerous and well-protected by one another; the Dynasty's space lanes are littered with their star craft.	+1 DM on Greed-based checks.
9	—	—
10	There is no greater force known across the stars in the Dynasty's corner of the galaxy – it is a true power in space.	+1 DM on all Greed and Militarism-based checks.

¹ These Effects are not cumulative.

Technology

This Trait represents the level of technology that the Dynasty has access to and keeps a general command of. The higher the level of this Trait, the more advanced a Dynasty's technology is and the more pervasive it is in everyday life.

Trait Level	Description	Game Effects (if any) ¹
0	Hurled back to the bronze age; simple tools only. (TL1)	A total collapse is not far off...
1	(TL3)	—
2	Radio comms, industrial tooling and firearms; not much else. (TL5)	—
3	(TL6)	—
4	Lasers and basic-jump technology are more the norm but higher sciences are still alien. (TL7)	—
5	(TL8)	—
6	Longer-jump vessels, gauss weaponry and advanced computers are at the core of the Dynasty's technology base. (TL9)	+1 Effect on Popularity-based Aptitude Checks (maximum of Effect 6).
7	(TL11)	—
8	High sciences and faster-than-thought processing makes life easy for the Dynasty's members. (TL12)	+1 DM on Popularity-based checks.
9	(TL13)	—
10	Artificial intelligences, masers, shielding and computerised fabrication – nothing is out of reach for the Dynasty's scientists. (TL15)	+1 DM on all Popularity and Tenacity-based checks.

¹ These Effects are not cumulative.

Territorial Defence

A Dynasty must protect its assets at all times. Whether it is from extra-planetary invaders, rival Dynasties or simply the raging tides of wars they did not expect to be involved with, this Trait shows how well protected the Dynasty's territories are from external harm.

Trait Level	Description	Game Effects (if any) ¹
0	There is nothing the Dynasty can do to protect themselves; they are a figurative babe in the woods.	A single armed man could topple them...
1	—	—
2	The Dynasty can keep the primitives at bay but anything with a little dedication will smash on through with little trouble.	—
3	—	—
4	A professional security force exists within the Dynasty but they are not particularly well-trained or armed.	—
5	—	—
6	Armed soldiers and professionals are in the Dynasty's employ, making a sturdy defence against outlying threats.	+1 Effect on Militarism-based Aptitude checks (maximum of Effect 6).
7	—	—
8	The Dynasty has an internal armed forces that watches the borders and boundaries diligently.	+1 DM on Militarism-based checks.
9	—	—
10	No one risks a frontal assault against the Dynasty; their security assets are simply too great.	+1 DM on all Militarism and Loyalty-based checks.

¹ These Effects are not cumulative.

There are a number of direct uses for Traits in the conflicts that arise between Dynasties, as covered in this book's following chapter.

DYNASTY APTITUDES

Similar to the skills possessed by its individual members, a Dynasty collectively has abilities and talents that fall into several larger categories – the Aptitudes. Every Aptitude represents something that the Dynasty can do or an action it can perform; the tools in which it finds, creates and shapes its world to suit its needs and desires. Aptitudes are how a Dynasty interacts with the universe. These are really how the Dynasties of the universe play their games, set up their schemes and risk everything to win big whenever they gamble. Aptitudes help set the odds in their favour.

How to Make an Aptitude Check

Whenever a Dynasty needs to be able to manipulate the world(s) around them, that Dynasty's Player can call upon one of its Aptitudes. Making an Aptitude check is easy. Functioning like a regular *Traveller* character making a skill check, the Dynasty rolls 2d6 and adds/subtracts the Dice Modifiers from the Aptitude's level and the appropriate Characteristic, plus any additional modifiers levied by the Referee.

The result of this dice total then has 8 subtracted from its total to determine the actual Effect of the Attribute check. An Effect of 0 is considered a minimal success. Positive Effect ranges from 1 to 6, showing an increased degree of success for the Dynasty; something that will play heavily in how well an Aptitude check serves its purpose. Negative Effect ranges from -1 to -6, showing the possible degrees of failure as well. Depending on the specific Aptitude and the instance being checked, significantly higher or lower degrees of Effect will mean a more impacting result.

Every Aptitude check also has a Time Duration attached to it. Unless otherwise stated in the action's description, an average Aptitude check takes 2d6 Months to undertake. During this period of time the Dynasty is considered too focussed on this action to undertake another. While it does not mean that the Dynasty is sitting idly by, it does mean – in game terms – that only one Aptitude check can be performed at a time.

Opposed Aptitude Checks

Some of the Aptitude Actions detailed in this chapter will have 'Opposed by X' listed in their description, where 'X' will be one of the target's Characteristics. This means that the Aptitude check has a target in mind for its Effects; a target which might have some defences of its own against such actions. The opposing

statistic of the target will incur a penalty to the final Effect of the Aptitude check equal to that Characteristic's Dice Modifier (if a positive number); if that Characteristic has a negative DM, a bonus will be added to the Effect instead. The Effect cannot be reduced lower than -6 or raised above 6.

The following sections detail what the Dynasty Aptitudes represent, what they can do and the types of actions a Dynasty can take using them.

Acquisition

The Acquisition Aptitude covers the Dynasty's ability to procure physical things from the universe around them. From specific objects to massive shipments of resources, Acquisition is how a Dynasty gets its hooks into them.

Sample Aptitude Actions:

Gather resources or rare materials: Cleverness, 2–12 Months, Easy (+2). Game Effects: The Dynasty gains a number of megatons of a specific desired material equal to 100 x Effect.

Secure specific artefact or unique object possessed by another Dynasty: Cleverness, 3–9 Months, Difficult (-2), Opposed by Tenacity. Game Effects: The Dynasty reduces the target Dynasty's Wealth or Morale by a number of points equal to *half* (round down) of the Effect if successful.

Bureaucracy

The Bureaucracy Aptitude covers a broad array of internal Dynasty skills that help it function inside the world of big business and corporate industry. Governing management meetings, payroll adjustments and executive decisions that keep the white-collar as clean and crisply white as possible; these are some of the things that Bureaucracy monitors.

Sample Aptitude Actions:

Adjust wages to the desires of management and its members: Greed, 3–18 Months, Average (+0). Game Effects: The Dynasty can, if successful, reduce its Wealth or Morale Value by one point in order to increase the other by one point. If the check is failed by Effect -3 or lower however, Morale is simply reduced by one.

Hire appropriate executive staff: Popularity, 2–12 Months, Difficult (-2). Game Effects: Dynasty can gain a one-time bonus to any Aptitude check that targets its own Trait(s) equal to the Effect; this modified check must be the next Aptitude check undertaken.

Incorporate the military: Loyalty, 1–6 Years, Difficult (-2). Game Effects: Dynasty may add +1 to Territorial Defence or Fleet for every two full points of Effect (minimum of 1). NOTE: Can only be performed successfully once per generation.

Dynasty Actions in Game Terms

Although roleplaying the actions that a Dynasty takes using its Aptitudes can take the form of meetings, narrative scenes or even management briefings that feel like interstellar soap operas, the game effects they entail are handled much differently.

Unlike common *Traveller* actions, which might – at most – take weeks, each Aptitude-based action takes much, much longer. At a minimum, *Traveller: Dynasty* actions take months... sometimes years.

The Referee must keep track of how much time has progressed each Generation (30 years/360 months). Not only will a running timeline help with knowing when each Aptitude action ends (so a new one can begin) but it will help greatly in the Referee's pacing of narrative scenes and scenarios that deal with each action as they unfold.

For example...

Carlington Press Incorporated, a Media Empire Dynasty, just began a Propaganda-based Aptitude check to spread lies about an enemy. The action was determined to take 14 months. During this time the Referee can arrange for an assortment of interesting roleplaying sessions that could include over a year of scenes surrounding the spreading of lies, meetings with communication moguls, or perhaps direct confrontations with street gossips and the like. At the end of the 14 months the Referee can then allow a different Aptitude check but not before.

Conquest

The Conquest Aptitude covers the direct and focussed effort a Dynasty can make at claiming resources, territory or power from other peoples' resources, territory or power bases.

Sample Aptitude Actions:

Claiming neutral territory or resources: Greed or Militarism, 2–12 Months, Very Easy (+4). Game Effects: The Dynasty can increase any single Trait by +1, as long as the Effect of this check is equal to or higher than that Trait's current level. For example, raising a Fleet Trait from 3 to 4 would require an Effect 3; while raising a Technology Trait of 7 or higher is impossible by this check. NOTE: Can only be performed successfully once per generation.

Invade another Dynasty's territory and claim it: Militarism, 8–48 Months, Difficult (-2), Opposed by Tenacity. Game Effects: The Dynasty can reduce a target Dynasty's Territorial Defence or

Wealth Value by one point per two full points of Effect. Failure reduces Morale Value by one.

Start a war with another Dynasty: Loyalty, 1–6 Months, Very Easy (+4), Opposed by Popularity. Game Effects: The Dynasty officially begins the process of Waging War upon a target Dynasty, as covered in *When Dynasties Clash*. Failure on this check costs the Dynasty one point from their Morale and Wealth Values.

Economics

The Economics Aptitude covers the application and general utility of investments, purchases, as well as overall wealth and monetary funding.

Sample Aptitude Actions:

Invest wisely for the future: Greed, 10–60 Months, Difficult (–2), Game Effects: The Dynasty can increase its Wealth Value by +1, +2 if Effect 6 is achieved. If the check is failed, the Dynasty will suffer a penalty equal to the negative Effect on their next *Accounting Balance* roll at the end of the current generation. NOTE: Can only be performed successfully once per generation.

Make heavy short-term profits: Cleverness, 6–36 Months, Very Difficult (–4), Game Effects: The Dynasty may add +1 to its Fiscal Defence Trait. Failure reduces Wealth Value by –1 if Effect was –3 or lower.

Recognise fiscal trending: Greed, 1–6 Years, Average (+0), Game Effects: The Dynasty can erase any outstanding penalties it might be suffering to a single Greed-based Aptitude check, which must be taken before the end of the generation.

Usurp invested wealth from rivals: Scheming, 2–12 Months, Average (+0), Opposed by Greed. Game Effects: The Dynasty may steal one point of Wealth Value from the target Dynasty if successful. If the check is failed with Effect –2 or lower, the target Dynasty steals a point of Wealth Value from this Dynasty instead. NOTE: Can only be performed successfully once per generation.

Entertain

The Entertain Aptitude covers a Dynasty's ability to use pleasantries, create an enjoyable atmosphere and use general niceties to increase its members' quality of life, general mood and loyalty to the management assets. A Dynasty can also use this Aptitude to attract outsiders to their side of an alliance or peaceful notion.

Sample Aptitude Actions:

Attract new allies: Popularity, 3–18 Months, Average (+0), Game Effects: The Dynasty can add one point to its Morale or Populace Value if Effect is 3 or higher. Failure by –2 Effect or

lower reduces Morale Value by one point instead. NOTE: Can only be performed successfully once per generation.

Hold benefactor gala event: Popularity, 1–6 Months, Easy (+2), Game Effects: The Dynasty gains a non-cumulative +2DM on its next Loyalty or Popularity-based check.

Maintain member mood and loyalty of members: Loyalty, 2–12 Months, Very Easy (+4), Game Effects: The Dynasty cannot lose any Morale Value for a number of years after this check equal to twice its Effect in years.

Expression

The Expression Aptitude covers a Dynasty's ability to show outsiders and the universe at large what it wants to, from its internal methodologies and teachings to a business plan that others might want to follow.

Sample Aptitude Actions:

Intimidate rivals: Scheming, 2–12 Months, Average (+0), Opposed by Tenacity. Game Effects: The Dynasty can impose a penalty on the next Aptitude check targeting them by the targeted rival Dynasty. This penalty varies based on Effect: Effect 0–4 is a –2DM, 5–6 is a –4DM. NOTE: Can only be performed successfully once per target, per generation.

Make the public understand what the Dynasty is doing: Popularity, 3–18 Months, Average (+0), Game Effects: The Dynasty cannot lose any Morale Value for a number of years after this check, equal to its Effect in years.

Hostility

The Hostility Aptitude covers the direct and violent capabilities of the Dynasty. No subterfuge or obfuscate plans here; just raw conflict, brutality and the crushing of one's rivals. It should be noted that Hostility plays a large role in the waging of wars, as detailed in the chapter, *When Dynasties Clash*.

Sample Aptitude Actions:

Attack rival territory with ambush combat agents: Militarism, 1–6 Months, Average (+0), Opposed by Tenacity. Game Effects: The Dynasty inflicts possible damage to target Dynasty; based on Effect. Effect 0–1; No damage. Effect 2–3: –1 Territorial Defence Trait. Effect 4–5: –1 Populace Value. Effect 6: –1 Populace and Wealth Value. If this check fails, the Dynasty loses a number of points equal to the negative Effect, divided evenly between Wealth and Morale (odd point goes to Morale).

Support terrorism that targets rivals: Scheming, 5–30 Months, Difficult (–2), Opposed by Militarism. Game Effects: The Dynasty imposes a penalty to all Aptitude checks made by their target for a number of months equal to 10 times the Effect of this check. Failure costs a point of Morale and Wealth Values.

Illicit

The Illicit Aptitude covers everything the Dynasty might think about doing that is purposefully under the scope of the law or which is otherwise immoral.

Sample Aptitude Actions:

Organise street thugs and other criminals into a cohesive profit source: Loyalty, 10–60 Months, Difficult (–2), Game Effects: The Dynasty may add one point to its Wealth Value or Fiscal Defence Trait. Failure reduces Morale Value by –1, –2 if Effect is –2 or lower.

Run a pyramid or ponzi scheme: Scheming, 2–7 Years, Easy (+2), Game Effects: The Dynasty gains Wealth Value equal to its Greed DM. If failed, the Dynasty loses a point of Fiscal Defence Trait; if Effect is –6, a point of Wealth Value is lost as well.

Smuggle illegal resources: Scheming, 2–12 Months, Difficult (–2), Game Effects: The Dynasty can add one point to either Wealth Value or Fiscal Defence Trait. If failed, lose a number of points from Fleet Trait equal to the negative Effect.

Steal industry data from rival: Scheming, 2–12 Months, Average (+0), Opposed by Loyalty. Game Effects: The Dynasty may steal one point from any one Trait or Value. If this check fails, the Dynasty loses a number of points equal to the negative Effect, divided evenly between Populace and Morale (odd point goes to Morale).

Intel

The Intel Aptitude covers the Dynasty's ability to seek out and decipher information on any number of subjects. The Dynasty with a good talent at this Aptitude has its ear to the universe's secrets.

Sample Aptitude Actions:

Learn a new fact: Cleverness, 2–12 Months, Difficult (–2), Game Effects: The Dynasty researches and learns about something they did not know before, gaining a +1DM bonus on their next Aptitude check.

Reveal a secret about a rival: Scheming, 3–18 Months, Very Difficult (–4), Opposed by Tenacity. Game Effects: The Dynasty gains the upper hand over a rival using secrets they unearthed, gaining a +2DM on the next Aptitude check that targets the same Dynasty. If failed, the secret turns out to be a planted bit of misinformation and this check's results are *reversed*.

Verify rumours or gossip: Cleverness, 1–6 Months, Easy (+2), Game Effects: The Dynasty can eliminate one point from its next unopposed Aptitude check.

Maintenance

The Maintenance Aptitude covers everything that a Dynasty has to do to keep the internal troubles and problems within its member ranks as well as making sure everything functions smoothly as the years pass by.

Sample Aptitude Actions:

Continue positive reinforcement toward members: Loyalty, 1–6 Years, Easy (+2), Game Effects: The Dynasty cannot lose any points from its Morale Value for a length of time, after this check, equal to 1 plus Effect in years. If failed, the Dynasty loses a point of Morale Value immediately, two if the Effect was –5 or lower.

Quell troubles within the members: Tenacity, 2–12 Months, Average (+0), Game Effects: The Dynasty can remove a number of negative Dice Modifiers equal to the Effect of this check.

Stop funding leakages: Greed, 3–18 Months, Difficult (–2), Game Effects: The Dynasty can ignore the next point of Wealth Value loss it suffers before the end of the current generation.

Politics

The Politics Aptitude covers the skills and talents that a Dynasty must use to participate, manipulate and influence the world of government. Some Dynasties use their political power to control everything around them; this Aptitude allows them to do this.

Sample Aptitude Actions:

Adjust legal codes to better suit goals: Cleverness, 3–18 Months, Difficult (–2), Game Effects: The successful Dynasty can better work illegally, adding a +2DM bonus to all Illicit Aptitude checks for a number of years equal to twice the successful Effect. A failure will result in *stricter* laws, imposing a penalty of –2DM on Illicit checks for a number of years equal to the negative Effect.

Create co-existence with local government: Popularity, 2–12 Months, Difficult (–2), Game Effects: The Dynasty can add a +2DM bonus to any Aptitude check based on Popularity or Tradition for a number of months after this check equal to the Effect.

Set governing agents to investigate rivals: Scheming, 2–12 Months, Average (+0), Opposed by Cleverness. Game Effects: The Dynasty can add an additional negative modifier to any Illicit and Politics Aptitude checks made by the target Dynasty for a number of years equal to 3 plus the Effect of this check. If this check is failed, the Dynasty loses one point from its Morale Value.

Turn local government against an enemy: Scheming, 4–24 Months, Very Difficult (–4), Opposed by Popularity. Game

Effects: The Dynasty inflicts an amount of damage to the target's Traits equal to the Effect of this check (minimum of 1; chosen by the target). If failed, the Dynasty loses one point from its Morale and Wealth Values.

Posturing

The Posturing Aptitude allows Dynasties to use social pressures and psychological leverage to force others to back down or place them otherwise under sway through fear and intimidation.

Sample Aptitude Actions:

Intimidate others to do your bidding: Loyalty, 5–30 Months, Difficult (-2), Opposed by Tenacity. Game Effects: If successful, choose a number of Aptitudes equal to 7 minus the positive Effect of this check. The target Dynasty must choose from that list when they next want to perform any form of Aptitude check. If failed, this Dynasty loses one point from Traits equal to the negative Effect.

Scare away potential threats: Tradition, 3–18 Months, Average (+0), Opposed by Tenacity. Game Effects: The Dynasty, if successful, cannot be targeted by Aptitude checks called upon by the target Dynasty of this check for a number of months equal to five times the Effect. If failed, the target Dynasty gets +1DM on all opposed Aptitude checks toward this Dynasty for the remainder of the generation.

Propaganda

The Propaganda Aptitude is the collective power a Dynasty has to use gossip, media and rumour to sway the public to their favour. A Dynasty with a high Propaganda can surely count upon the people to help maintain their power structure.

Sample Aptitude Actions:

Create a damaging controversy: Scheming, 3–18 Months, Difficult (-2), Opposed by Tenacity. Game Effects: The Dynasty inflicts one point of damage to the target's Morale Value, plus an additional point per three Effect. NOTE: Can only be performed successfully once per generation.

Make the people believe false stories: Popularity, 2–12 Months, Easy (+2), Game Effects: The Dynasty increases their Loyalty or Popularity Characteristic by the Effect of this check for the next Aptitude check made using either of these Characteristics.

Run a smear campaign: Scheming, 2–12 Months, Average (+0), Opposed by Popularity. Game Effects: The Dynasty imposes a -2DM (-4DM if Effect is 6) penalty on all Popularity-based Aptitude checks made by the target for a number of months equal to five plus Effect. If failed with Effect -3 or lower, the Dynasty loses one point from their Popularity Characteristic.

Public Relations

The Public Relations Aptitude is the ability to deal with the people through thick and thin; helping integrate within the populace the ideals of the Dynasty without coming off as ironclad dictators.

Sample Aptitude Actions:

Cover up scandals or controversies: Cleverness, 2–12 Months, Difficult (-2), Game Effects: The Dynasty cannot be targeted by the Propaganda Aptitude for a number of years equal to five plus the Effect of this check.

Increase public opinion of the Dynasty: Popularity, 4–24 Months, Difficult (-2), Game Effects: The Dynasty can increase its Popularity Characteristic by one if the Effect of this check is equal to or higher than its current Popularity Characteristic DM. If failed, lose one point from both Culture Trait and Morale Value.

Teach the people to work with the Dynasty: Tradition, 1–6 Years, Average (+0), Game Effects: The Dynasty can increase its Culture Trait by one, plus one for each three Effect of this check. If failed, the Dynasty instead loses Populace Value equal to the negative Effect of the check.



Recruit

The Recruit Aptitude covers the methodology that a Dynasty calls upon to bring new members under its sway – even if those members might belong to other Dynasties beforehand!

Sample Aptitude Actions:

Hire a team of high-profile specialists: Popularity, 5–30 Months, Difficult (–2), Game Effects: The Dynasty can increase any Aptitude by one if the Effect of this check is equal to or higher than its current level in that Aptitude. If failed, lose one point from the Wealth Value.

Hold a massive drive for members: Tradition, 2–12 Months, Easy (+2), Game Effects: The Dynasty gains a bonus to its Population Monitor check at the end of the current generation equal to half the Effect (round down). If failed, the Dynasty immediately loses Populace Value equal to the negative Effect.

Make counter-offers to a rival workforce: Greed, 1–6 Months, Difficult (–2), Opposed by Loyalty. Game Effects: The Dynasty can steal one point of Populace Value from the target Dynasty; two points if Effect is 5 or higher. If failed, this Dynasty loses one point from Morale and Wealth Values. NOTE: Can only be performed successfully once per generation.

Research

The Research Aptitude is the Dynasty's ability to look into, decipher and explore the ideas of higher technological advances. Understanding alien technology as well as coming up with their own can be very useful for any Dynasty.

Sample Aptitude Actions:

Copy scientific data from rival: Scheming, 2–12 Months, Difficult (–2), Opposed by Loyalty. Game Effects: The Dynasty can steal one point of Technology Trait from the target Dynasty; two points if Effect is 6. If failed, this Dynasty loses one point from Territorial Defence Trait and Morale Value. NOTE: Can only be performed successfully once per generation.

Invent a new technological marvel: Cleverness, 4–24 Months, Average (+0), Game Effects: The Dynasty may increase its Technology Trait by one point.

Invent new weapon technology: Cleverness, 1–6 Years, Difficult (–2), Game Effects: The Dynasty can increase its Militarism Characteristic by one if the Effect of this check is equal to or higher than its current Militarism Characteristic DM. If failed, lose one point from both Territorial Defence Trait and Wealth Value.

Utilise new science in controlled industries: Cleverness, 3–18 Months, Average (+0), Game Effects: The Dynasty may add a bonus to its Accounting Balance check at the end of the current generation equal to half (round down) the Effect of this check. NOTE: Can only be performed successfully once per generation.

Sabotage

The Sabotage Aptitude covers all of the dirty tricks and underhanded attacks a Dynasty can perform in order to do harm to their rivals.

Sample Aptitude Actions:

Begin a war between rivals: Scheming, 4–24 Months, Very Difficult (–4DM), Opposed by Cleverness. Game Effects: The Dynasty arranges for the target Dynasty to begin a War (see, *When Dynasties Clash*) with a target of their choice. If failed, the Dynasty begins a War with the target instead.

Manipulate government through guerrilla action: Militarism, 2–12 Months, Average (+0), Game Effects: The Dynasty can add one point to either Territorial Defence or Fleet Traits; or both if Effect is 6. If failed, the Dynasty immediately loses one point from Territorial Defence Trait and Morale Value.

Perform industrial terrorism on a rival: Scheming, 2–12 Months, Average (+0), Opposed by Tenacity. Game Effects: The Dynasty inflicts an amount of damage to the target's Values equal to half (round down; minimum of 1) the Effect of this check. If failed, the Dynasty loses one point from Populace and Wealth Values.

Security

The Security Aptitude is the Dynasty's protective talents to keep their secrets, defend their territories and maintain the safety of their people.

Sample Aptitude Actions:

Protect resources and assets from outside threats: Tenacity, 2–12 Months, Average (+0), Game Effects: The Dynasty can add an additional +1DM to the penalty they incur on Opposed Aptitude checks targeting them for a number of years equal to one plus the Effect of this check.

Tactical

The Tactical Aptitude covers a number of military and other martial ideologies that help a Dynasty function in the many battlefields and theatres of conflict that they might find themselves mired in.

Sample Aptitude Actions:

Cease an ongoing military action: Popularity, 2–12 Months, Very Difficult (–4DM), Opposed by Militarism. Game Effects: The Dynasty may immediately end a War they are currently engaged in, if successful. If failed, lose one point from Morale Value instead.

Move martial assets to prepare for war: Militarism, 1–6 Months, Average (+0), Game Effects: The Dynasty may add a +1DM bonus to all Militarism-based Aptitude checks made for a number of months equal to five times the Effect.

Tutelage

The Tutelage Aptitude is a general set of talents used by a Dynasty to increase its knowledge and awareness of certain things that take place within their membership, learning new things to pass on to future generations.

Sample Aptitude Actions:

Apply new learning techniques to children: Tradition, 3–18 Months, Easy (+2), Game Effects: The Dynasty can increase any Aptitude by one if the Effect of this check is equal to or higher than its current level in that Aptitude. If failed, lose one point from Morale Value.

Discover a new way to teach in the universities: Cleverness, 2–12 Months, Difficult (–2), Game Effects: The Dynasty can increase its Cleverness Characteristic by one if the Effect of this check is equal to or higher than its current Cleverness Characteristic DM. If failed, lose one point from the Culture and Technology Traits.

Focus on schooling deficiencies: Tenacity, 4–24 Months, Average (+0), Game Effects: The Dynasty may roll to increase an additional Aptitude during the next Education Rate step at the end of the current generation. If failed, the Dynasty suffers a penalty equal to the negative Effect of this check to *all* of the rolls in their next Education Rate step.

OTHER GAMES AND GAMBLING

This list is by no means complete – it is simply a guideline as to things that Dynasties can attempt to accomplish as the decades pass by.

Referees are encouraged to come up with their own Aptitude Actions that fit in with their *Traveller: Dynasty* campaign, or to match the actions that their Players wish to undertake with their own Dynasties. Depending on how the roleplaying moments are called for or the individual scenes and actions of the Dynasties or their Management Assets, there are countless possibilities for the Aptitudes' use.

WHEN DYNASTIES CLASH

If the common actions of a Dynasty are like moving the pieces around a chessboard, setting up plays for their big gambit, there comes a time when a Dynasty simply wants to flip the board over and send the pieces flying. When subtlety and decades-long manoeuvring is not enough, a more direct route can be far more appealing.

Dynasties are like any other form of collective entity, hive or family – if they can get all of their individual parts motivated at once. The momentum alone is enough to drive the spearhead into their target. Sometimes this spearhead hits the mark, other times the target gets their defences up in time to deflect the blow... and thus begins the clash of titans.

This chapter covers five mini-games within *Traveller: Dynasty*, each one representing a different way for Dynasties to directly go after one another. These five mini-games are risky ways to excel in their fields but not without potentially dire circumstances.

The five mini-games are:

- Crime Spree
- Hostile Takeover
- Public Malice
- Space Race
- Waging War

Entering into one of these mini-games is not always as easy as simply saying 'let it begin'. It takes determination, dedication and a certain focus that not all Dynasties can muster. To exacerbate things, each type of conflict mini-game is different.

Each of the following sections details one of the mini-games for when a Dynasty heads off directly against one of its own. These sections discuss exactly what needs to be done to start, engage and, hopefully, finish ahead.

CRIME SPREE

One way for a Dynasty to inflict harm upon another is to ignore the weighty constraints of the law. Setting the moral codes and ethics of the governments aside, the Dynasty turns all of its resources toward bringing a massive amount of theft, vandalism and assault on their target. Not the target's resources mind you but its *people*.

Taking everything it can from the members of a bitter rival Dynasty crushes its spirit, takes its funds and eventually can

even turn its people against the management. It could also backfire on the Dynasty; pitting the law enforcement agencies against them for a long time to come.

In order to engage a target in a Crime Spree and begin the mini-game, the Dynasty must achieve the following:

- *Prepare the criminals for the spree.* Pass enough Illicit Aptitude checks (2–12 Months each), modified by Scheming, to acquire 18 Effect.
- *Excite the populace for the future.* Roll 1d6 and score equal to or less than the Dynasty's Morale Value.
- *Overcome the moral questions of the populace.* Roll 2d6 and score equal to or greater than the Dynasty's Culture Trait.

If these prerequisites are met, a proper *Crime Spree* can begin.

How the Crime Spree Works

The *Crime Spree* functions in a similar manner to an extended series of opposed Aptitude checks. These checks pit the Dynasty's criminal agents and amoral planning against the defensive measures and security of the common populace of the target. Over the course of a few hard and fast years, these checks can inflict serious harm upon the populace of a rival Dynasty.

The *Crime Spree* Mini-game follows these guidelines:

- A *Crime Spree* lasts 1d6 plus Morale Value in Years.
- The Dynasty must attempt at *least* one Criminal Intent roll every six months (but can always attempt more).
- A *Crime Spree* ends as soon as the Dynasty's Culture Trait has doubled the Dynasty's Morale Value.
- A Dynasty in the process of a *Crime Spree* cannot attempt to use the following Aptitudes in normal ways for the duration of the mini-game: Bureaucracy, Entertain, Expression, Politics, Public Relations and Tutelage.
- The Dynasty will lose one point of Popularity at the end of the *Crime Spree* automatically.

What Happens During the Crime Spree

The Dynasty has a variety of actions it can perform during a *Crime Spree* that it would not otherwise have access to. These special actions are how the Dynasty will inflict the damage it desires.

Disrupt Street-Level Economics

Over the course of numerous months, the Dynasty seeds the rival's territory with common street thugs, thieves and vandals.

Amateur Crime Proficiency

2d6 Result	Time Spent	Damage Potential	Risk Potential¹
2-3	2d6 Years	1d6-4 Wealth, 1d6-3 Fiscal Defence	1d6 Morale, 1d6 Culture, 1d6 Loyalty
4-5	1d6 Years	1d6-3 Wealth, 1d6-3 Fiscal Defence	
6-9	4d6 Months	1d6-3 Wealth, 1d6-2 Fiscal Defence	
10-11	3d6 Months	1d6-2 Wealth, 1d6-2 Fiscal Defence	1d6 Morale, 1d6-1 Culture, 2 Loyalty
12	2d6 Months	1d6-2 Wealth, 1d6 Fiscal Defence	

Thug Crime Proficiency

2d6 Result	Time Spent	Damage Potential	Risk Potential¹
2-3	1d6 Years	1d6-3 Wealth, 1d6-3 Fiscal Defence	1d6 Morale, 1d6-2 Culture, 1 Loyalty
4-5	4d6 Months	1d6-3 Wealth, 1d6-2 Fiscal Defence	
6-9	3d6 Months	1d6-2 Wealth, 1d6-2 Fiscal Defence	
10-11	2d6 Months	1d6-2 Wealth, 1d6 Fiscal Defence	1d6-1 Morale, 1d6-2 Culture, 1 Loyalty
12	1d6 Months	1d6-1 Wealth, 1d6 Fiscal Defence	

Lifer Crime Proficiency

2d6 Result	Time Spent	Damage Potential	Risk Potential¹
2-3	4d6 Months	1d6-3 Wealth, 1d6-2 Fiscal Defence	1d6-2 Morale, 1d6-2 Culture
4-5	3d6 Months	1d6-2 Wealth, 1d6-2 Fiscal Defence	
6-9	2d6 Months	1d6-2 Wealth, 1d6 Fiscal Defence	
10-11	1d6 Months	1d6-1 Wealth, 1d6 Fiscal Defence	1d6-2 Morale, 1d6-3 Culture
12	4d6 Weeks	1d6-1 Wealth, 1d6+1 Fiscal Defence	

Professional Crime Proficiency

2d6 Result	Time Spent	Damage Potential	Risk Potential¹
2-3	3d6 Months	1d6-2 Wealth, 1d6-2 Fiscal Defence	1d6-3 Morale, 1d6-3 Culture
4-5	2d6 Months	1d6-2 Wealth, 1d6 Fiscal Defence	
6-9	1d6 Months	1d6-1 Wealth, 1d6 Fiscal Defence	
10-11	4d6 Weeks	1d6-1 Wealth, 1d6+1 Fiscal Defence	1d6-4 Morale, 1d6-3 Culture
12	3d6+1 Weeks	1d6 Wealth, 1d6+1 Fiscal Defence	

Elite Professional Crime Proficiency

2d6 Result	Time Spent	Damage Potential	Risk Potential¹
2-3	2d6 Months	1d6-2 Wealth, 1d6 Fiscal Defence	1d6-4 Morale, 1d6-4 Culture
4-5	1d6 Months	1d6-1 Wealth, 1d6 Fiscal Defence	
6-9	4d6 Weeks	1d6-1 Wealth, 1d6+1 Fiscal Defence	
10-11	3d6+1 Weeks	1d6 Wealth, 1d6+1 Fiscal Defence	1d6-4 Morale
12	2d6+2 Weeks	1d6+1 Wealth, 1d6+1 Fiscal Defence, -1 Greed Characteristic	

¹ All Risk Potential dice have a minimum result of 1.

These employed criminals are on a mission to engage in petty theft and criminal mischief on the target's turf, sending waves of turmoil and loss through the local populace.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Illicit Aptitude, adding its Scheming Dice Modifier to the total result. The final result is then applied to the following table to show the proficiency these street thugs will engage in their activities.

Dice Rolling Result	Street Crime Proficiency
5 or lower	Amateurs
6–10	Thugs
11–15	Lifers
16–20	Professionals
21 or higher	Elite Professionals

The Proficiency of the criminals involved determines how long this overall action will take and the possibility of inflicting damage upon the target.

Each of the following tables gives the listed criminal proficiency a random array of potentials determined by rolling 2d6. They cover the time these criminals need to do their deeds, the potential damage they will inflict and the risks involved to the Dynasty if they cannot finish their task.

If the time originally determined for the *Crime Spree* runs out mid-action, any action yet to conclude instantly fails; inflicting the listed Risk Potential upon the Dynasty.

HARASS LAW-ABIDING CITIZENS

Through muggings, random assaults and the destruction of property belonging to the citizenry, the Dynasty destroys their belief that the target can protect them. Although this is not the most offensive of actions, it is not terribly time consuming and very reliable.

To perform this action the Dynasty rolls a number of dice equal to its ratings in the Hostility and Illicit Aptitudes. For each natural roll of '6' on any of these dice, the target loses 1 point of Morale Value. If the result on the dice is not greater than the Culture Trait of the acting Dynasty, the action backlashes upon them somewhat, resulting in a loss of 1d6 points from Morale Value immediately.

This type of action always takes a number of months equal to the number of dice rolled (not the dice total).

Riots and General Chaos

A more universally dangerous method of harming the target is by simply hurling its people into utter chaos. Stealing or destroying food to incite starvation riots, sabotaging medical supplies and forcing the populace to turn to crime in order to survive the anarchic onslaught they set in motion.

To perform this action the Dynasty rolls a number of dice equal to its ratings in the Illicit and Sabotage Aptitudes. The total result of the dice is compared to the following table.

Dice Result	Damage Inflicted to Target
Less than 10	1d6 Wealth, 1d6 Morale
11–20	1d6 Wealth, 1d6 Morale, 1d6 Population
21–30	1d6+1 Wealth, 1d6+1 Morale, 1d6 Population
31–40	1d6+1 Wealth, 1d6+1 Morale, 1d6+1 Population, –1 Loyalty
41 or higher	1d6+1 Wealth, 1d6+1 Morale, 1d6+1 Population, 1d6 Culture, –1 Loyalty

This type of action always takes a number of months equal to the number of dice rolled (not the dice total). If the *Crime Spree* ends before this action is completed, the chaotic behaviour bleeds back onto the acting Dynasty – inflicting the same level of damage upon themselves as they inflicted upon their target.

STEAL IT ALL

In an effort to not only harm the target but also increase their own value, this action is the Dynasty's directed effort at employing thieves, burglars and extortionists to steal from the target. Bank account information, supply raids, slush funds and rare materials are targeted and claimed by these dastardly employees. Invariably this will cost the Dynasty a tremendous amount in funds as well as the public's opinion of them.

To perform this action the Dynasty first adds its Scheming Dice Modifier to its Conquest and Illicit Aptitude levels. The Dynasty then compares this total to the target Dynasty's Fiscal Defence Trait. If higher, the acting Dynasty then rolls a number of dice equal to the difference; comparing the total on the Successful Spree column in the following table to determine the end result. If the total is equal to or less than the target's Fiscal Defence Trait, the acting Dynasty rolls 1 plus the difference and compares it to the Failed Spree instead.

Dice Total	Successful Spree ¹	Failed Spree ²
1–5	–1d6 Wealth; +2 Wealth	–1d6 Morale
6–10	–1d6+1 Wealth, –1d6 Morale; +2 Wealth, +1 Morale	–1d6+1 Morale
11–15	–1d6+1 Wealth, –1d6+1 Morale; +2 Wealth, +2 Morale	–1d6+1 Morale, –1d6 Wealth
16–20	–1d6+2 Wealth, –1d6+1 Morale; +2 Wealth, +2 Morale, +1 Fiscal Defence	–1d6+2 Morale, –1d6+1 Wealth
21–25	–1d6+2 Wealth, –1d6+2 Morale; +2 Wealth, +2 Morale, +2 Fiscal Defence	–1d6+2 Morale, –1d6+2 Wealth
26 or higher	–1d6+2 Wealth, –1d6+2 Morale, –1d6 Populace; +2 Wealth, +2 Morale, +2 Fiscal Defence, +1 Greed Characteristic	–1d6+3 Morale, –1d6+2 Wealth, –1 Loyalty

¹These losses are only suffered by the acting Dynasty.

²Losses are suffered by the target Dynasty; Gains by the acting Dynasty.

This type of action always takes a number of months equal to twice the result of 2d6.

CRIMINAL INTENT – THE UPS AND DOWNS OF THE SPREE

No matter how or why, a Dynasty involved in the creation and sponsorship of a *Crime Spree* will find themselves surrounded by criminals and other miscreants. These individuals attract certain types of attention that set the stage for interesting events – some good, others bad.

Either due to the normal passage of time or by the Dynasty’s choice just after concluding one of the actions mentioned, the Referee rolls 2d6 and compares the result to the following table. The result manifests as a special event that takes place immediately.

Criminal Intent Events

2d6 Result	Event
2	One of the employed criminals has integrated his thugs and minions into the Dynasty in an effort to take over. The Dynasty must roll Security (modified by Loyalty DM) 10+ or lose 1d6 points from Morale and Wealth each.
3–4	Infighting with the employed criminals has put the Dynasty’s inner workings at risk. The Dynasty must roll a base Loyalty check at 8+ or lose 1d6 points from Morale.
5–6	There are a lot of angry people lurking in the corners of the Dynasty, inflicting 1 point of Morale and Culture damage.
7	Working with thieves and crooks has its price; the Dynasty loses 1 Wealth.
8–9	The employed criminals have a few sources of income they share with the Dynasty during their stay. The Dynasty may increase Illicit Aptitude by one level.
10–11	A big score on a side venture pays off in a big way; the Dynasty gains +1d6–3 Wealth (minimum of 1).
12	The Dynasty’s actions have caught the attention of a powerful family of criminals, who now want to join forces against law enforcement. The Dynasty gains +1 Illicit Aptitude, +1 Wealth and +1 Populace.

HOSTILE TAKEOVER

Hitting a rival or enemy in the one place that no one likes to be hit, the Dynasty targets its commercial resources – its businesses and corporate entities. Destabilising white-collar assets as well as crippling the upper crust of a Dynasty, focussing a *Hostile Takeover* upon a target’s commercial entities can be devastating.

This is a conflict in a pure sense of the word – one Dynasty’s ability to acquire and persuade in direct opposition to the loyalty and greed of another’s. This kind of contest does not come without risks; as spending so much time and resources on the endeavour weakens a Dynasty greatly.

In order to engage a target in a Hostile Takeover and begin the mini-game, the Dynasty must achieve the following:

- *Gather the proper commerce agents.* Pass enough Acquisition and/or Bureaucracy checks (2–12 Months each), modified by Greed, to acquire 20 Effect.
- *Arrange liquid assets for higher purchasing power.* Roll 1d6 and score equal to or less than the Dynasty's Wealth Value.
- *Dissuade internal accountants and economists from dragging their feet.* Roll 2d6 and score equal to or greater than the Dynasty's Fiscal Defence Trait.

If these prerequisites are met, a proper *Hostile Takeover* can begin.

How the Hostile Takeover Works

The *Hostile Takeover* functions similarly to an extended series of Aptitude checks and random rolls. These checks set the Dynasty's bureaucrats and commercial experts against the stalwart business owners and corporate security agents of the target. Over the course of a few tedious and gruelling years, these checks can weaken or even cripple the corporate assets of a rival Dynasty.

The *Hostile Takeover* Mini-game follows these guidelines:

- A *Hostile Takeover* lasts 1d6–2 plus Greed Characteristic DM in Years.
- The Dynasty must attempt at *least* one Market Fluctuations roll every six months (but can always attempt more).
- A *Hostile Takeover* ends as soon as the Dynasty's Fiscal Defence Trait drops below the Dynasty's Wealth Value.
- A Dynasty in the process of a *Hostile Takeover* cannot attempt to use the following Aptitudes in normal ways for the duration of the mini-game: Conquest, Expression, Hostility, Posturing, Security and Tactical.
- The Dynasty will lose one point of Territorial Defence Trait automatically at the end of the *Hostile Takeover*.

What Happens During the Hostile Takeover

The Dynasty has a variety of actions it can perform during a *Hostile Takeover* that it would not otherwise have access to. These special actions are how the Dynasty will affect the rival's businesses.

Buy Them Out

The primary reason to undertake a *Hostile Takeover* is to increase their own values while ripping corporate assets away from the target. Sending in a non-stop stream of offers, badgering assistants and empowered accountants, the targeted entity will soon be in the possession of the Dynasty. While this will cost the Dynasty a lot of its attentions and financial assets for a length of time, it can be very profitable for them in the long run.

To perform this action the Dynasty first adds its Greed Dice Modifier to its Acquisition, Bureaucracy and Economics Aptitude levels. The Dynasty then compares this total to the target Dynasty's Fiscal Defence Trait added to its Tenacity Dice Modifier. If higher, the acting Dynasty then rolls a number of dice equal to the difference; comparing the total on the Buyout! column in the following table, to determine the end result. If the total is equal to or less than the target's modified Fiscal Defence Trait, the acting Dynasty rolls 1 plus the difference and compares it to the Held Out column instead.

Dice Total	Buyout! ¹	Held Out ²
1–5	–1d6 Wealth; +1 Wealth	–1d6 Wealth
6–10	–1d6 Wealth, –1d6 Fiscal Defence; +1 Wealth, +1 Morale	–1d6+1 Wealth
11–15	–1d6+1 Wealth, –1d6+1 Fiscal Defence; +1 Wealth, +1 Morale, +1 Fiscal Defence	–1d6+1 Wealth, –1d6 Morale
16–20	–1d6+1 Wealth, –1d6+1 Fiscal Defence; +2 Wealth, +2 Morale, +2 Fiscal Defence	–1d6+2 Wealth, –1d6+1 Morale
21–25	–1d6+2 Wealth, –1d6+2 Fiscal Defence; +2 Wealth, +2 Morale, +3 Fiscal Defence	–1d6+2 Wealth, –1d6+2 Morale, –1 Fiscal Defence
26 or higher	–1d6+2 Wealth, –1d6+2 Fiscal Defence, –1d6 Populace; +3 Wealth, +2 Morale, +3 Fiscal Defence, +1 Popularity Characteristic	–1d6+3 Wealth, –1d6+2 Morale, –1 Fiscal Defence, –1 Greed

¹These losses are only suffered by the acting Dynasty.

²Losses are suffered by the target Dynasty; Gains by the acting Dynasty.

This type of action always takes a number of months equal to twice the result of 1d6+1.

Cultivate Corporate Lies

Using media access and the gossip chains surrounding the corporate world, the Dynasty destroys any credibility and profitability that the rival corporations can muster. The best way to prepare a target for a greater scheme, this action is often the setup for something far greater.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Propaganda Aptitude added to its Scheming Dice Modifier. For each natural roll of 5 or higher on any of these dice, the target loses 1 point of Fiscal Defence Trait. If the result on the dice is not greater than the Morale Value of the acting

Dynasty, the action is viewed poorly by the entire business community, resulting in a loss of 1d6 points from Culture Trait immediately.

This type of action always takes a number of months equal to the number of dice rolled (not the dice total).

Water Cooler and Coffee Lounge Saboteurs

Using a lengthy scheme that includes getting professional saboteurs – or the best they can muster – hired on at their targets' companies, arming them with priority targets over a period of time and eventually inflicting grievous wounds upon the business structure of a rival. These secret employees must rely on their skill and individual resources to do as the acting Dynasty needs them to; to knock out the foundation of their target.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Illicit and Sabotage Aptitudes. The number of 5s and 6s showing on these dice will determine the skill level of their hired saboteurs.

No. of 5s/6s	Saboteur Skill Level
0	None Available ¹
1–2	Hackers
3–4	Monkeywrenchers
5–6	Data-Terrorists
More than 6	Corporate Spies

¹This is an automatic failure of the action; half (round up to the nearest month) of the determined time is spent but the acting Dynasty loses 2 points of the Fiscal Defence Trait and Wealth Value immediately.

Hackers

2d6 Result	Time Spent	Damage Potential	Risk Potential ¹
2–3	6d6 Months	1d6–2 Morale, 1d6–3 Fiscal Defence	1d6+2 Wealth, 1d6+1 Fiscal Defence, 1 Greed, 1 Popularity
4–5	5d6 Months	1d6–2 Morale, 1d6–2 Fiscal Defence	
6–9	4d6 Months	1d6–1 Morale, 1d6–2 Fiscal Defence	
10–11	3d6 Months	1d6–1 Morale, 1d6 Fiscal Defence	1d6+1 Wealth, 1d6+1 Fiscal Defence, 1 Greed, 1 Popularity
12	2d6 Months	1d6 Morale, 1d6 Fiscal Defence	

Monkeywrenchers

2d6 Result	Time Spent	Damage Potential	Risk Potential ¹
2–3	5d6 Months	1d6–2 Morale, 1d6–2 Fiscal Defence	1d6+1 Wealth, 1d6+1 Fiscal Defence, 1 Greed
4–5	4d6 Months	1d6–1 Morale, 1d6–2 Fiscal Defence	
6–9	3d6 Months	1d6–1 Morale, 1d6 Fiscal Defence	
10–11	2d6 Months	1d6 Morale, 1d6 Fiscal Defence	1d6 Wealth, 1d6+1 Fiscal Defence, 1 Greed
12	1d6 Months	1d6 Morale, 1d6+1 Fiscal Defence	

Data-Terrorists

2d6 Result	Time Spent	Damage Potential	Risk Potential ¹
2–3	4d6 Months	1d6–1 Morale, 1d6–2 Fiscal Defence	1d6 Wealth, 1d6 Fiscal Defence, 1 Greed
4–5	3d6 Months	1d6–1 Morale, 1d6 Fiscal Defence	
6–9	2d6 Months	1d6 Morale, 1d6 Fiscal Defence	
10–11	1d6 Months	1d6 Morale, 1d6+1 Fiscal Defence	1d6–1 Wealth, 1d6 Fiscal Defence, 1 Greed
12	1d6–1 Months	1d6 Morale, 1d6+1 Fiscal Defence, 1 Tenacity	

Corporate Spies

2d6 Result	Time Spent	Damage Potential	Risk Potential ¹
2–3	3d6 Months	1d6–1 Morale, 1d6 Fiscal Defence	1d6–1 Wealth, 1d6–1 Fiscal Defence, 1 Greed
4–5	2d6 Months	1d6 Morale, 1d6 Fiscal Defence	
6–9	1d6 Months	1d6 Morale, 1d6+1 Fiscal Defence	
10–11	1d6–1 Months	1d6 Morale, 1d6+1 Fiscal Defence, 1 Tenacity	1d6 Wealth, 1d6–2 Fiscal Defence, 1 Greed
12	1d6–2 Months	1d6+1 Wealth, 1d6+1 Fiscal Defence, –1 Greed Characteristic	

¹All Risk Potential dice have a minimum result of 1.

The Skill Level of the saboteurs involved determines the amount of time this action will require and the possibility of inflicting damage upon the target.

Each of the following tables gives the listed saboteur skill level a variable degree of success determined by rolling 2d6. They cover the time that the saboteurs will need to inflict their damage, what that potential damage might be and the costs involved to the Dynasty if they run out of time and get caught.

It should be noted that the minimum amount of Time Spent on any of these tables is one Month – no matter what the dice result may show.

If the time originally determined for the *Hostile Takeover* runs out mid-action, any action yet to conclude instantly fails; inflicting the listed Risk Potential upon the Dynasty.

Weaken the Financial Bonds

One sure way to weaken a corporate target is to thoroughly weaken the financial sector all around it. Crushing the economy of a territory is risky but it always has the desired effect – sometimes working too well for the acting Dynasty to get out of the way of the financial fallout.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Economics Aptitude added to its Scheming Dice Modifier. The total result of these dice is compared to the following table, showing the damage inflicted to the target and the time it takes to perform.

Dice Result	Damage Inflicted to Target	Time Required
Less than 8	1d6-3 Wealth, 1d6-3 Fiscal Defence	2d6 Months
9-16	1d6-2 Wealth, 1d6-2 Fiscal Defence	2d6+2 Months
17-24	1d6-1 Wealth, 1d6-3 Morale, 1d6-1 Fiscal Defence	3d6 Months
25-32	1d6 Wealth, 1d6-2 Morale, 1d6 Fiscal Defence	3d6+2 Months
33 or higher	1d6+1 Wealth, 1d6-1 Morale, 1d6+1 Fiscal Defence	4d6 Months

Unlike other actions in this conflict mini-game, *Weaken the Financial Bonds* always has a secondary effect upon the acting Dynasty. By being close to the activities that will bring down the economy, they cannot help but suffer, at least slightly from the results. Depending on how well the action functioned, the acting Dynasty suffers the damage listed on the following table.

Wealth Damage Inflicted to Target	Damage Suffered by Acting Dynasty
0	1d6-2 Fiscal Defence
1-2	1d6-1 Fiscal Defence
3-4	1d6 Fiscal Defence
5-6	1d6 Fiscal Defence, 1d6-2 Wealth
7	1d6+1 Fiscal Defence, 1d6-1 Wealth

Market Fluctuations – The Economy Never Sleeps

Digging deep into the arena of interstellar economics leaves the Dynasty open to the ebbs and flows of the greater market. Wherever large sums of money are concerned, people often lose their common sense and do things they might otherwise regret when watching their funds more closely. This leaves a Dynasty that is focussed too much on their target susceptible to mundane economic events, both good and bad.

Either due to the normal passage of time or by the Dynasty's choice just after concluding one of the actions, the Referee rolls 2d6 and compares the result to the following table. The result manifests as a special event that takes place immediately.

PUBLIC MALICE

The court of public opinion is a devastating weapon to wield against someone and any Dynasty looking to tear the power away from their competition can use it to do so. Steering all neutral parties away from helping, supporting or even thinking positively about the Dynasty; they can all but tear their foundation out from beneath them. No support from the people means no structure for the Dynasty.

This conflict is a malicious and terrible targeting of their competitor's reputation and interaction with its own people. This kind of contest has to go smoothly or the Dynasty will suffer; once the muckraking begins – no one trusts those who play dirty, even their own kind.

In order to engage a target in Public Malice and begin the mini-game, the Dynasty must achieve the following:

- *Dig up the secrets and information needed.* Pass enough Intel checks (2-12 Months each), modified by Cleverness or Scheming, to acquire 18 Effect.
- *Acquire the proper unscrupulous media moguls.* Roll 1d6 and score equal to or less than the Dynasty's Culture Trait.
- *Prepare the necessary data delivery devices.* Roll 1d6 and score equal to or less than the Dynasty's Technology Trait.

If these prerequisites are met, a proper *Public Malice* can begin.

Market Fluctuation Events

2d6 Result	Event
2	Meddling with the world of finances and business has caused a massive depression to fall upon the Dynasty. The Dynasty must either roll Maintenance (modified by Greed DM) 10+ or spend 2 points of their Fiscal Defence Trait. Failure inflicts 1d6+1 points of Wealth damage.
3-4	Unfortunate circumstances place too many allied stockholders and investors on the losing end of the Dynasty's schemes. The Dynasty must roll a Public Relations check (modified by Popularity DM) at 9+ or lose 1d6 points from their Fiscal Defence Trait.
5-6	The efforts taken by the Dynasty are expensive, risky and viewed poorly by its members, who are now leaving to go to safer places. This inflicts 1 point of either Morale or Culture damage.
7	This is a costly venture to undertake; the Dynasty loses 1 Wealth.
8-9	The Dynasty's best accountants and experts have learned a lot as they enact the management assets' plans and plots. The Dynasty may increase its Economics Aptitude by one level.
10-11	News of financial success spreads quickly through the Dynasty's members, increasing their overall attitude; the Dynasty gains +1d6-2 Morale (minimum of 1).
12	Just by trying to take another's business property, a conglomerate force sees promise in the Dynasty and its management. The Dynasty gains +1 Bureaucracy Aptitude, +1 Fiscal Defence Trait and +1 Wealth.

How the Public Malice Works

The *Public Malice* functions like a chain of Aptitude checks and seemingly random rolls. These checks detail the Dynasty's media sources and rumourmongers against the current reputation and public stability of the target. Lasting a cold and callous stretch of time, these checks can turn the once-loyal people of a rival Dynasty into the greatest weapon against it.

The *Public Malice* Mini-game follows these guidelines:

- A *Public Malice* lasts 2d6 Years minus the target's Popularity Dice Modifier (if positive).
- The Dynasty must attempt at *least* one Gossip Chains roll every six months (but can always attempt more).
- A *Public Malice* ends as soon as the targeted Dynasty's Morale Value drops below the Dynasty's Culture Trait.
- A Dynasty in the process of a *Public Malice* cannot attempt to use the following Aptitudes in normal ways for

the duration of the mini-game: Bureaucracy, Conquest, Expression, Maintenance, Research and Tactical.

- The Dynasty will lose one point of its Culture Trait at the end of the *Public Malice* automatically.

WHAT HAPPENS DURING THE PUBLIC MALICE

The Dynasty has a variety of actions it can perform during a *Public Malice* that it would not otherwise have access to. These special actions are how the Dynasty will affect the rival's reputation.

Frame Them Criminally

One of the easiest – but most daring – ways to eliminate the public trust in a Dynasty's members is to give the public good cause to distrust them. The fastest way for someone to distrust them is to question their motives and deeds... by setting up important members of a rival Dynasty to take the fall for amoral and criminal acts.

To perform this action the Dynasty first adds its Scheming Dice Modifier to its Illicit and Posturing Aptitude levels. The Dynasty then compares this total to the target Dynasty's Territorial Defence Trait added to its Popularity Dice Modifier. If higher, the acting Dynasty then rolls a number of dice equal to the difference; comparing the total on the Frame Up column in the following table to determine the end result. If the total is equal to or less than the target's modified Culture Trait, the acting Dynasty rolls 1 plus the difference and compares it to the Not-Guilty column instead.

Dice Total	Frame Up	Not-Guilty ¹
1-6	-1d6-2 Morale	-1d6 Wealth
7-12	-1d6-1 Morale	-1d6+1 Wealth
13-18	-1d6 Morale, -1 Popularity	-1d6+1 Wealth, -1 Loyalty
19-24	-1d6+1 Morale, -2 Popularity	-1d6+1 Wealth, -2 Loyalty
25-30	-1d6+1 Morale, -1 Territorial Defence, -3 Popularity	-1d6+1 Wealth, -2 Loyalty, -1 Popularity
31 or higher	-1d6+1 Morale, -2 Territorial Defence, -3 Popularity	-1d6+1 Wealth, -2 Loyalty, -2 Popularity

¹These losses are only suffered by the acting Dynasty.

This type of action always takes a number of months equal to twice the result of 2d6.

Host a Scathing Public Event

One great way to crush the reputation of a social construct is to throw the biggest party known to the sector – and *not* invite them. Word will shoot around as fast as a jump-capable ship and soon enough no one will want to be known as an associate of the rival... let alone a supporter.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Propaganda Aptitude added to its Scheming Dice Modifier. If the result on the dice is not greater than the Morale Value of the acting Dynasty, the action is seen as the dirty trick it is, resulting in a loss of 2 points from the acting Dynasty's Popularity Characteristic immediately. If the total qualified to do so, compare the difference between the total of the target's Loyalty and Popularity Characteristics combined on the following table.

Difference From Dice Total	Damage Inflicted
1–5	–1 Popularity
6–10	–1 Popularity, –1 Morale
11–15	–2 Popularity, –2 Morale
16 or higher	–3 Popularity, –3 Morale

This type of action always takes a number of months equal to the number of dice rolled (not the dice total) and costs 1d6–1 (minimum of 1) Wealth Value no matter the results.

Politically Create Hardships

Where the media finds its true strengths is with the people but the people are just as instrumental for the government to function. Through the people a Dynasty could turn the entire government against a rival – perhaps enough to make life difficult for them at every opportunity.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Politics and Posturing Aptitudes. The total result of these dice is then compared to the following table, showing the damage this pushing of force can cause to the target and the time it takes to do so.

Dice Result	Damage Inflicted to Target	Time Required
Less than 10	1d6–2 Morale, 1d6–3 Populace	3d6 Months
11–20	1d6–2 Morale, 1d6–2 Populace	3d6+2 Months
21–30	1d6–1 Morale, 1d6–1 Populace	4d6 Months
31–40	1d6 Morale, 1d6 Populace	4d6+2 Months
41 or higher	1d6+1 Morale, 1d6+1 Populace	5d6 Months

Dealing with a rival Dynasty's governing force can always backfire. The acting Dynasty *must* roll a Public Relations check 8+ or immediately lose 1 point of its Popularity Characteristic for each point of negative Effect of a failure.

Spread Vicious Scandal

An easy way to harm an enemy Dynasty's reputation is to simply badmouth them to the people who matter. A grand and interplanetary version of simple gossiping, this action is the media and social blade to be wielded – either by a fencing duellist or a bastard heavy-hand. The result is the same; an enemy bleeding from stinging wounds.

To perform this action the Dynasty first adds its Popularity Dice Modifier to its Entertain and Expression Aptitude levels. The Dynasty then compares this total to the target Dynasty's Culture Trait added to its Tenacity Dice Modifier. If higher, the acting Dynasty then rolls a number of dice equal to the difference; comparing the total on the Scandal! column in the following table to determine the end result. If the total is equal to or less than the target's modified Culture Trait, the acting Dynasty rolls 1 plus the difference and compares it to the Lies! column instead.

Dice Total	Scandal! ¹	Lies
1–5	–1 Popularity	–1 Popularity
6–10	–1 Popularity, –1d6–2 Morale	–1 Popularity, –1 Morale
11–15	–1 Popularity, –1d6–1 Morale	–1 Popularity, –2 Morale
16–20	–2 Popularity, –1d6 Morale	–2 Popularity, –2 Morale
21–25	–2 Popularity, –1d6+1 Morale	–2 Popularity, –1 Loyalty, –2 Morale
26 or higher	–3 Populace, –1d6+1 Morale	–2 Popularity, –2 Loyalty, –2 Morale

¹All losses have a minimum of 1 per die rolled.

This type of action always takes a number of months equal to 2d6 minus the acting Dynasty's Propaganda Aptitude.

Gossip Chains – Did You Hear About...

When a Dynasty engages in the manipulation of social circles and the flow of information, there is some risk involved. Opening themselves up to the types of people that gladly spread lies and misinformation has a significant risk to it but also the great things will surely spread just as easily. Nothing hurts like the truth... except a better crafted lie.

Either due to the normal passage of time or by the Dynasty's choice just after concluding one of the actions mentioned, the Referee rolls 2d6 and compares the result to the following table. The result manifests as a special event that takes place immediately.

Gossip Chains Events

2d6	Event
2	One of the deepest darkest secrets of the Dynasty comes to light because of loose-lipped agents. The Dynasty must either roll Security (modified by Loyalty DM) 10+ or spend 2 points of Culture Trait. Failure inflicts 1d6 points of Morale damage.
3-4	Working with social villains can end up vilifying the employer in short order. The Dynasty must roll a Public Relations check (modified by Scheming DM) at 10+ or lose 1d6 points from Morale value.
5-6	The amount of money spent to grease palms and open secret doors has been significantly more than that which the Dynasty was prepared for. This inflicts either 1 point of Wealth or Technology damage.
7	The people do not like what they have been hearing about the Dynasty's activities; the Dynasty loses 1 Morale.
8-9	The Dynasty is becoming known for its powerful rumour mill and all those who know do not want to be ground down by it. The Dynasty may increase its Propaganda Aptitude by one level.
10-11	The employed rumourmongers and media moguls have done a great job propping up the Dynasty's people, increasing their love of their management; the Dynasty gains +1 Loyalty or Popularity Characteristic.
12	Seeing the success of the social circles under the Dynasty's control, a vast media empire wants to join forces and share intelligence avenues with one another. The Dynasty gains +1 Intel Aptitude, +1 Culture Trait and +1 Populace.

SPACE RACE

Conflicting with a Dynasty in a way that all spacefaring races can feel the weight of, the ply for power in outer space is the greatest conflict known. Dynasties often reach out to grab up neutral or forgotten territories but when management chooses to specifically seek out the better held turf of a rival it is nothing short of an attack from the stars.

Pouring resources and attention into a *Space Race* can put a lot of other things on hold while preparations are being made to hold so much more real estate than before. This can sometimes stress the Dynasty too much; causing terrible damage to their

own infrastructure while they do everything they can to build new frontiers.

In order to engage a target in a *Space Race* and begin the mini-game, the Dynasty must achieve the following:

- *Prepare the ship crews and colonists for expansion.* Pass enough Acquisition and Conquest Aptitude checks (2-12 Months each), modified by Tradition, to acquire 22 Effect.
- *Ready the people for a territorial transition.* Roll 1d6 and score equal to or less than the Dynasty's Fleet Trait.
- *Convince the people that new colonies or territories are necessary.* Roll 2d6 and score equal to or greater than the Dynasty's Populace Trait.

If these prerequisites are met, a proper *Space Race* can begin.

How the Space Race Works

The *Space Race* is performed in a similar manner as an extended series of opposed or on-going Aptitude checks. These checks fuel the Dynasty's expansionist employees in a directed surge of travel and conquest toward territories owned by the target Dynasty. Through several years of dangerous travel and expansion, these checks can take a great deal of real estate away from a rival Dynasty.

The *Space Race* Mini-game follows these guidelines:

- A *Space Race* lasts 2d6 multiplied by Fleet Trait in Months.
- The Dynasty must attempt at *least* one Busy Spacelanes roll every six months (minimum of 1 but can always attempt more).
- A *Space Race* ends as soon as the Dynasty's Populace Value has doubled the Dynasty's Fleet Trait.
- A Dynasty in the process of a *Space Race* cannot attempt to use the following Aptitudes in normal ways for the duration of the mini-game: Entertain, Intel, Politics, Research, Sabotage and Tactics.
- The Dynasty will automatically lose one point of Tradition or Tenacity at the end of the *Space Race*.

What Happens During the Space Race

The Dynasty has a variety of actions it can perform during a *Space Race* that it would not otherwise have access to. These special actions are how the Dynasty will inflict the desired damage upon its targeted foe.

Attract Pirates to Rival Space

Through weeks of bribery and coercion, the Dynasty brings a cell of pirates and raiders to his rival's territory with the intention of causing as much damage as possible. These professional criminals will wreak havoc upon the target's population and profits, creating an extremely unstable element throughout the area to better set the stage for future conquering.

To perform this action the Dynasty rolls a number of dice equal to its rating in the Entertain Aptitude, adding its Scheming Dice Modifier to the total result. The final result is then applied to the following table to show the size and skill of the pirate cell unleashed upon the target.

Dice Rolling Result	Pirate Cell Details
5 or lower	Small and New
6–10	On the Rise
11–15	Modestly Adept
16–20	Professionals
21 or higher	Terrors of the Lanes

The Cell Details of the pirates being called to the rival territory determine how long this overall action will take and the possibility of inflicting damage upon the target; not to mention the cost to the Dynasty.

Each of the following tables gives the listed cell details a random array of potential damage and costs determined by rolling 2d6. They cover the time these raiders need to inflict their damage, the assets they will target and the risks involved to the Dynasty if the cell does not have enough time to finish their task.

It should be noted for the dice for Time Spent, no matter what the results are, that the minimum amount can be one month.

If the time originally determined for the *Space Race* runs out mid-action, any action yet to conclude instantly fail; inflicting the Risk Potential listed upon the Dynasty.

Claim Questionable Boundaries

Using political pressures and the constant presence of competing starships, the Dynasty makes the local populations begin to wonder just whose territory they live and play within. This tactic is not the most reliable of actions to take territory away from rivals but it is not terribly risky to undertake.

To perform this action the Dynasty rolls a number of dice equal to its ratings in the Expression and Posturing Aptitudes. For each natural roll of '6' on any of these dice, the target loses 1 point of its Wealth Value. If the actual total result on the dice is not greater than the Fleet Trait of the acting Dynasty, the action will cost the acting Dynasty a point of Wealth Value to hire freelance pilots.

This type of action always takes a number of months equal to the number of dice rolled (not the dice total).

Disrupt Communications

Isolation is one of the fastest ways to weaken territory for the big grab. Harassing X-boats, destroying comms satellites and stifling word-of-mouth can be devastating to the transit of information; perhaps enough even to make a population turn against those supposedly protecting or supporting it.

To perform this action the Dynasty rolls a number of dice equal to its ratings in the Hostility and Public Relations Aptitudes. The total result of the dice is compared to the following table.

Dice Result	Damage Inflicted to Target
Less than 10	1d6 Morale, 1d6 Culture
11–20	1d6 Morale, 1d6 Culture, 1d6-3 Population
21–30	1d6+1 Morale, 1d6+1 Culture, 1d6-2 Population
31–40	1d6+1 Morale, 1d6+1 Culture, 1d6-1 Population, -1 Loyalty
41 or higher	1d6+1 Morale, 1d6+1 Culture, 1d6 Population, -1 Loyalty, -1 Popularity

This type of action always takes a number of months equal to the number of dice rolled (not the dice total). If the *Disrupt Communications* ends before this action is completed, the communication disruptions cause problems for the acting Dynasty – inflicting the same level of damage upon themselves as they inflicted upon their target.

Invade Occupied Territory

The true goal to the *Space Race* in total, the Dynasty is ready to lay claim to a chunk of territory directly from a rival. Similar to a battle within a greater war, a Dynasty moving in to take occupied turf puts itself at great risk but stands to do the same thing that ground forces do – move the lines on a map further in their favour.

To perform this action the Dynasty first adds its Militarism Dice Modifier to its Conquest and Posturing Aptitude levels. The Dynasty then compares this total to the target Dynasty's Territorial Defence Trait. If higher, the acting Dynasty then rolls a number of dice equal to the difference; comparing the total on the Successful Invasion Damage column in the following table to determine the end result. The amounts listed in the Invasion Rewards column are gained by the acting Dynasty to represent the acquired territory or assets.

If the total is equal to or less than the target's Territorial Defence Trait, the acting Dynasty loses 3d6 points divided evenly between Territorial Defence, Fleet and Wealth.

Small and New Cell

2d6 Result	Time Spent	Damage Potential	Cell Costs	Risk Potential ¹
2-3	1d6 Years	1d6-4 Wealth, 1d6-3 Fleet	1d6 Wealth, 1d6 Fleet	1d6+1 Wealth, 1d6+1 Fleet,
4-5	1d6-1 Years	1d6-3 Wealth, 1d6-3 Fleet	1d6 Wealth, 1 Fleet	1d6-1 Militarism
6-9	1d6+3 Months	1d6-3 Wealth, 1d6-2 Fleet, 1 Populace	1d6 Wealth	
10-11	1d6+2 Months	1d6-2 Wealth, 1d6-2 Fleet, 1d6-3 Populace	1d6-3 Wealth	1d6+2 Wealth, 1d6+2 Fleet, 1d6 Militarism
12	1d6+1 Months	1d6-2 Wealth, 1d6 Fleet, 1d6-1 Populace	1 Wealth	

On the Rise Cell

2d6 Result	Time Spent	Damage Potential	Cell Costs	Risk Potential ¹
2-3	1d6-1 Years	1d6-3 Wealth, 1d6-3 Fleet	1d6 Wealth, 1 Fleet	1d6+2 Wealth, 1d6+2 Fleet,
4-5	1d6+3 Months	1d6-3 Wealth, 1d6-2 Fleet, 1 Populace	1d6 Wealth	1d6 Militarism
6-9	1d6+2 Months	1d6-2 Wealth, 1d6-2 Fleet, 1d6-3 Populace	1d6-3 Wealth	
10-11	1d6+1 Months	1d6-2 Wealth, 1d6 Fleet, 1d6-1 Populace	1 Wealth	1d6+2 Wealth, 1d6+2 Fleet, 1d6+1 Militarism
12	1d6 Months	1d6 Wealth, 1d6+1 Fleet, 1d6-3 Populace	1 Wealth	

Modestly Adept Cell

2d6 Result	Time Spent	Damage Potential	Cell Costs	Risk Potential ¹
2-3	1d6+3 Months	1d6-3 Wealth, 1d6-2 Fleet, 1 Populace	1d6 Wealth	1d6+2 Wealth, 1d6+2 Fleet,
4-5	1d6+2 Months	1d6-2 Wealth, 1d6-2 Fleet, 1d6-3 Populace	1d6-3 Wealth	1d6+2 Militarism
6-9	1d6+1 Months	1d6-2 Wealth, 1d6 Fleet, 1d6-1 Populace	1 Wealth	
10-11	1d6 Months	1d6 Wealth, 1d6+1 Fleet, 1d6-3 Populace	1 Wealth	1d6+2 Wealth, 1d6+2 Fleet,
12	1d6-1 Months	1d6+1 Wealth, 1d6+2 Fleet, 1d6-2 Populace	1 Wealth	1d6+2 Militarism, 1 Populace

Professionals Cell

2d6 Result	Time Spent	Damage Potential	Cell Costs	Risk Potential ¹
2-3	1d6+2 Months	1d6-2 Wealth, 1d6-2 Fleet, 1d6-3 Populace	1d6-3 Wealth	1d6+2 Wealth, 1d6+2
4-5	1d6+1 Months	1d6-2 Wealth, 1d6 Fleet, 1d6-1 Populace	1 Wealth	Fleet, 1d6+2 Militarism,
6-9	1d6 Months	1d6 Wealth, 1d6+1 Fleet, 1d6-3 Populace	1 Wealth	1d6-2 Populace
10-11	1d6-1 Months	1d6+1 Wealth, 1d6+2 Fleet, 1d6-2 Populace	1 Wealth	1d6+2 Wealth, 1d6+2
12	1d6-2 Months	1d6+2 Wealth, 1d6+2 Fleet, 1d6-1 Populace	1 Wealth	Fleet, 1d6+2 Militarism, 1d6-1 Populace

Terrors of the Lanes Cell

2d6 Result	Time Spent	Damage Potential	Cell Costs	Risk Potential ¹
2-3	1d6+1 Months	1d6-2 Wealth, 1d6 Fleet, 1d6-1 Populace	1 Wealth	1d6+2 Wealth, 1d6+2
4-5	1d6 Months	1d6 Wealth, 1d6+1 Fleet, 1d6-3 Populace	1 Wealth	Fleet, 1d6+2 Militarism,
6-9	1d6-1 Months	1d6+1 Wealth, 1d6+2 Fleet, 1d6-2 Populace	1 Wealth	1d6-1 Populace
10-11	1d6-2 Months	1d6+2 Wealth, 1d6+2 Fleet, 1d6-1 Populace	1 Wealth	1d6+2 Wealth, 1d6+2
12	1d6-3 Months	1d6+2 Wealth, 1d6+2 Fleet, 1d6 Populace	1 Wealth	Fleet, 1d6+2 Militarism, 1d6 Populace

¹ All Risk Potential dice have a minimum result of 1.

Dice Total	Successful Invasion ¹	Invasion Rewards ¹
1–5	–1d6–2 Wealth, –1d6–2 Populace	1d6–3 Populace
6–10	–1d6–1 Wealth, –1d6–1 Populace, –1 Morale	1d6–2 Populace
11–15	–1d6 Wealth, –1d6 Populace, –1d6–3 Morale	1d6–1 Populace, +1 Wealth
16–20	–1d6+1 Wealth, –1d6 Populace, –1d6–2 Morale	1d6 Populace, +1 Wealth, +1 Morale
21–25	–1d6+2 Wealth, –1d6+1 Populace, –1d6+2 Morale	1d6 Populace, +2 Wealth, +2 Morale
26 or higher	–1d6+2 Wealth, –1d6+2 Populace, –1d6+2 Morale	1d6 Populace, 1d6 Wealth, 1d6 Morale

¹All dice have a minimum value of 1, regardless of modifiers.

This type of action always takes a number of months equal to twice the result of 2d6. If there is not enough time remaining in the *Space Race* to accomplish this task, only *half* (round down) of the damage is inflicted and *none* of the rewards are gained.

BUSY SPACELANES – THE VOID OF SPACE... NOT SO EMPTY

Spending months at task in the greater voids of space puts a Dynasty's fleet assets and spacefaring resources in touch with a variety of interesting possibilities. If you spend enough time plying the space lanes, you are sure to run into one of them.

Either due to the commonplace passage of time or by the Dynasty's choice just after concluding one of the actions mentioned, the Referee rolls 2d6 and compares the result to the following table. The result manifests as a special event that takes place immediately.

WAGING WAR

Sending armed and skilled (hopefully more skilled than their targets') agents and soldiers into hostile territory with the sole intention of inflicting harm and claiming the spoils of victory... that is war. The most direct and simple method of bringing conflict to an enemy, a Dynasty wages war when it has no other options, or just really hates the target.

A war is a long and terrible thing; unlike any other type of conflict a Dynasty can engage in. Although it functions like other types of conflicts, it plays out differently. Where war is waged, death and destruction are sure to follow.

Busy Spacelanes Events

2d6 Result	Event
2	Stellar events inflict terrible damage and play havoc with the fleet assets of the Dynasty. The Dynasty must roll Conquest (modified by Militarism DM) 10+ or lose 1d6 points from Populace and Wealth each.
3–4	A few star captains are ready to rebel due to the increased pressure. The Dynasty must roll a base Loyalty check at 8+ or lose 1d6 points from Fleet.
5–6	The crews on the Dynasty's ships are overworked and unhappy, inflicting one point of damage to Morale and Populace.
7	There are a lot of costs when motivating a naval expansion; the Dynasty loses one Wealth.
8–9	There is a lot to learn from the people on the frontier of a Dynasty's territories. The Dynasty may increase its Intel Aptitude by one level.
10–11	A derelict merchant vessel floats into friendly territory to be salvaged; the Dynasty gains +1d6–3 Wealth or +1d6–4 Fleet (minimum of 1).
12	A very powerful but formerly privatised escort fleet likes what they see in the Dynasty's management of their own ship assets and want to join forces. The Dynasty gains +1 Acquisition Aptitude, +1 Wealth and +1 Populace.

In order to engage a target with *Waging War* and begin the mini-game, the Dynasty must achieve the following:

- *Fire up the troops for the battlefield manoeuvres.* Pass enough Posturing and Public Relations Aptitude checks (2–12 Months each), modified by Militarism, to acquire 24 Effect.
- *Raise morale of the people to support the impending war.* Roll 1d6 and score equal to or less than the Dynasty's Morale Value.
- *Arm the troops and fire up the transports!* Roll 2d6 and score equal to or less than the Dynasty's Technology Trait.

If these prerequisites are met, the Dynasty may begin *Waging War*.

How Waging War Works

Unlike other conflicts, *Waging War* is performed through a potentially never-ending series of compared dice rolls. These dice rolls represent the push and pull of resources and assets across the Dynasty's on-going and escalating battles. Whether it takes months, years... or even *decades*, these rolls end in

the crippling of an entire Dynasty – perhaps even the one that started things in the first place.

The *Waging War* mini-game follows these guidelines:

- *Waging War* lasts a random number of years; as discussed in the relevant section.
- Wars are expensive; the Dynasty loses one point of Wealth Value every year it remains active for.
- *Waging War* ends as soon as the Dynasty's Wealth or Populace Value falls to a rating of 1 or less.
- A Dynasty in the process of *Waging War* cannot attempt to use the following Aptitudes in normal ways for the duration of the mini-game: Acquisition, Bureaucracy, Economics, Illicit, Research and Sabotage.

How Long Does Waging War Actually Last?

Other conflict types have specific durations of time they will last for but a war is a malleable and chaotic thing that takes on a life of its own as things move forward. Whether or not the Dynasties involved know what they are doing... sometimes, wars *never* end until one side is crushed.

Waging War lasts a variable amount of time. Initially this conflict will consume at least 1d6 x 10 months of time. At the end of this allotted time period, the Referee rolls 1d6 for each point of Morale Value currently possessed by *both* Dynasties. *Waging War* only ends if the total result of these dice do not add up to the acting Dynasty's Populace Value multiplied by the target Dynasty's Morale Value. If the total does not qualify to end the conflict, it will progress another 1d6 x 10 months of time.

For example, Crisis Interplanetary (Morale 6; Populace 5) has officially begun Waging War against Imperial Aeronautics (Morale 7). After the initially determined 40 months of war, the Referee rolls 13 dice (6+7). The total ends up only at 33; less than the 35 needed (5 x 7) to end the conflict. The Referee laughs wickedly as he rolls the die and tells the Players they are about to enter another 60 months of war!

If *Waging War's* variable time frame takes the Dynasties into the end of Generation series of rolls and checks, these take place *in between* the actions of *Waging War* – possibly resulting in the end of one or both of the Dynasties involved!

The Waging War Actions

Dynasties that get involved with other types of conflicts can expect to more or less be in control of the actions they undertake, often only suffering losses if things go terribly wrong. In war however, there is always the risk of getting outfought, outmanoeuvred or simply outclassed in a battle. This is represented in the way that there is only one real 'type' of action that can be taken concerning the machinations of a Dynasty *Waging War*.

To represent a Dynasty performing a variety of different functions that help win a war, the acting Dynasty is allowed to choose one of the Aptitude-specific activities from the following list and use it to potentially inflict casualties of some kind against the target. Each Aptitude-based activity is directly opposed by one of the target's Aptitudes, Characteristics or Traits. Additionally, each activity inflicts a specific type of damage upon the target as well.

Once the activity is chosen, the following 1d6 months is spent performing it.

Performing the activity is as easy as the acting Dynasty rolling a number of 1d6s equal to the level of the Aptitude listed (plus any modifiers; also listed). The targeted Dynasty then rolls a number of 1d6s equal to its level/value in its defensive Aptitude/Characteristic/Trait. The difference between the numbers rolled is what determines how the battle actually turned out.

The Dynasty that rolls higher on these dice inflicts an amount of damage determined on the Degrees of Success table. Compare the actual difference to the table, inflicting the listed loss to the Damaged Aspect (as determined by each individual activity).

Degrees of Success

Difference in Dice Totals	Damage Inflicted
1–10	1 point
11–20	2 points
30 or more	3 points

The Waging War Activities

The following table shows the variety of Aptitude-based activities a Dynasty can engage in while *Waging War*. It details the Aptitude used by the acting Dynasty, the defending Aptitude/Characteristic/Trait used by the targeted Dynasty and the aspect of the losing Dynasty that will be damaged. It also includes a brief narrative description as to how this activity is a facet of war.

Aptitude Used	Narrative Blurp	Defence Used	Damaged Aspect
Acquisition	<i>Claim important parts of local history...</i>	Territorial Defence	Culture
Acquisition	<i>Take scientists as POWs...</i>	Security	Technology
Acquisition	<i>Target banks and depositories...</i>	Fiscal Defence	Wealth
Conquest	<i>Attack supply routes...</i>	Militarism	Wealth
Conquest	<i>Target basic amenities...</i>	Tenacity	Morale
Conquest	<i>Take civilian prisoners...</i>	Territorial Defence	Populace
Economics	<i>Target businesses and corporate heads...</i>	Security	Fiscal Defence
Hostility	<i>Kill religious leaders...</i>	Tradition	Culture
Hostility	<i>Destroy spacefaring equipment...</i>	Militarism	Fleet
Hostility	<i>Erase all data stores and libraries...</i>	Territorial Defence	Technology
Hostility	<i>Target armed supply caches and training facilities...</i>	Militarism	Militarism
Hostility	<i>Bring combat to areas of media interest...</i>	Security	Popularity
Hostility	<i>Bring combat to religiously significant landmarks...</i>	Territorial Defence	Culture
Hostility	<i>Destroy ships and shipbuilding sites...</i>	Territorial Defence	Fleet
Hostility	<i>Inflict wanton destruction...</i>	Tenacity	Morale
Hostility	<i>Target civilian populations...</i>	Militarism	Populace
Hostility	<i>Burn money stores and destroy banking facilities...</i>	Fiscal Defence	Wealth
Illicit	<i>Order scouts to perform hit and run ambush tactics...</i>	Security	Morale
Illicit	<i>Order scouts to steal treasures and artefacts...</i>	Security	Wealth
Intel	<i>Send scouts to uncover emotionally-sensitive sites for conquest...</i>	Security	Morale
Politics	<i>Assassinate religious leaders and celebrities...</i>	Tenacity	Culture
Politics	<i>Assassinate key officers in military bulwarks...</i>	Militarism	Territorial Defence
Politics	<i>Assassinate war heroes and social leaders...</i>	Militarism	Morale
Posturing	<i>Perform military parades and publicly destroy art...</i>	Tradition	Culture
Posturing	<i>Perform public torture and executions of POWs...</i>	Loyalty	Morale
Research	<i>Use counter-science to deal with technological shortcomings...</i>	Territorial Defence	Technology
Sabotage	<i>Send guerrillas to destroy spacefaring resources...</i>	Territorial Defence	Fleet
Sabotage	<i>Send professionals with data-viruses into urban targets...</i>	Cleverness	Technology
Sabotage	<i>Vandalise public areas wherever soldiers march...</i>	Tenacity	Morale
Sabotage	<i>Complete guerrilla terrorism...</i>	Militarism	Populace
Security	<i>Set up battlefield defences...</i>	Hostility	Territorial Defence
Security	<i>Set up pleasure houses for victorious soldiers...</i>	Hostility	Morale
Security	<i>Set up POW camps...</i>	Militarism	Populace
Security	<i>Set up depositories for war spoils...</i>	Conquest	Wealth
Tactical	<i>Attack holy sites...</i>	Territorial Defence	Culture
Tactical	<i>Attack banking and commercial targets...</i>	Territorial Defence	Fiscal Defence
Tactical	<i>Attack naval targets...</i>	Tactical	Fleet
Tactical	<i>Attack laboratories and universities...</i>	Territorial Defence	Technology
Tactical	<i>Attack armed forces' forward bases and assets...</i>	Tactical	Territorial Defence
Tactical	<i>Attack unexpected targets at random intervals...</i>	Territorial Defence	Morale
Tactical	<i>Attack heavily populated civilian areas...</i>	Militarism	Populace
Tactical	<i>Attack civilian transit lines...</i>	Fleet	Populace
Tactical	<i>Attack medical facilities...</i>	Territorial Defence	Populace
Tactical	<i>Attack commercial supply lines...</i>	Territorial Defence	Wealth
Tactical	<i>Attack munitions dumps and armoured supply caches...</i>	Territorial Defence	Militarism
Tactical	<i>Attack younger generations...</i>	Militarism	Tradition

HEROES AND VILLAINS

If you look closer at any given Dynasty, placing it under the microscope of scrutiny, you will find individual personal elements within each one that stand out as special. Whether they be heroes that hold up the ideals of the Dynasty around them, or villains that use the Dynasty to achieve their own insidious goals – these are the inheritors of the true powers of the Dynasty.

This chapter is a special form of Character Creation for common *Traveller* characters. Following many of the same steps as outlined originally in the *Traveller Core Rulebook*, this chapter allows *Traveller: Dynasty* Players and Referees to pull regular characters out from within the Dynasties themselves, no matter where in the timeline and play them in regular *Traveller* chronicles. Like seeing a single cell inside of a larger organism, this chapter focuses down to a single person within what could be millions of members inside the Dynasty.

A good way to create games-within-games or special scenes during a larger *Traveller: Dynasty* chronicle, this chapter allows players to portray parts of their own Dynasty. Perhaps even, if the Dynasty was originally created by their own Player Characters, they could create the descendants and inheritors of their own characters.

This chapter functions in the same way as normal Character Creation but uses the information a Dynasty Character Sheet instead of completely random rolls and unbiased tours of duty. In essence, what the Dynasty has done and managed to create for itself is what really shapes the individual Player Character plucked out from within it.

CREATING A MEMBER OUT OF A DYNASTY

In a *Traveller* game, a normal character's abilities and skills are determined largely by his training and past experience. Creating one of these characters from within an existing Dynasty replaces much of the random nature of things with a more structured aspect of doing things based on the Attributes, Traits and Values of the Dynasty that the character is being created from.

Character creation begins with rolling your character's Characteristics, the six values that describe his beginning physical and mental capabilities (Strength, Dexterity, Endurance, Intelligence, Education, Social Standing). After determining

Characteristics and a few background skills from whatever homeworld the Dynasty controls, it is time to embark on a career. Each character goes through one or more four-year career terms, which give him various skills and benefits. The risks associated with each career are still present as they would be with any character but having the resources of a certain Dynasty behind them can make things a bit safer, or at least easier, to get by.

A term spent in a corporation is more likely to be successful if the character grew up in and around a Conglomerate than if he grew up in a Religious Faith. In addition to skills, characters can pick up benefits such as cash or contacts from a career, often adjusted or added to based on the Dynasty they are coming from. However, there are limits on how many career terms a character can go through – the risks of ageing or injury mount up over time and a character cannot span its own creation through more than a single generation. Do not be surprised if the character turns out quite different to how you originally anticipated, at least it will have some direction to it based on its upbringing and surroundings.

After going through one or more careers and collecting the benefits, you can establish ties between your character and other Player Characters and pick a campaign package, both of which give extra skills. If creating multiple characters from the same Dynasty, character generation should be done as a group by all the players involved – it will help greatly in tying them together under the umbrella of the larger entity.

The steps to creating a *Traveller* character from within a Dynasty are not changed but are instead adjusted based on the various elements making up the Dynasty they are being drawn from. In an effort to make things as easy to follow as possible, this chapter follows the Character Creation process as detailed in the *Traveller Core Rulebook* but with added sections and such that detail how being from a Dynasty changes each part of Character Creation.

CHARACTERISTICS

To determine the character's Characteristics, a player rolls 2d6 six times and allocates them to the six basic Characteristics in any order. Record them on the character sheet. Strength, Dexterity and Endurance are collectively referred to as 'Physical Characteristics'. Intelligence and Education are referred to as 'Mental Characteristics'.

Certain Dynasty types offer distinct bonuses/penalties to these Characteristics; just as an alien race or sub-race might do. These bonuses are as follows:

- Conglomerate:** +1 Education, -1 Endurance
- Media Empire:** +1 Social Standing, -1 Strength
- Merchant Market:** +1 Education, -1 Endurance
- Military Charter:** +1 Dexterity, -1 Education
- Noble Line:** +2 Social Standing, -1 Endurance, -1 Intelligence
- Religious Faith:** +1 Endurance, -1 Intelligence
- Syndicate:** +1 Intelligence, -1 Social Standing

It should be noted that even with the bonuses provided, the maximum level for a Characteristic for an unaugmented human character is 15.

BACKGROUND SKILLS

Before the character begins embarking on their careers, they get a number of background skills equal to 3 + the character's Education DM (1 to 5, depending on Education score). The player can either take the skills listed for its homeworld (as described on page 6 of the *Traveller Core Rulebook*) or they can take a background skill based on their Dynasty's Power Base; extra skills can be taken from the opposite or education list.

The following skills are generally taught by the controllers of the listed Power Bases:

- Colony/Settlement:** Trade 0
- Conflict Zone:** Gun Combat (any) 0
- Megalopolis:** Streetwise 0
- Military Compound:** Tactics (any) 0
- Noble Estate:** Steward 0
- Starship/Flotilla:** Zero-G 0
- Temple/Holy Land:** Persuade 0
- Uncharted Wilderness:** Survival 0
- Underworld Slum:** Deception 0
- Urban Offices:** Social Sciences (any) 0

CAREERS

Next, the character must take one or more career terms, representing his previous experiences and adventures within the Dynasty's holdings before the start of his campaign. Each career term lasts for four years, even if a character fails a Survival roll and is forced to leave a career. There are certain careers that are more suited for the people in each specific Dynasty; represented by a series of bonuses to the rolls that are part of each Career term.

Each Career type has a specific Qualification roll needed to become part of that Career. A background in particular

Dynasty Archetypes will result in specific bonuses to the main Qualification roll to enter the career. These are listed in the following section.

- Conglomerate:** Agent (+1DM), Army (-2DM), Citizen (+2DM), Drifter (N/A), Entertainer (+0DM), Marines (-2DM), Merchants (+1DM), Navy (-2DM), Nobility (+0DM), Rogue (-1DM), Scholar (+0DM), Scout (-1DM)
- Media Empire:** Agent (+0DM), Army (-1DM), Citizen (+1DM), Drifter (N/A), Entertainer (+2DM), Marines (-1DM), Merchants (+0DM), Navy (-1DM), Nobility (-1DM), Rogue (+1DM), Scholar (+0DM), Scout (+1DM)
- Merchant Market:** Agent (+1DM), Army (-2DM), Citizen (+1DM), Drifter (N/A), Entertainer (+0DM), Marines (-2DM), Merchants (+2DM), Navy (-2DM), Nobility (+1DM), Rogue (-2DM), Scholar (+0DM), Scout (+0DM)
- Military Charter:** Agent (+0DM), Army (+2DM), Citizen (-1DM), Drifter (N/A), Entertainer (+0DM), Marines (+2DM), Merchants (-1DM), Navy (+2DM), Nobility (+0DM), Rogue (-1DM), Scholar (-2DM), Scout (+1DM)
- Noble Line:** Agent (+1DM), Army (-2DM), Citizen (-1DM), Drifter (N/A), Entertainer (+1DM), Marines (-2DM), Merchants (+0DM), Navy (-2DM), Nobility (+2DM), Rogue (-2DM), Scholar (+0DM), Scout (-1DM)
- Religious Faith:** Agent (+1DM), Army (+0DM), Citizen (+2DM), Drifter (N/A), Entertainer (+1DM), Marines (+0DM), Merchants (-1DM), Navy (+0DM), Nobility (+0DM), Rogue (-2DM), Scholar (+1DM), Scout (+0DM)
- Syndicate:** Agent (+2DM), Army (-1DM), Citizen (+0DM), Drifter (N/A), Entertainer (+1DM), Marines (-1DM), Merchants (+0DM), Navy (-1DM), Nobility (-2DM), Rogue (+2DM), Scholar (-1DM), Scout (+0DM)

If a character must either submit to the Draft or take the Drifter career for a term, they instantly lose any further bonuses (or penalties) from their Dynasty background but still suffer a -1 DM to further qualification rolls for each previous career he has entered. Once a character leaves a career he cannot return to it. The Draft and the Drifter career are exceptions to this rule - a character can be Drafted into a career he was in previously, but got ejected from, and the Drifter career is always open to characters. If a character hails from the Military Charter Dynasty, he can *always* choose his destination on the Draft instead of rolling any dice; the Dynasty has enough pull to make sure he gets placed where he is supposed to be.

In each career, there are three specialisations that a character must pick from when they enter the career. Each specialisation further defines a Career in many ways but furthermore they sometimes fit in better with each Dynasty in specific ways as well. Most specialisations have a 'Prime Dynasty' that is best to recruit from, gaining numerous bonuses if the character from that archetypal Dynasty chooses that specialisation. The following list shows which Dynasty Archetypes match to specific

Career specialisations as a Prime Dynasty; giving appropriate bonuses detailed later in this section.

Conglomerate: *Corporate* (Agent), *Corporate* (Citizen), *Worker* (Citizen), *Colonist* (Citizen), *Field Researcher* (Scholar), *Scientist* (Scholar), *Exploration* (Scout), *Adept* (Psion)

Media Empire: *Intelligence* (Agent), *Artist* (Entertainer), *Journalist* (Entertainer), *Courier* (Scout)

Merchant Market: *Scavenger* (Drifter), *Free Trader* (Merchants), *Broker* (Merchants)

Military Charter: *Support* (Army), *Infantry* (Army), *Cavalry* (Army), *Support* (Marines), *Star Marine* (Marines), *Ground Assault* (Marines), *Merchant Marine* (Merchants), *Line/Crew* (Navy), *Engineering/Gunnery* (Navy), *Flight* (Navy), *Physician* (Scholar), *Survey* (Scout), *Psi-Warrior* (Psion)

Noble Line: *Performer* (Entertainer), *Administrator* (Nobility), *Diplomat* (Nobility), *Dilettante* (Nobility)

Religious Faith: *Barbarian* (Drifter), *Wanderer* (Drifter), *Wild Talent* (Psion)

Syndicate: *Law Enforcement* (Agent), *Thief* (Rogue), *Enforcer* (Rogue), *Pirate* (Rogue)

What Hailing from a Prime Dynasty Means

Each piece of the Career tour gains certain bonuses if the specialisation a character chooses is from its Prime Dynasty. The bonuses are detailed in the following subsections.

Skills and Training: Each career has four or five skill tables associated with it – Personal Development, Service Skills, Specialist Skills and Advanced Education. In each term the character spends in a career, the player picks one of these tables and rolls 1d6 to see which skill is increased.

Normally, a character may only roll on the Advanced Skills table if the character has the listed qualification. A character who is working in a specialisation that falls under a Prime Dynasty connection can *always* roll on the Advanced Skills table if they desire to do so due to their connections within the family, union and so forth.

Basic Training: Normal characters get all the skills listed in the Service Skills table at Level 0 as their basic training for their first Career. If the specialisation falls under its Prime Dynasty, one of the character's Basic Training skills can be learned at Level 1 instead. For any subsequent careers, the character may pick any one skill listed in the Service Skills table, gaining it at Level 0 like anyone else.

Survival: Each career specialisation has a survival roll required of characters. If this roll is failed, a character must roll on the Mishap table. The benefits of being from a specialisation's Prime Dynasty is twofold; not only does the character receive a bonus of +1DM on the Survival roll (a natural 2 is still always

a failure) but they may re-roll any resulting Mishap rolls they might require.

Events: If a character remains in their chosen career after resolving the Survival roll, the character may roll on the Events table to see what interesting things befall them this term. If the specialisation is from its Prime Dynasty, the character may roll one additional d6 and choose which two are actually used to generate the Event in question.

Commission: Applying to the military careers of Army, Navy and Marines, a character who succeeds at a commission roll becomes a Rank 1 officer in that career, using the officer Rank table from then on. A character may attempt a commission roll once per term, gaining a +1DM bonus to the roll if the character is on a specialisation from its Prime Dynasty.

Advancement: Each career has an Advancement roll that is mandatory at the end of each term. If the character makes a successful Advancement roll, it moves to the next rank and gains an extra roll on any of the Skills and Training Tables for this career and any benefits listed for the character's new rank. Normally a character may only attempt to advance once per term, and if the result is equal to or less than the number of terms the character has spent in this career, it cannot continue in this career after this term. If the character is working in a specialisation from its Prime Dynasty, these limitations are lifted. If the character rolls a natural 11 or 12, the pressure from within the Dynasty is too great and they must continue in this career.

Ranks and Benefits: Normally, a character starts at Rank 0 in his chosen career, moving on to the next Rank with successful Advancement rolls. If a character begins their first career term (first only) in a specialisation from their Prime Dynasty archetype, they can choose to begin their character at Rank 1 instead – but do not get the opportunity to make an Advancement roll in their first term. They can, however, still make a Commission roll if desired.

LIFE EVENTS

People that hail from within the Dynasties are not exempt from the commonplace events that happen through life, most often represented through the development of Life Events (as shown on page 34 of the *Traveller Core Rulebook*). If a character rolls a Life Event on the Events table for their career, they can roll on the Life Events table. If they are a character hailing from a Dynasty, they can choose to roll on their specific Dynasty's Life Events table instead.

Each of the following tables are abbreviated versions of the normal Dynasty Events, made more specific for an individual character having to deal with them. Roll 2d6 on these tables to determine any Life Event that might take place with a character being built from the ranks of a Dynasty.

THE CONGLOMERATE

2D6 Result	Life Event
2	Stocks have been falling all over the galaxy for years. The character loses half of the Cash from their next Cash Benefits roll.
3	A rival has been moving in on your co-workers. Lose one Ally or Contact, or gain a Rival if the character does not have anyone to lose.
4	The territories are wearing the logo of your Dynasty and everyone is anxious about what you and your fellows have been doing. Roll Stealth 8+ to get around unnoticed, or earn a Rival who hates your success.
5	Labour unions are not happy about the solidification of management personnel and someone has to take the fall in their eyes. The character must roll Persuade 8+; succeed and gain a Contact within the labour unions. Failure means the character is the scapegoat and is ejected from this career.
6	The management of the Conglomerate are contacted by tremendously powerful alien benefactors. The character gains a Contact in an alien race's corporate world.
7	A powerful client puts the Conglomerate through a vicious court case that you have been attached to. Roll Advocate 9+ to work the case properly; fail and you cannot gain Rank this term, succeed and gain +2DM on your next Advancement roll.
8	A university grant is created in the Conglomerate's honour and you have the pleasure of being one of its first recipients. Gain +1 level in any skill you have at Level 0.
9	You are sent to deal with a tribe of primitives that the Conglomerate wants to incorporate. Roll Persuade 8+ to convince them and gain +2DM to your next Advancement roll or an extra Benefit roll.
10	War profiteers are looking to launder their ill-gotten gains through the Conglomerate; join in the illicit practices by rolling Streetwise 8+ or help catch them with Investigate 8+. Succeed and gain +2DM to any one Benefit roll; fail and roll on the Injury table.
11	An interstellar sports team needs a sponsor right before it joins in a major multi-planet tournament and you have to play liaison. Gain +1 Social Standing because of the increased media attention.
12	Something unusual happens. Roll 1d6: 1 – You are given a huge promotion; gain 1 Rank in this career immediately. 2 – You are in charge of a cross-species merger; gain an Ally in the alien race's government. 3 – You gain access to a powerful new financing source; gain an additional Benefit roll for Cash only. 4 – A dead-end promotion means you gain a +4DM on your next Advancement roll but you cannot gain any higher Rank in this career. 5 – You become friends with one of the highest management members of the Conglomerate and can count him as an Ally. 6 – You are placed in charge of the new Psion Division – and therefore are tested for Psionic Strength immediately (see page 152 of the <i>Traveller Core Rulebook</i>).

THE MEDIA EMPIRE

2D6 Result	Life Event
2	War forces a media blackout for years. The character is associated with the causation behind it and the public takes it out on you. Roll on the Injury table.
3	A computer virus strikes at the data stores and you are summarily erased from the grid. Gain Stealth 1 but you cannot gain Rank this term.
4	War has ripped the subsector into several mini-governments with their own rules and regulations. One of these mini-governments does not care for you much; gain a Rival.
5	A stellar event blacks out the media in your territory, causing massive revenue losses that you must try to work around. You gain Admin 1.
6	An art school begins to focus on multi-media training, creating an entire class of reporters and paparazzi – and you are part of the initial graduating class. Gain Art (any) at Level 1.
7	The increased market for 'illegal' broadcasts and edgy personal videos has you in front of a recorder in all sorts of odd places around all sorts of strange people. Gain Streetwise 1 or Survival 1.
8	Your story riles up some very angry and powerful people. Roll Persuade 9+ to convince them or Stealth 8+ to avoid them. Succeed and gain Streetwise 1; fail and roll on the Injury table when they catch up with you.
9	You are assigned to meeting with the leader of an advanced alien race who wants to add the Media Empire to its network. Gain someone close to him as a Contact.
10	A new government is being built using the Media Empire as its public face and the public face has turned out to be <i>you!</i> Gain +1 Social Standing.
11	New hololithic and broadcasting flotillas have been built by private contractors and you have been tasked to help staff them appropriately. Gain Admin 1, Advocate 1 or Diplomat 1.
12	Something unusual happens. Roll 1d6: 1 – Nothing can stop the story of a lifetime – your story. Gain +1 Social Standing. 2 – You are given the spotlight on the interstellar news; gain 1 Rank in this career immediately. 3 – A story attracts powerful people to your door with powerful offers; gain a +4DM to any Qualification roll to start a new career next term. 4 – You are asked to run a story in a warzone. Gain Tactics (any) 1. 5 – The media empire needs a new presidential assistant, who is a friend of yours that can be counted as your Ally. 6 – You are given the keys to the Empire's artefact vault or study purposes; including all of the Ancient ones.

THE MERCHANT MARKET

2D6 Result	Life Event
2	An economic depression is killing the local businesses. You cannot roll Cash Benefits from this career.
3	A seller's union moves into the area and it is your job to scare them off your employers' turf. Gain the union leader as an Enemy.
4	You are the risk-tester for a new product that has become available. You gain a Contact in the research field but lose -1 Endurance as a result.
5	The war in the area has forced the Merchant Market to steer its products toward military and combat-related industries, many of which must be tested by you and your team. Gain Gun Combat (any), Gunner (any) or Heavy Weapons (any) at Level 1.
6	The people are clamouring for new and improved products from economic distributions and you do everything you can to fill their needs. Gain +1 Social Standing from the relationship.
7	The economy is ripe with possibilities that the mercantile management in charge has tasked you with enforcing across the sector. Gain Social Sciences (Economics) 1.
8	A dangerous product risks putting the character's team in legal trouble if they do not cover their legal options. Roll either Advocate 8+ or Deception 8+ to deal with this; gaining a level in whichever skill rolled if successful. Failure will get them ejected from the career immediately.
9	A death in a local noble family leaves a fortune to you and your bosses; gain an immediate Cash Benefits roll.
10	A disaster destroys a multi-million Credit investment and you might be blamed. Roll Persuade 8+ to deal with the insurance agents to cover the loss and gain your supervisor as an Ally.
11	Freelance psionic specialists are everywhere within the company, increasing the possibility of a Psi-awakening. You can test for Psionic Strength but the cost will come out of your own pocket (or debts!).
12	Something odd takes place. Roll 1d6: 1 – Your profits are unexpectedly extraordinary; gain 1 Rank in this career or an additional Cash Benefits roll immediately. 2 – You are supposed to sell a major find, an Ancient artefact, but you do not <i>have</i> to. 3 – A major investor gifts you with something new and unique. Gain an additional Benefit roll that cannot be used for Cash. 4 – One of the management asks you to launder his own personal funds. Gain Deception 1 or an additional +2DM on your next Benefit roll from this career. 5 – The leader of a governmental economic division enjoys your company and all of your tales, turning him into an Ally. 6 – You are placed on the charter of a new team of commercial Psions and can be tested for Psionic Strength immediately in order to fit in (see page 152 of the <i>Traveller Core Rulebook</i>).

THE MILITARY CHARTER

2D6 Result	Life Event
2	You are caught up in numerous skirmishes that have plagued the borders. Roll on the Injury table.
3	The mercenary companies moving in on your employers' territory are not giving up very easily, making them into a source of conflict for all of your loyalists. Gain them as an Enemy.
4	Shipyards have been cranking out fighter craft recently and you must learn how to use them. Gain Pilot (Small Craft) 1.
5	Management has placed you in charge of a new wing to focus on showing a 'lighter side' of the military. Gain Diplomat 1 or Leadership 1.
6	The war has turned you into major war hero. Gain +1 Social Standing.
7	You are placed on a parade float celebrating a new local holiday after a grandiose victory you were a part of. Gain a local political leader or military officer as an Ally.
8	Your team is attached to the local militia forces so they can be tapped to bolster the ranks at a moment's notice. Gain +1 Level to Leadership or Tactics.
9	An engineering corps opens up and is ripe with possibilities. Gain Engineering or any Science at Level 1.
10	You must go to illegal lengths to deal with a superior foe that your superiors could not defeat on their own. Roll Deception 8+ to defeat it and gain a +4DM on your next Advancement roll in this career.
11	You fight and perform spectacularly in a truly glorious battle that ends a long, arduous war and you have become a hero of the people. Gain +1 Social Standing or a level of Rank immediately.
12	Life is exotic and unusual. Roll 1d6: 1 – A rare alien weapon falls into your hands and you cannot fathom its destructive capacity. 2 – You are on the peace-talk bodyguard and caravan staff assigned to an alien diplomat; gain an Ally in the alien race's ambassador. 3 – Your pension is doubled by management error; leave the career before they catch on and gain an additional Benefit roll for Cash only. 4 – You are injured in battle but are granted superior bionic replacement parts. Gain the Combat Implant Benefit or add +2 to Strength, Dexterity or Endurance. 5 – You are placed on a recruitment poster distributed all over the sector. Gain two Contacts from commonplace walks of life. 6 – There is a question as to your psionic potential and are tested for Psionic Strength immediately (see page 152 of the <i>Traveller Core Rulebook</i>), automatically qualifying for the Psi-Warrior specialisation in their next term.

THE NOBLE LINE

2D6 Result	Life Event
2	Inter-family politics are at an all-time high and arguments within the family have turned into battles and open conflict. Roll on the Injury table.
3	You have been selected for a new program of genetic mapping and applied eugenics. It made you more resilient to sickness, granting you +1 Endurance but it made enemies of your cousins. Gain an Enemy.
4	You have to deliver a bank shipment of precious metals to the supply house of a local government that asked the family for monetary aid. Roll Streetwise 8+ to get the shipment in on time... and avoid getting fired from this career!
5	Your close family member has entered in a scandalous marriage with a member of a similar but alien species for political reasons. Gain the new alien-in-law as an Ally and another family member as an Enemy.
6	You have access to treasures that most members of your family would gladly duel you over, roll Melee 8+ to gain a +2DM on your next Advancement roll.
7	Your family has stepped up the use of higher technologies in its day-to-day dealings, helping them to stay competitive with their subsector. Gain a Contact in the field of high-science.
8	A major catastrophe kills off a dozen important members of the heirs apparent and you actually have a shot at getting something out of the landslide inheritance. Roll Advocate 10+ to automatically gain one Rank immediately.
9	When war breaks out near the family territory, you and several other young folk are being drafted into service and trained how to better kill. Gain a level in Gun Combat or Heavy Weapons.
10	Assassins and hit men are targeting leaders in the family and you manage to stop one from completing his task. Gain +4DM to your next Advancement roll and make an Ally out of the noble you saved.
11	There have been numerous victories in a long-lasting vendetta and everyone is exceptionally pleased, causing the money and gifts to flow like water. Gain an additional Benefits roll for this career path.
12	<p>Something rare happens to the character. Roll 1d6:</p> <p>1 – You marry higher in the family than you intended; gain 1 Rank in this career immediately.</p> <p>2 – You inherit a mysterious device that could be Ancient in origin.</p> <p>3 – A death in the family puts you in an advocate’s hearing for the Will; gain a +2DM bonus to one Benefit roll for Cash only.</p> <p>4 – You take a bullet for one of your family members, rolling on the Injury table. You gain a +4DM on your next Advancement roll due to the respect such a selfless act earns.</p> <p>5 – You are chosen to serve as the face for the family’s endeavours. Gain +1 Social Standing.</p> <p>6 – Psions have been popping up all over the bloodline and some oddities have your parents questioning your gifts. You can be tested for Psionic Strength immediately (see page 152 of the <i>Traveller Core Rulebook</i>).</p>

THE RELIGIOUS FAITH

2D6 Result	Life Event
2	Fanatical atheists are in control of the local area's population, violently opposing the faithful. Roll on the Injury table.
3	Public and very convincing arguments against your faith have brought a lot of things to question with your closest friends. Downgrade any one Ally into a Contact, or lose any one Contact instead.
4	A holy crusade begins an official push to the boundaries of the neighbouring sectors. Gain a level in Gun Combat (any) or Melee (large blade).
5	A cosmic 'sign' in the form of a black comet has drawn new followers from all over the sector into the fold. Gain either two Contacts or one Ally.
6	The high clergy opens a private school that does not require membership in the church to be a student but it does require some additional security to weed out problems. Gain Investigate 1 or Persuade 1.
7	The high clergy have the government in a social and moral stranglehold that you are being assigned to help maintain. Gain +2DM on your next Advancement roll in this career.
8	The church has grown large enough to be considered a bureaucratic and administration nightmare, requiring higher training and a bigger staff. Gain Admin 1, Comms 1 or Diplomat 1.
9	You are sent to a neighbouring cultural centre that is in possession of several important holy artefacts but will not relinquish it. Roll Persuade 8+ or Stealth 9+ to acquire one of these artefacts, gaining a +2DM to your next Advancement roll.
10	Your church's enemies have escalated their tactics vastly, forcing the high clergy to train you in their 'holy warriors' or 'godly assassins'. Gain Heavy Weapons (man-portable) 1 or Melee (large blade) 1.
11	You are placed in a monastic school of self-focussed learning and extreme training. Gain a level in Athletics, Carouse or Melee Combat (unarmed).
12	Something happens that cannot be planned for. Roll 1d6: 1 – You witness a miracle that cannot be explained away. Gain +4DM to your next Advancement roll. 2 – You create a spiritual connection with one of the high clergy. Gain an Ally in management. 3 – The tithe is larger than the clergy expected, shunting some of those funds to you for the church's betterment; gain an additional Benefit roll for Cash only. 4 – A powerful, possibly Ancient artefact from your faith's legendry is placed in your care and protection. 5 – A former foe and enemy of the faith 'sees the light'. Lose a Rival or Enemy and turn them into a Contact. 6 – A strange birthmark has appeared in your bloodline – on your body – and it is supposed to be the herald of religious and legendary power.

THE SYNDICATE

2D6 Result	Life Event
2	Interstellar authorities are bent on bringing the Syndicate down and you are worked over pretty hard by some arresting officers. Roll on the Injury table.
3	The locals are done being preyed upon by petty crime and you have been named as public enemy number one. Lose -1 Social Standing.
4	You are being tracked by relentless bounty hunters that want to use you to get at the Syndicate leaders. Gain one as an Enemy if you fight his questioning, or give up your boss and get ejected from this career immediately.
5	You are part of a marriage between powerful crime families that will solidify their potential and increase the strength of everyone involved. Gain a +2DM to your next Advancement roll.
6	The Syndicate needs you to manage a few legitimate businesses with which it will make safe and legal profits to augment the illicit ones. Gain an additional Benefit roll for Cash purposes only.
7	You are in charge of coordinating with a naturally stealthy alien species that has partnered with your bosses to serve as assassins. Gain Melee Combat (small blade) 1 or Stealth 1.
8	You have become the liaison to a law enforcement agency that has been feeding the Syndicate information, funnelling that information through you. Gain a law enforcement agent as a Contact and Deception 1.
9	The Syndicate needs you to kill one of the local government's troublesome targets but they must do so without leaving clues as to their backing. Roll Stealth 8+ to gain a Rank in this career immediately.
10	You are given a piece of new and improved personal cloaking equipment that renders you virtually invisible – but gives off a strange form of alien radiation as well.
11	You are officially working for the sector's only super-villain, so named by the local authority. Wearing the colours and using his name has made people fear and respect you; gain a +4DM to your next Advancement roll.
12	<p>Something strange happens. Roll 1d6:</p> <p>1 – You have come to claim a huge stash of stolen loot. Gain an extra Benefit roll with a +1DM; rolled immediately.</p> <p>2 – You are partnered with an unexpected Syndicate member. Gain a powerful but amoral research scientist as an Ally.</p> <p>3 – The Syndicate orders you to get augmented. Gain the Combat Implant Benefit immediately.</p> <p>4 – A huge score against a rival gains you a +4DM on your next Advancement roll but you personally earn an Enemy in their ranks of angry enforcers.</p> <p>5 – You become late-night card buddies with one of the high-rollers in Syndicate management, gaining Gambler 1 and count him as an Ally.</p> <p>6 – The possibility of psionic criminals is too great to pass up for the crime bosses. You are therefore immediately tested for Psionic Strength (see page 152 of the <i>Traveller Core Rulebook</i>). If you fail the test however, you are ejected from this Career.</p>

OTHER DYNASTIC BONUSES

In the greater scheme of things, the kinds of training, focus and skill found in the average Dynasty is enough to serve new potentials to the various generations growing up within it. It is very likely that anyone so immersed in the atmosphere the Dynasty's management has created will assuredly be changed by it.

Any Character that is created from within the ranks of an active Dynasty can learn a great deal from the Dynasty's pattern of knowledge. Based on specific levels in its Aptitudes, Characteristics and Traits, the Character chooses a number of bonuses from the following list equal to the Character's Education Dice Modifier.

Cleverness Characteristic at 14 or higher: +1 Intelligence or +1 Education

Greed Characteristic at 14 or higher: +1 Social Standing or +1 Persuade

Loyalty Characteristic at 14 or higher: +1 Social Standing

Militarism Characteristic at 14 or higher: +1 to any existing Gun Combat, Gunner or Heavy Weapons skill.

Popularity Characteristic at 14 or higher: +1 Carouse or Streetwise

Scheming Characteristic at 14 or higher: +1 Intelligence or +1 Deception

Tenacity Characteristic at 14 or higher: +1 Endurance

Tradition Characteristic at 14 or higher: +1 Jack of all Trades

Acquisition Aptitude at Level 4 or higher: +1 Admin, Broker or Persuade 1

Bureaucracy Aptitude at 5 or higher: Admin 2

Conquest Aptitude at 4 or higher: +1 Persuade or Tactics

Economics Aptitude at 5 or higher: +1 Education

Entertain Aptitude at 4 or higher: +1 Art, Carouse or Persuade

Expression Aptitude at 3 or higher: Art (any) 2

Hostility Aptitude at 4 or higher: +1 Astrogation, Navigation or Tactics

Illicit Aptitude at 4 or higher: +1 Deception, Stealth or Streetwise

Intel Aptitude at 4 or higher: +1 Comms or Investigate 1

Maintenance Aptitude at 5 or higher: +1 Admin or Advocate

Politics Aptitude at 4 or higher: +1 Diplomat or Steward 2

Posturing Aptitude at 3 or higher: +1 Carouse, Persuade or Steward

Propaganda Aptitude at 4 or higher: Deception 1 or Persuade 1

Public Relations Aptitude at 4 or higher: +1 Carouse, Leadership or Steward

Recruit Aptitude at 3 or higher: Persuade 1

Research Aptitude at 5 or higher: +1 to any two Sciences

Sabotage Aptitude at 4 or higher: +1 Computers, Explosives or Stealth

Security Aptitude at 4 or higher: Investigate 2 or +1 Sensors

Tactical Aptitude at 4 or higher: Tactics 2 or +1 Battle Dress, Gun Combat or Heavy Weapons.

Tutelage Aptitude at 5 or higher: Leadership 2

Culture Trait at 8 or higher: +1 Social Standing

Fiscal Defence Trait at 8 or higher: Social Sciences (Economics) 2

Fleet Trait at 7 or higher: +1 Astrogation, Flyer or Pilot (any)

Technology Trait at 9 or higher: +1 to any two Sciences

Territorial Defence Trait at 8 or higher: Tactics (Military) 2

IN CLOSING...

What or who you take out of a Dynasty that exists within a *Traveller: Dynasty* game chronicle, or perhaps characters made from a Dynasty that exists solely behind the Referee's secretive obfuscations, is completely up to you. This chapter is merely a guide on making more out of each *Traveller: Dynasty* entity – and the fractions of the huge amount of time they span on average.

The next character that runs a multi-billion Credit, interstellar, ages-reaching collaboration of success could, after all, be *you*.

ROLEPLAYING TRAVELLER: DYNASTY

For many players and Referees currently playing various games in the *Traveller* universes and genres, the idea of roleplaying groups of tens of thousands that span generations – even centuries – of time can be daunting, perhaps even alien. This chapter, this ‘addendum of ideas’ is designed specifically to help people on both sides of the Referee’s screen to enjoy roleplaying in the greater scope of *Traveller: Dynasty*.

Using all of the game rules, ideas and plot information found throughout the rest of this book to create a playable series of scenes, plots and gaming sessions is a task that might require a little aid. This chapter is our source for that aid.

THE RULES OF DYNASTIC

INTERACTION

There are several important things to remember when trying to create, manage and run a *Traveller: Dynasty* game chronicle. These things can be collectively applied to nearly any kind of game chronicle where players are going to portray Dynasties – they are the Commandments of running *Traveller: Dynasty*.

1. Dynasties Paint in Very Broad Strokes

The entities that are the effective Player Characters in a *Traveller: Dynasty* game are not subtle. When a Dynasty makes a decision to do something, back someone, destroy an enemy or otherwise enact its will upon the world in some fashion – it does so without much precision. The ‘little guy’ gets overlooked, brushed aside or swept under when caught up in a Dynasty’s activities. This is a double-edged sword when you think about it; only a target large and powerful enough to be on a Dynasty’s radar will earn their true and full wrath – but not having billions of credits to defend against the tidal wave of influence that a Dynasty can bring to bear can be insurmountable.

When playing in or running a game session of *Traveller: Dynasty*, the choices and decisions that a Dynasty makes should be large, far-reaching and ignorant to the plight of any individuals involved. Powerful entities such as they cannot be expected to notice – let alone care about – what equates to particles of dust when talking about their scale of reference.

2. Each Scene is a Focus within the Larger Picture

Each and every game session in a *Traveller: Dynasty* game chronicle is not like a ‘normal’ *Traveller* session. Normal games involve each session as a chapter, episode or fragment of a

continuing storyline; a chronological step in the right direction along the timeline. The game sessions of a *Dynasty* chronicle are less linear and far more malleable as to when and to whom they are based around.

Referees plan their game sessions around the idea of ‘scenes’. A scene within the game consists of one or more game sessions that focus down upon a single important moment, plot point or distinct period of history for the Dynasty’s existence. A scene might only take one or two game sessions, or it might call for several sessions to detail the whole scene.

For the scene to be good for however many sessions are needed, the Referee must decide an event that requires a closer look – like the single cell being investigated under a microscope. The Referee then uses a few game sessions to give a detailed roleplaying opportunity to the players. They are given the chance to portray important members of their respective Dynasty in the scene, perhaps adding bonuses (or subtracting penalties!) to whatever test or mini-game the scene is roleplaying due to their individual performances and decisions therein.

Although it may be for a variety of reasons depending on the situation and the Dynasties involved, the following are a handful of good examples of ‘scenes’ that would make for good game session series’.

- Executives meeting with alien ambassadors over a weekend of entertainment with the hopes of joining forces. The players could be the executives, the ambassadors or even the entertainment involved.
- A massive gala event taking place between two noble families. The players could be members of either family, the hosts of the event, or perhaps the media moguls covering the whole affair.
- A nasty corporate buyout meeting that requires military protection. The players could be the meeting executives, the neutral banking officials, or members of the military protection teams on either side.
- The arrangement and execution of a major governmental shift. The players could portray ambassadors to either government (coming or going), the security officers necessary to facilitate the event, or the corporate investors that backed the switch.

- Sending recruiting agents to a new planet in the territory to fill the ranks. The players could be the actual recruiters, leaders in the population being recruited from, or the firm's pilots assigned to transport supplies and recruits back and forth from the planet.
- The breaking in and sabotage of a powerful corporate industrial compound. The players could play the saboteurs, the employees of the target, or even the corporate clean-up crew that comes in afterwards.
- An enterprising new corporate trader is leaving the ship docks. The players can portray the new ship's bridge crew, the corporate industrial union executives, the investing parties, or a crew of raiders looking to hijack it before it leaves on its maiden voyage.
- The crowning/benediction/consecration of a new holy leader. The players could be members of the church's hierarchy present to oversee the event, agents of a rival organisation trying to stop it, or powerful members of the local noble families affected by the change.
- A notorious criminal is arrested and brought to a majorly public trial. The players could portray the friends and colleagues of the criminal going to break him out of holding, witnesses speaking against him, the advocates prosecuting him or even the corporate entities he harmed.
- The initial landing in a massive urban war against a corporate megalopolis. The players could have fun playing the scouting party, the initial landing soldiers, the urban corporate defenders, or even a local team of criminals not exactly ready to give up their turf to the war.

3. Time Moves Very Fast for a Dynasty

Anyone who reads this sourcebook will notice that the Aptitude checks and special mini-games in *Traveller: Dynasty* take months or even years of in-game time to accomplish. This means that individual sessions of a *Dynasty* game might only take a few weeks at a time, perhaps a month or two, but if the game is going to represent anything actually taking place – a lot more time will move between scenes.

It is unrealistic for a Referee running a *Dynasty* chronicle to believe that their characters will only be playing as Dynastic entities for a short time; it is far more likely that decades or entire *generations* will pass as the game moves on. For game chronicles that start with individual characters that create or join a *Dynasty*, if the *Dynasty* portion of the chronicle is going to last through a few generations of game play – those characters will not likely still be around as time passes them by.

Both Referees and players need to keep the sheer passage of time in mind when creating a plotline or session outline; it is extremely easy to let decades or centuries fly by as the

Dynasties play their power games. Unless something special is to happen that will keep existing characters from growing old, dying and getting forgotten, the players will need to start thinking about playing their own characters' great-great grandchildren!

4. Dynasties are Powerful and Make Powerful Enemies

The sorts of actions and activities that a typical *Dynasty* is capable of are epic in scope and potential, oftentimes leaving swathes of ruin in their wake. Where the *Enemies* and *Rivals* a common *Traveller* character can make as a result of its decisions are individuals that can be eliminated or moved aside and eventually missed – the foes a *Dynasty* makes are a much different reality.

When a *Dynasty* takes action against others, it is sometimes making enemies with other *Dynasties*; *Dynasties* that are also capable of inflicting brutally crushing actions as well. Referees must keep note of what the players are doing with their *Dynasty* and whom they are targeting, as the enemies they make will not be so easy to overcome.

Dynastic actions could make dire foes out of numerous powerful entities, some good examples of which are in the following list:

- An entire planetary government with a loyal populace.
- The congregation of an interstellar militant church.
- Multi-billionaire nobles capable of hiring expensive mercenaries.
- The full staff at the head of a military occupation.
- Corporations with seemingly endless resource pools.
- A media star and the billions of fans he can turn against anyone.
- A multi-planetary crimelord with thousands of minions and absolutely no morals.
- The patriarch of a noble house with a generation of royal guards.
- The economic powerhouse for an entire sector capable of instigating bankruptcy.

5. Individual Characters Will be Lost Inside the Dynasty

One very important thing that any Referee or player in a *Traveller: Dynasty* game must remember is the inability to really keep individuality in the chronicle. When the characters join the *Dynasty*, form it around them, or however they become part of

the whole – they are not going to stay in the spotlight forever. Eventually they will fade into the teeming masses that form the body of the Dynasty to be replaced by the heroes of the moment.

The heads of the Dynasty, the current stars of the scene being roleplayed, or maybe the most recent Dynasty member to do something particularly well or badly; these are the momentary faces that people will remember for a few years, a decade or two at most. In the grand scheme of a Dynasty's mark on the universe, this is a blink of an eye.

Anyone who gets involved in a Dynasty hoping to become famous is *sorely* mistaken.

6. Do Not Underestimate a Dynasty's Potential

Dynasties are massively powerful entities. They are not wheels and cogs in the interstellar machine; nor are they the strong arms turning the crank that turns the wheels – Dynasties are the foreman telling those arms to crank in the first place. Referees cannot forget the sheer power behind what a Dynasty is capable of.

It is easy to disregard some of the things a Dynasty wants to accomplish as 'pipe dreams' and imaginative aspirations but a good Referee will never forget one thing – a Dynasty can always surprise you with its successes. When a player claims his Dynasty is going to take over a few worlds in a draconian empire, a Referee cannot disregard it; they might just manage to do it and change the universe forever.

7. Life is Cheap; Immortality is Expensive

When dealing with the kinds of actions and activities a Dynasty performs, sentient lives are nothing more than another resource to be tallied, called upon and *expended*. The decision makers in a Dynasty must think of its constituent members with a detached sense of uncaring. If the leaders begin to actually care about the people they are quite possibly sending to their demises by the thousands, the Dynasty will come grinding to a halt and its collapse will only be a matter of time.

Players who treat the lives in their Dynasty with the reckless abandon they should, spending them like Credits, will be able to make the leaps and advances they need. They will lose all of the 'Matts', 'Kents' and the like in favour of their titles; eventually moving on to simply calling them by the numbers they represent. Life is just another currency to the most successful Dynasties and, like with gambling, they have to spend big to win big.

8. History Will be Made

Dynasties are undeniable powerhouses in nearly every sense of the word; their decisions and actions will leave marks upon the universe. When common *Traveller* characters do something

notable, they make a personal mark that will be remembered for years, maybe even decades, but it is extremely rare that a single character will ever do anything so noteworthy to leave a lasting change to history itself. Dynasties are so immensely powerful that the slightest actions they take are remembered for a long time.

When a Dynasty really succeeds at something – something stupendous – it is never forgotten. History remembers the noble families that make the biggest changes, the churches that start the jihads, the corporations that have the next big thing to offer or the generals that ordered the invasions. When a Dynasty gets it done right, *no one* forgets what it has done.

9. You Can Always Return to Common Traveller; Just Not the Same Story

Referees that run *Traveller: Dynasty* games, especially those that were created from common *Traveller* characters' roots, will sometimes want to transform their game chronicle (back) down to a common chronicle. For games that began with the Dynasties, creating regular characters from within its ranks are as easy following the steps and outlines found earlier in this sourcebook, paring the scope of the game down from massive intergalactic ideas to the actions of individuals within. Game chronicles that began as common 'individual' games before being turned into a *Dynasty* chronicle and then turned back into a common game about the individuals – these transformations are a little more distinct... and mostly permanent.

Players who have been playing the same characters for a long time might feel as though they can take the plunge and create a Dynasty of their own in order to enjoy a few sessions as a Dynasty, leave their mark and then come back to their lives of action and adventure. This will not be easy for them, or the Referee who has to explain to the players that over 40 years has past and their initial characters are old men and women. When time passes as fast as it does in *Dynasty*, there is almost no possibility that the world the players knew will remain the same after a length of sessions in this game style.

Essentially, the door between *Dynasty* and a common *Traveller* game is always unlocked – the view is just never the same twice when you open it.

10. Never Think Things are Too Powerful

Whenever running a *Traveller: Dynasty* game, Referees must leave one word out of their collective vocabulary – *cannot*. The whole idea of putting together a *Dynasty* game is to throw open the floodgates and toss limitations right out the window. Dynasties are immensely powerful and nothing really is beyond them if they put their resources and efforts to task. Just as they begin to set the stage for their future endeavours, the Referee must not tell them they cannot achieve such greatness.

Traveller: Dynasty is not just about power; it is all about *overpower*. If a game chronicle is 'just' about the unhinging of a nation or 'just' about fighting in a war, then it is not a game chronicle ready for *Dynasty's* power level. Dynasties do not unhinge nations, they control or crush them; they do not fight in wars – they start and finish them. It is what the players want to do and reach for that is important. What a Dynasty can accomplish may seem godlike compared to what a common Traveller character can make happen. This is normal; this is what is expected. If a Referee believes for even a moment that his players' Dynasty is reaching too far, he must first figure out if it is even remotely possible by the rules of the game. If it is, the Referee should not stop them out of hand because of power balance or a level of fairness; this is what *Traveller: Dynasty* is all about.

Even if the rules put it just out of reach...a good *Dynasty* Referee will still let them try.

WHAT MAKES UP A GOOD DYNASTY GAME SESSION?

Individual gaming styles vary from group-to-group but when serving as a Referee to a *Traveller: Dynasty* chronicle game session, there are a few tips and tricks anyone can use to make each session (especially if part of a greater series undertaking a scene) a fun and interesting experience for each player involved as well as the Referee himself.

The following six tips are not rules by any means but they could be very helpful for a Referee going to venture into running a *Traveller: Dynasty* game.

Prepare the Scene Well Beforehand – Any game session involving a Dynasty will be due to a scene the Referee believes to be important enough for roleplaying. This sort of scene should be fully prepared by the Referee long before it is going to be played. He should know what manner of characters the players are going to play, the Non-Player Character elements involved and the overall setting the scene will be taking place within. There is not a lot of 'wiggle room' for mistakes when dealing with the power levels and potential of a Dynasty, so it is essential that a Referee be completely prepared before undertaking each game session.

Keep a List of Personalities on Hand – Although the majority of individuals will get lost in the shuffle of years and decades as the sessions flow by, some characters and persons of interest might stand out from session-to-session. These important individuals could always be more important to the players than the Referee might recognise, perhaps even enough to have the individuals' descendants asked about in future sessions. To make sure that family lines and individual important personalities can be maintained coherently, a Referee should keep a list of

everyone he considered important enough to name – because the players might think so too.

Big Scenes Can Have Big Events – Especially in a game of *Dynasty* a Referee can pull out the stops and really make a play for going overboard with scale. Truly epic events will be what are remembered and the players will enjoy being at the front and centre of each one. When a player can go back and say that he and his friends portrayed the royal court that resided over a Prime Minister's trial and sent him to the firing squad, those are the sorts of scenes a good *Dynasty* player will remember – not that he was a grunt in the trenches or a faceless reporter at the scene of some great unveiling. The players want to be important parts of the chronicle; not just cogs in its machine.

Keep Rivals' Actions and Aptitudes in Mind – Running and roleplaying a scene through game sessions is fun and interesting but the players will also still ultimately want their efforts to have some kind of meaning in the overall *Dynasty* chronicle. As noted earlier in this chapter, the Referee should not only try to plan his scenes around the Aptitude and Trait checks used by the Dynasty as the chronicle moves forward but also make sure that their Dynasties' Enemies and Rivals are doing something as well. A scene's worth of game sessions where the players suddenly find themselves playing as a corporate security team on post at one of the frontier office complexes might seem odd to them at first – until the agent assassins from a rival Dynasty begin to make their midnight assault on the complex and they are forced to stop them, hopefully cancelling out a vicious Illicit Aptitude check that targets them!

Keep Everything Connected – Every good session must have some kind of connection to the last but the best scenes and sessions are the ones that link in a way that makes the players all see their role in the ongoing plot. If the Referee can create sessions that might seem otherwise disconnected but then reveal something important or unexpected to the players at just the right moment, the session might stand out as special. The change from confusion to understanding in exactly what they are doing in relation to the plot can be the perfect 'wow' moment in any gaming session.

Using a 'twist' to link sessions and scenes can be a powerful tool to enhance and excite the players but it cannot be overused. If every session is connected by a plot twist or some unexpected moment, they will cease having an impact if the players look for them every session. Repetition is only useful until it becomes redundant and tired; a good Referee will keep his players on their toes with a variety of ideas – even the basic linear ones.

The Rules of Good Drama Still Apply – The scenes in a *Dynasty* game should be as important as the episodes of some television drama, following many of the same rules of thumb to inject emotion, drama and feeling into each one. With few exceptions, the characters that the players portray in *Dynasty*

sessions are not much in the way of 'permanent' roles for them (unless they happen to be playing their own invested characters at the time), giving the Referee a lot of freedom to change, augment or drastically overhaul the characters' backgrounds and lives at any moment. When big things happen to them, the players will feel more important in return.

There are several good ways a Referee can drop some heavy drama on their players. Revealing that one or more of the characters is getting married, has unknown children that can return, or perhaps has some kind of dirty little secret that they might want to keep from the rest of the players – or everyone else. A serious and unexpected illness can add a special element of urgency and sadness, especially if the character might not survive to see the end of the generation.

The final and sometimes greatest drama inducing agent is plain and simple – death. With far less vested interests in the characters they are playing, Referees can always play the greatest trump card and kill one of them. Accidents, combat, illness or tragic betrayals can all make for amazing game session moments; especially if the session or scene comes to a close with the characters at a funeral, wake or standing around the flat-lining monitors of one of their comrades. Saying goodbye to someone they knew can make for a good session in and of itself; but make sure the player whose character has died can have some fun as well while the others discuss his old role.

LIFE AFTER THE DYNASTY ENDS

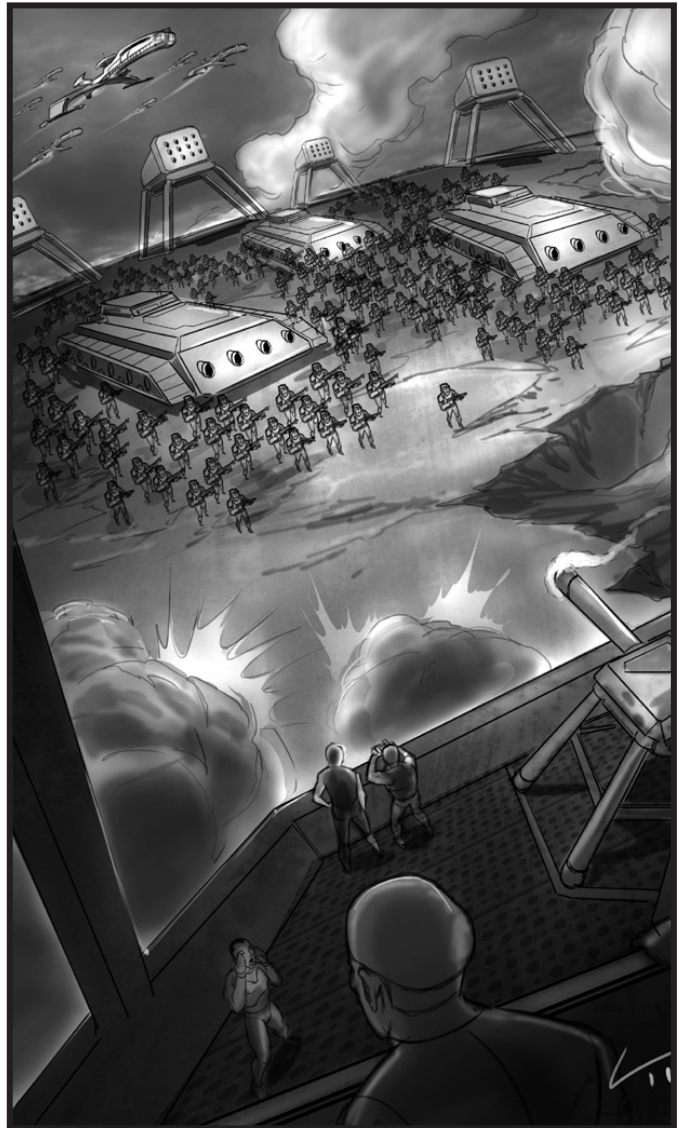
Traveller: Dynasty game chronicles cannot last forever. They are beset by enemies, their management assets can make terrible mistakes, or the universe may just send them spiralling into oblivion by chance of fate... or bankruptcy. Whatever the cause, the transitioning from the epic-level game setting of a *Dynasty* chronicle can be made much easier with a few tips given here.

The following subsections detail many useful ideas on how to move from a *Dynasty* campaign to a more commonplace *Traveller* campaign based on how exactly the massive endeavour came to a close.

Happy Ending

There are some games that end well for the players; not just well... but amazingly well. These are the happy endings that sometime occur to hard-working Travellers that find greatness, fame and fortune in their Dynastic career. While these stories are easier to handle for the individuals, there still can be some issues with the transition. Here are a few ways to make that transformation more interesting.

- Going from having access to *billions* to having only the use of a single person's accounts can be daunting but being made responsible for their own expenditures can actually be a lot of fun – especially if they are bad at it.
- Creating and roleplaying the descendant of one of the first generation's Player Characters that founded the *Dynasty* can be a great deal of fun – especially if playing the descendant of a character originally portrayed by a *different* player!
- Dealing with being attached to an interstellar *Dynasty* can be like being a child celebrity. Having a noble name or a name attached to a massive success story can mean for a lot of unexpected – or unwanted – attentions from all manner of people.



Typical Ending

Most *Dynasty* games that evolve or transform into classic *Traveller* chronicles do so simply at the behest of the players and/or the Referee. Nothing exceptionally bad or good has happened to the players' idea of the plot(s), merely that the time desired has passed and the game's scope has changed. This kind of shift can be awfully fractious and feel like nothing more than an extended scene from the *Dynasty* game but here are a few ways to try to make the evolution more natural and normal-feeling.

- Without a tragic fall from power or massive retirement into success, a character coming out of an existing *Dynasty* should come with a host of ready-made Allies, Contacts and of course... Enemies. The feel and rush of a *Dynasty* game can only be forgotten if the ensuing game sessions are immediately exciting enough to set the proper mood.
- A character that is simply moving on from life in the *Dynasty* to going solo is likely ready for a little anonymity, which can only really be achieved if they stop referring to the *Dynasty* as a whole – their job within it, sure; but not as if they have a controlling interest anymore.
- Continuing on with the latest character used in the last major *Dynasty* game scene or sessions makes for a good evolution from the powerful decisions of the management asset(s). If the players get to play someone they already have recently, it will be easier to feel better about making the permanent transition.

Unhappy Ending

Things do not always end well for a *Dynasty*. Poor decisions, bad dice or persistently successful enemies can make for an unexpected ending for a *Dynasty* chronicle. It sometimes comes to a point where the Referee decides that a common *Traveller* game will be a lot more fun and less frustrating than dealing with a failing *Dynastic* entity. Here are some ways to turn a badly downward spiral into a promising *Traveller* chronicle:

- It can be somewhat depressing to 'lose' everything a *Dynastic* entity means to a player. A good first game session with a decent positive outcome can erase the bad memories of why things went poorly, or maybe just set the mood for a 'new beginning'.
- If there can be a specific reason or target to blame for the *Dynasty's* fall, the new cast of characters can vilify and make the focus of the new chronicle.
- Some players enjoy being down and having to pick themselves back up on their own merits, and coming from a rough ending of a *Dynasty* can be exactly what they need to turn their lives around and create something new – perhaps even create a new *Dynasty* in the future.

Tragic Ending

Dynasties come to their ends sometimes; but there are some endings that are far worse than others. A bankruptcy can simply end a *Dynasty* or it could create a host of armed debt collectors that seek the new characters out for years. A lack of population to keep a *Dynasty* running does not mean an enemy is hunting down all former members; but it could. Essentially, there are the bad ends to a *Dynasty* chronicle and there are the unbelievably bad ends. Here are a few methods to make these apocalyptically dark events into solid commonplace *Traveller* games:

- If the characters themselves can be blamed (perhaps deservedly!) for the collapse of the *Dynasty* and become the poster children for the hard times that has now befallen everyone, they can expect a hard-edged and fast-paced chronicle full of chases, tension and battle with former allies. It is not the most positive outlook of games but it is a great deal of fun to be the centre of attention.
- No matter how severe it is for the *Dynasty* and all its scattering members, there will always be a glimmer of hope for some players that things might turn back around. This glimmer can be their security blanket on cold, harsh nights – especially if they have a piece of classified or otherwise unknown information that might be able to put everything right again. It could be a lot of fun for the players to try to figure out how to get that information to the proper Contacts, Allies or Enemies in order to repair their *Dynasty's* old glory.
- The reason the *Dynasty* failed so explosively could be due to a rival force or *Dynastic* entity; forcing the characters to return to a common *Traveller* chronicle for the foreseeable future. This entity will become their nemesis, turning all of their efforts against it to acquire the most satisfying and basest of goals – revenge.

SOMETIMES ALL YOU NEED IS A GOOD START...

When it comes to designing and running *Traveller: Dynasty* game sessions, it might be of some help to have a good starting point to base that plotline upon. Referees cannot always have everything perfectly lined up for every game session, so we created the following helpful table.

This is a random table of open-ended, non-*Dynasty* specific plotlines that a Referee could always start a new scene/game session with if they did not have one of their own prepared.

D66 Result	Opening Plotline	D66 Result	Opening Plotline
11	The characters are the direct target of a rival Dynasty's hostility...	41	Soldiers are supposed to stop one of the Dynasty's actions and the characters are the agents supposed to stop <i>them</i> ...
12	One of the characters' direct supervisors is missing...	42	There is a lot of negative press being spun about the Dynasty and the characters are at the forefront of something that will make good PR...
13	Management has something special they need the characters to acquire from enemy territory...	43	The characters are the bridge crew to a massive shipment headed for the Dynasty's power base...
14	An illness threatens a Dynasty territory and the characters are medical staff...	44	One of the characters is a courier with a message for the head of the Dynasty's ears only, the rest of the characters must get him there safely...
15	A death in the immediate family of the management has everyone who is anyone come to a massive funeral...	45	The characters are the crack team of criminals that the Dynasty has asked to steal something treasured by a Rival...
16	There is a war raging all around the characters, and they have to protect the Dynasty's assets...	46	The Dynasty has taken on a whole new generation of raw recruits and the characters must teach them all the traditions of the past...
21	Saboteurs are everywhere and the characters are investigating agents...	51	Rivals have planted a <i>device</i> somewhere on board the characters' ship and they have to find it before it activates...
22	Aliens have come unexpectedly to the Dynasty's headquarters and bodyguards and ambassadors are needed...	52	The characters were jailed for something they were performing on the Dynasty's behalf, and now they have to escape before the trial begins...
23	A massive shipment of money is missing and the characters have to locate it or get blamed for its loss...	53	The Dynasty's martial assets are in need of new and improved weaponry and the characters have to make the arms deal happen...
24	The characters are in charge of bringing a story to the media about risky new business...	54	There is a massive debt that needs to be paid in full before the end of the week and the characters are holding the amount to be delivered...
25	The characters are the test subjects for the Dynasty's new R&D project...	55	One of the Dynasty's hierarchs is on trial for a crime that will crush the Dynasty. The characters are the legal advocate team that must absolve him...
26	A marriage event has put the characters in a high-profile security team...	56	The characters are the leads on an intimidation mission sent to a Rival Dynasty's territory...
31	A wrecked starship has put billions of the Dynasty's credits in jeopardy and the characters are the first responders to the scene...	61	Holding a newly conquered territory is never easy, and the Dynasty chose the characters to make it happen...
32	A mysterious dead body surfaces in a Dynasty property and the characters have to find out why...	62	Rioters have filled the streets in a protest against a Rival Dynasty; the characters are special agents hoping to incite it into something truly damaging...
33	A holiday celebration large enough to consume a planet's population is about to happen, and the characters are on the VIP guest list...	63	An opposing military is squeezing in on the characters' location and they have to fight their way out and escape to report to management...
34	Minor crime has risen dramatically in the Dynasty's holdings and the characters are hired police dealing with the escalation...	64	Undercover agents bent on corporate sabotage, the characters all have linked roles to play in order to cripple the facility...
35	The characters are friends of a powerful member of management and are invited to his solar yacht for a weekender...	65	The characters are in charge of a violent terrorism action targeting a rival Dynasty's populace...
36	The characters have been selected for a fast-track program leading them to the leadership of the Dynasty...	66	One character is an assassin who must kill a Rival Dynasty leader and the others are his cohorts...

A CAST OF MILLIONS

The following are a collection of ready-made Dynasties that Referees can use as Allies, Rivals and Enemies in their own *Traveller*: *Dynasty* chronicles.

Arganon Collective Properties

Conglomerate

Power Base: Urban Offices

Management Asset: Board of Directors

The assembled powers of the Arganon Purchasing firm under the leadership of Margery Johans and Reginald Granten bought out over a dozen different rival companies in order to create their perfect slice of the corporate world. Money is the beginning and end of everything with Arganon; lives are secondary.

Arganon's goals through the generations are not simply economically charged. They also want to eventually gain the political and even military stranglehold on their planetary power base. They will not venture too deeply in criminal behaviours to do so but bankrupting their foes is standard procedure.

Characteristics

Cleverness (Cvr): 12 (+2DM)

Greed (Grd): 18 (+4DM)

Loyalty (Lty): 10 (+1DM)

Militarism (Mil): 8 (+0DM)

Popularity (Pop): 11 (+1DM)

Scheming (Sch): 6 (+0DM)

Tenacity (Tcy): 10 (+1DM)

Tradition (Tra): 9 (+1DM)

Traits

Culture: 5

Fiscal Defence: 7

Fleet: 2

Technology: 5

Territorial Defence: 3

Aptitudes

Acquisition 2, Bureaucracy 3, Conquest —, Economics 3, Entertain 1, Expression 1, Hostility —, Illicit —, Intel 1, Maintenance 1, Politics 0, Posturing 1, Propaganda 2, Public Relations 1, Recruit 1, Research —, Sabotage —, Security 2, Tactical —, Tutelage 1

Values

Morale: 4

Populace: 6

Wealth: 7

Dynasty Boons and Hinders

Total Control, Endless Funds; Market Mercenaries

Badlands Black Press

Media Empire

Power Base: Uncharted Wilderness

Management Asset: Board of Directors

Started by a group of frontiersmen who began collecting information about the uncolonised planetoids surrounding them, the Badlands Black Press is a powerful grass-roots organisation that controls the flow of lies and truth. The companies and population centres on the edge of known space are always starved for what is going in the rest of the universe and this far-reaching collection of printed publishers rose to deliver it.

With the increased power and reader-base, Badlands Black Press has acquired dozens of smaller companies to become part of the greater family – some of which are not even media based. If these investments can add something, even the basest of assets, CEO Frodder Manstentz will bring them under the umbrella of his empire.

Characteristics

Cleverness (Cvr): 8 (+0DM)

Greed (Grd): 10 (+1DM)

Loyalty (Lty): 12 (+2DM)

Militarism (Mil): 6 (+0DM)

Popularity (Pop): 14 (+2DM)

Scheming (Sch): 12 (+2DM)

Tenacity (Tcy): 13 (+2DM)

Tradition (Tra): 10 (+1DM)

Traits

Culture: 6

Fiscal Defence: 4

Fleet: 5

Technology: 4

Territorial Defence: 4

Aptitudes

Acquisition 2, Bureaucracy 1, Conquest -, Economics 1, Entertain 2, Expression 3, Hostility —, Illicit —, Intel 3, Maintenance 1, Politics 0, Posturing —, Propaganda 3, Public Relations 2, Recruit 0, Research —, Sabotage —, Security 1, Tactical —, Tutelage 1

Values

Morale: 6

Populace: 5

Wealth: 4

Dynasty Boons and Hinders

Gossip Rags; Translation Troubles

Firstmann Purchasing

Merchant Market

Power Base: Megalopolis

Management Asset: Matriarch/Patriarch

Firstmann Purchasing is the single most powerful economic force to be had in Equator City, an urban sprawl that rings the globe. In its 300 plus years of business practicing it has acquired properties on all sides of the supply and demand cycle. From owning the mining companies that dig the ore, to the refining facilities that turn the ore into crystaliron, to the shipbuilding yards that shape the crystaliron into hull plating, to the ships themselves – Firstmann owns someone who is in charge of the service.

At the head of Firstmann Purchasing, since the beginning of its rise to power, has been a member of the formerly noble family of Gorgan banking clansmen. The family's current patriarch, Vaniros Gorgan IV, has lived his whole life knowing he was going to inherit billions' worth of mercantile power and all that goes along with it. The Firstmann fortune is protected by a personal and private military force that answers to no government – merely the source of all its members' prolific wages.

Characteristics

Cleverness (Cvr): 9 (+1DM)

Greed (Grd): 16 (+3DM)

Loyalty (Lty): 10 (+1DM)

Militarism (Mil): 13 (+2DM)

Popularity (Pop): 14 (+2DM)

Scheming (Sch): 16 (+3DM)

Tenacity (Tcy): 12 (+2DM)

Tradition (Tra): 14 (+2DM)

Traits

Culture: 6

Fiscal Defence: 8

Fleet: 6

Technology: 5

Territorial Defence: 9

Aptitudes

Acquisition 3, Bureaucracy 1, Conquest 0, Economics 4, Entertain 1, Expression 0, Hostility —, Illicit 0, Intel 1, Maintenance 0, Politics 1, Posturing 1, Propaganda 1, Public Relations 2, Recruit 1, Research —, Sabotage 0, Security 5, Tactical 1, Tutelage 0

Values

Morale: 6

Populace: 6

Wealth: 8

Dynasty Boons and Hinders

Naval Escorts, Vaulted Technologies; Pirate Problems

Law Offices of Hoarfrost, Malcolm and Thrace

Conglomerate

Power Base: Underworld Slum

Management Asset: Board of Directors

Three legal advocate firms, each representing a major victory over their local law enforcement agencies, created a lasting friendship surrounding their dealings with the same illicit employer. They gathered their resources several times to defend their crime lord clientele, eventually deciding to create a single incorporated legal force that could arrange for the defence of any scumbag, raider or pirate that could afford their services.

Originally created to work within the legal system, Hoarfrost, Malcolm and Thrace kept an enormous stable of advocates and their associates but solely dealing with criminals has stained their reputation and their morals over the generations. Now they arrange for their clients to get free no matter the method, as long as their costs are met and the politicians keep their noses out of things.

Characteristics

Cleverness (Cvr): 14 (+2DM)

Greed (Grd): 13 (+2DM)

Loyalty (Lty): 10 (+1DM)

Militarism (Mil): 5 (–1DM)

Popularity (Pop): 10 (+1DM)

Scheming (Sch): 19 (+4DM)

Tenacity (Tcy): 16 (+3DM)

Tradition (Tra): 11 (+1DM)

Traits

Culture: 4

Fiscal Defence: 6

Fleet: Militarism 4

Technology: 6

Territorial Defence: 8

Aptitudes

Acquisition 0, Bureaucracy 1, Conquest 0, Economics 1, Entertain 1, Expression 2, Hostility 0, Illicit 2, Intel 2, Maintenance 0, Politics —, Posturing 2, Propaganda 1, Public Relations —, Recruit 1, Research —, Sabotage 1, Security 0, Tactical —, Tutelage 1

Values

Morale: 7

Populace: 5

Wealth: 6

Dynasty Boons and Hinders

Governmental Backing; Underworld Loans

NewBay Interstellar Auction House

Merchant Market

Power Base: Urban Offices

Management Asset: Board of Directors

Evolved from an ancient Terran service where civilians could openly sell items to buyers all over the globe, NewBay offers the same type of service on a massively interstellar level. Aliens, governments, entrepreneurs and world leaders alike purchase their signature tickets to gain access to the special communiqués offered by NewBay. For a minor percentage based on the sales made through their service, NewBay pays for itself. Its profits go hand in hand with how many users it maintains, forcing them to make honest attempts at keeping their patronage happy. If that stays the status quo, everyone wins.

Recent complications with pirates watching NewBay auctions to track down where expensive purchases take place have put a massive crimp on fleet-based services. Wherever NewBay does business it seems things are not always safe anymore and their security measures are simply not stacking up. Rumours have already begun to spread that NewBay is antiquated and needs a complete overhaul – if not a new business model altogether.

Characteristics

Cleverness (Cvr): 9 (+1DM)

Greed (Grd): 18 (+4DM)

Loyalty (Lty): 6 (+0DM)

Militarism (Mil): 7 (+0DM)

Popularity (Pop): 15 (+3DM)

Scheming (Sch): 8 (+0DM)

Tenacity (Tcy): 12 (+2DM)

Tradition (Tra): 10 (+1DM)

Traits

Culture: 7

Fiscal Defence: 3

Fleet: 5

Technology: 6

Territorial Defence: 4

Aptitudes

Acquisition 1, Bureaucracy 2, Conquest —, Economics 3, Entertain —, Expression —, Hostility —, Illicit 0, Intel 0, Maintenance 1, Politics —, Posturing —, Propaganda 1, Public Relations 1, Recruit 0, Research —, Sabotage —, Security 0, Tactical —, Tutelage 0

Values

Morale: 3

Populace: 8

Wealth: 8

Dynasty Boons and Hinders

Interstellar Funding; Pirate Problems

The Ogre and Angel Army

Military Charter

Power Base: Military Compound

Management Asset: Heroic Leaders

Founded by two mercenaries coming back from a particularly nasty ticket as the sole survivors, Marcus Ogre and Raphael Angel began recruiting broken charters under their own colours. For a slice of the ever-growing pie, these mercenaries gave up their old fractious ways to become a real army-for-hire. Word spread fast about their rate of success, and soon Marcus and Raphael were hiring sub-commanders just to make sure they did not miss any opportunities.

The Ogre and Angel Army has actually evolved into a number of smaller armies that all add their profits back into the main resource fund of the collective. With the amount of money and technology Ogre and Angel have managed to acquire over the roughly 90 years of service, both founders have augmented themselves to a state of nearly more machine and bionics than meat – allowing them to hopefully stay at the head of the organisation for *centuries*. As long as the money and technology to keep them alive exists, they will surely be at the top of the Army's hierarchy calling all the shots.

Characteristics

Cleverness (Cvr): 10 (+1DM)

Greed (Grd): 8 (+0DM)

Loyalty (Lty): 12 (+2DM)

Militarism (Mil): 22 (+5DM)

Popularity (Pop): 13 (+2DM)

Scheming (Sch): 11 (+1DM)

Tenacity (Tcy): 14 (+2DM)

Tradition (Tra): 9 (+1DM)

Traits

Culture: 5

Fiscal Defence: 5

Fleet: 7

Technology: 8

Territorial Defence: 8

Aptitudes

Acquisition 0, Bureaucracy —, Conquest 1, Economics 1, Entertain —, Expression 1, Hostility 3, Illicit 2, Intel 1, Maintenance 1, Politics 0, Posturing 3, Propaganda —, Public Relations —, Recruit 2, Research 0, Sabotage 1, Security 2, Tactical 3, Tutelage 0

Values

Morale: 8

Populace: 7

Wealth: 6

Dynasty Boons and Hinders

Laurels of Victory, War Hero; War Eternal

Redscar Church of Eternal Rage

Religious Faith

Power Base: Temple/Holy Land

Management Asset: Overlord, Theocrat

A brutal and zealous church that grew up from a planet of barbarians and their antiquated faith, the Redscar Church of Eternal Rage is a militant monastic order of epic proportions. Scars, the followers of the church, are all warrior-monks that train day and night to become deadly fighters that do whatever the church asks of them. They battle against any foes the High One points them toward; killing their enemies ruthlessly and dying if needs be.

The church itself is a massive organisation that demands respect – and funding – from anyone who requests their services. No one denies the Redscars' desired wages once they have been unleashed against their target; lest they risk bringing the deadly monks' wrath onto them instead!

Characteristics

Cleverness (Cvr): 8 (+0DM)

Greed (Grd): 5 (-1DM)

Loyalty (Lty): 20 (+4DM)

Militarism (Mil): 17 (+3DM)

Popularity (Pop): 8 (+0DM)

Scheming (Sch): 6 (+0DM)

Tenacity (Tcy): 18 (+4DM)

Tradition (Tra): 16 (+3DM)

Traits

Culture: 8

Fiscal Defence: 4

Fleet: 3

Technology: 5

Territorial Defence: 9

Aptitudes

Acquisition —, Bureaucracy —, Conquest 1, Economics —, Entertain 0, Expression 2, Hostility 2, Illicit 0, Intel —, Maintenance 2, Politics 0, Posturing 4, Propaganda —, Public Relations 1, Recruit 0, Research 0, Sabotage 1, Security 1, Tactical 2, Tutelage 4

Values

Morale: 8

Populace: 3

Wealth: 4

Dynasty Boons and Hinders

Defenders of the Faith; Controversial Clergy

The Slahveroli Bloodline

Noble Line

Power Base: Noble Estate

Management Asset: Matriarch/Patriarch; Overlord

The highest royal family in all of the planet's nobility, 600 years of rulership by the Slahveolis has made them unequivocally powerful. They have controlled the comings and goings of money, drugs and a vast variety of legal business efforts on and off the planet for centuries. No one questions what a Slahveroli does or why, *that* is the real power they hold over the population surrounding their holdings.

Much like any traditional nobility, power has passed from father to son for hundreds of years – up until the most recent patriarch. Montrose Vistanz by way of Slahveroli became the leader of the bloodline when he married the last matriarch, Susanna. Susanna fell ill and many whispered poison, but Montrose took over fully immediately after she perished and has yet to fill her place on the matriarchal seat. Until that time, he rules with an iron grip.

Characteristics

Cleverness (Cvr): 10 (+1DM)

Greed (Grd): 9 (+1DM)

Loyalty (Lty): 13 (+2DM)

Militarism (Mil): 10 (+1DM)

Popularity (Pop): 11 (+1DM)

Scheming (Sch): 8 (+0DM)

Tenacity (Tcy): 13 (+2DM)

Tradition (Tra): 17 (+3DM)

Traits

Culture: 8

Fiscal Defence: 6

Fleet: 4

Technology: 5

Territorial Defence: 8

Aptitudes

Acquisition 0, Bureaucracy 3, Conquest 0, Economics —, Entertain 1, Expression 1, Hostility —, Illicit 1, Intel —, Maintenance 1, Politics 3, Posturing 2, Propaganda 1, Public Relations 1, Recruit 0, Research —, Sabotage —, Security 2, Tactical —, Tutelage —

Values

Morale: 6

Populace: 5

Wealth: 7

Dynasty Boons and Hinders

Pocket Government, Royal Family; Revolution in the Future

Titanus Broadcasting

Media Empire

Power Base: Starship/Flotilla

Management Asset: X

Soaring across the heavens in any number of starship-based broadcasting facilities, the Titanus Broadcasting organisation delivers a variety of entertaining and informative services to the populations of hundreds of planets. If a government can meet the costs set by the Titanus board of direction, the media fleet will remain in orbit around the territory for as long as the money and stories still flow. When either the entertainment or the payments dry up, the fleet picks up anchor and moves on to the next system of patrons.

The flagship of the media fleet, the *Soothsayer*, is the hub of all things related to what Titanus Broadcasting does. It is a massive 10,000 ton vessel that never goes anywhere without a full escort fleet due to the sheer import of the vessel – and the estimated 70 billion credits in refined precious metals it keeps stored in its on-board vaults. The captain of the *Soothsayer*, an Aslan former mercenary named Ky'llo, has only one rule...do not lie and do not peddle lies from his ship.

Characteristics

Cleverness (Cvr): 8 (+0DM)

Greed (Grd): 11 (+1DM)

Loyalty (Lty): 10 (+1DM)

Militarism (Mil): 12 (+2DM)

Popularity (Pop): 13 (+2DM)

Scheming (Sch): 11 (+1DM)

Tenacity (Tcy): 10 (+1DM)

Tradition (Tra): 10 (+1DM)

Traits

Culture: 6

Fiscal Defence: 5

Fleet: 9

Technology: 6

Territorial Defence: 4

Aptitudes

Acquisition 0, Bureaucracy 2, Conquest —, Economics 1, Entertain 3, Expression 2, Hostility —, Illicit —, Intel 1, Maintenance —, Politics 1, Posturing 1, Propaganda 1, Public Relations 1, Recruit —, Research 0, Sabotage —, Security 2, Tactical 1, Tutelage 0

Values

Morale: 5

Populace: 7

Wealth: 2

Dynasty Boons and Hinders

Politics Engine, Sports Contracts; Rumours of Corruption

Xenoraid Incorporated

Syndicate

Power Base: Starship/Flotilla

Management Asset: Command Staff

A lifetime of piracy and raiding on commercial vessels earned the bandit fleet of the Black Commodore Scarror Pent a massive amount of notoriety, infamy... and wealth. Using his ties to create a group of hatemongers and self-righteous xenophobes that use their piracy to profit off of the misery they can inflict upon 'alien scum', Pent created the tongue-in-cheek Xenoraid Incorporated.

Scarror has plans to leave his legacy to his young sons, Blake and Daedor, for when he eventually succumbs to his dangerous lifestyle. So long as the raiders continue to hurt alien targets to further the strength and power structure of the humanist raiders of Xenoraid.

Characteristics

Cleverness (Cvr): 11 (+1DM)

Greed (Grd): 14 (+2DM)

Loyalty (Lty): 7 (+0DM)

Militarism (Mil): 13 (+2DM)

Popularity (Pop): 5 (–1DM)

Scheming (Sch): 13 (+2DM)

Tenacity (Tcy): 14 (+2DM)

Tradition (Tra): 11 (+1DM)

Traits

Culture: 6

Fiscal Defence: 4

Fleet: 9

Technology: 7

Territorial Defence: 7

Aptitudes

Acquisition 2, Bureaucracy —, Conquest 3, Economics 1, Entertain 2, Expression —, Hostility 2, Illicit 3, Intel 2, Maintenance 1, Politics —, Posturing 3, Propaganda 1, Public Relations —, Recruit 1, Research —, Sabotage 2, Security 1, Tactical 2, Tutelage 0

Values

Morale: 6

Populace: 5

Wealth: 6

Dynasty Boons and Hinders

Deadly Reputation, Family of Crime, Pirate Shipyard; Grudges and Vendettas, Most Wanted

The Zoran Crown

Noble Line

Power Base: Conflict Zone

Management Asset: Matriarch/Patriarch

The true leaders of a war torn populace, the Zoran royal family is wealthy and well-liked by its people; those people it still has working with them. Their planet has been ravaged by death and destruction due to alien invasion for nearly two centuries but the family remains strong and stalwart in the face of possible doom.

With each generation the Zorans become increasingly bitter and militant, leaving behind their old and peaceful ways in favour of guns, lasers and bombs. There are rumours even of genocidal research going on in Zoran-owned laboratories; it may not be long before the conflict is finally over, even at the cost of their humanity.

Characteristics

Cleverness (Cvr): 9 (+1DM)

Greed (Grd): 6 (+0DM)

Loyalty (Lty): 15 (+3DM)

Militarism (Mil): 11 (+1DM)

Popularity (Pop): 5 (-1DM)

Scheming (Sch): 8 (+0DM)

Tenacity (Tcy): 10 (+1DM)

Tradition (Tra): 12 (+2DM)

Traits

Culture: 7

Fiscal Defence: 6

Fleet: 3

Technology: 6

Territorial Defence: 6

Aptitudes

Acquisition —, Bureaucracy 2, Conquest 0, Economics 0, Entertain —, Expression —, Hostility 0, Illicit —, Intel 1, Maintenance 1, Politics 3, Posturing —, Propaganda 0, Public Relations 1, Recruit —, Research 2, Sabotage —, Security 1, Tactical 1, Tutelage 0

Values

Morale: 7

Populace: 4

Wealth: 5

Dynasty Boons and Hinders

Breeding Eugenics, Royal Family; War Eternal



Supplement 12: Dynasty

A complete guide on founding, growing and running your own world in Traveller, this book enables the creation of sociologically diverse solar systems or even empires. Covering a wide range of aspects involving governments, infrastructure, trade, military defences and even religion, it also allows the development of these unique polities over time; investments, conflicts and random events driving their growth - or indeed, possible collapse!

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