

# *TRAVELLER*



*Book 8: Dilettante*

*Honesty's a Fool*

# TRAVELLER

## DILLETANTE

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# INTRODUCTION

This generic book is an exploration of a particular lifestyle within the Sci-Fi genre, that of the dilettante. The rules and ideas presented here can be used for any setting or campaign style and are not strictly limited to the culture of the Third Imperium. However, the **Traveller Core Rulebook** is required as a basis for using this book, which expands many of the original careers and rules presented within.

So what exactly is a dilettante? The nominal meaning of the word is a person who dabbles in a field of knowledge or art for their own amusement, rather than as a profession. However, for the purposes of this book we shall take this definition a stage further. In **Traveller** terms, a dilettante is someone who can practice their avocation because they are, or have become, **independently wealthy** and do not need to work.

Thus dilettante characters operate at the higher levels of society. They can be artists that create great or whimsical works for the ages, athletes pitting themselves against the highest physical pinnacles of their species or celebrities that embody the hopes and aspirations of their fans. They can even be nobles without a position of responsibility, who lacking any direction in life, undertake eccentric tasks or causes.

Despite the area in which they dabble, dilettantes all have that one element in common: they, almost without exception, have the freedom to do what they love, without an obligation towards it. Artists and craftsman create because they have a passion to do so. Entertainers perform out of desire rather than duty. Sporting figures are addicted to excitement for their game and are not required to play it for their livelihood.

Some dilettantes lack the natural desire or passion to dedicate themselves to a specific interest, being driven by an inner demon of equal strength – that of **boredom**, the greatest threat a wealthy man can face.

In this regard the various careers contained in this book can all be called dilettantes, people who act out of a sense of interest rather than requirement. While there are certainly dilettantes that fit the classically accepted definition of the word, being amateurs of no significant skill, most of these careers reflect people dedicated to their craft or service through their convictions. Wastrels and layabouts have their place (and a few appropriate career assignments) but they are the exception rather than the rule.

Whilst the focus of the book is the creation and fleshing out of dilettante characters, Referees will find this the perfect resource

for what to do with Player Characters who have gained a reputation or struck it rich. Excesses of money can quickly kill a campaign where life is too easy and beyond your ship there is nothing left to buy. Now you have both ideas and rules for really spending **big** amounts of money. Easy come, easy go...

## USING THIS BOOK

The various chapters in this book explore what it means to be a dilettante, from social standing to the pitfalls of being a celebrity and from sources of wealth to the innumerable things on which to squander it. Many new rules and setting information has been included to make dilettante characters and their lifestyle a fun and fascinating experience.

**Dilettante** is structured as follows:

### Chapter 1 – Careers

21 new career paths for the dilettante

### Chapter 2 – Social Standing

Revision of how Social Standing works, influence in different strata of society, alternate titles and how to increase your standing.

### Chapter 3 – Wealth

The basis of wealth from estates to stocks and how to create portfolios of investments to generate a monthly income.

### Chapter 4 – Fame

The benefits, drawbacks and irritations of being famous. Rules for stalking, media attention, freeloading, extortion, cutting red tape, bribery, blackmail and so on.

### Chapter 5 – Entertainments

That which the fabulously wealthy fritter away their money on, to maintain social status and prevent utter boredom.

### Chapter 6 – Equipment

A vast array of expensive things to buy from recreational drugs to ultra luxurious space-yachts.

### Chapter 7 – Dilettante Campaigns

How to include dilettantes into your campaigns as either patrons, foes or PCs and the tropes of the dilettante genre.

# CHARACTER GENERATION

This section provides all the materials needed to create dilettante characters whether their primary focus is on adventuring, courtesy, fame, sport, art, humanitarian causes or simply avoiding boredom. Most starting dilettante characters are generally of high social status, signifying their personal or family wealth.

Although some dilettantes come from the nobility, these new careers represent offspring who face little chance of inheriting the family's title and have not entered, or were thrown out of, diplomatic or military service. Others who come from business or merchant families have similar backgrounds, being so wealthy or disinterested in work, that they never seriously study finance.

The chapter offers many new and expanded career paths for characters to choose from, each having three assignments to differentiate them further. These choices determine how the character spends their time to make his or her name in the galaxy, providing core skills from which to build upon during play. They also determine what kinds of events might befall or benefit them during their careers.

## ***Dilettante Wealth***

All dilettantes have the potential to start the game with a phenomenal amount of wealth. This is specifically designed so that they can stand shoulder-to-shoulder with the highest members of society and throw their money about like confetti. The following chapters give plenty of opportunities for a dilettante to blow their wealth in awesome and ridiculous ways and this style of play is encouraged.

However, unless carefully anticipated, the addition of a dilettante with bottomless pockets can throw an established campaign on its ear. Some thought should be given to change the characters objectives, so that their motivations are not simply based on becoming wealthy or owning their own ship.

Before a Referee allows one of his players to run a dilettante, he should look at the Portfolio rules in Chapter 3 to get a grasp of how much money might come into play and the Entertainments and Equipment in chapters 5 and 6 to see how to soak it up.

## ***Characteristics***

The primary characteristics of most dilettantes are Social Status and Education, the former due to a wealthy or exalted background allowing them to pursue their interests and the latter owing to the readily available and expected schooling they have been put through while young. By necessity they might also need high physical characteristics to survive and maintain some of the more rugged assignments as noted in the appropriate career sections.

## ***Homeworlds***

Any settlement or colony of people is likely to have a hierarchy of nobility or talent but some are more conducive to the development of dilettantes than others. The more advanced a world is and refined its culture has become; the more likely it is that dilettantes of note will be found there. This translates to a +1 DM to Qualification rolls for the careers in this book, for characters that hail from any of the following worlds:

Garden, High Population, High Technology, Industrial, Rich

Furthermore, certain government types are more likely to produce and support lifestyles in which dilettantes will naturally exist. Those governments that favour privilege over common citizenry or reward elitism, are most likely to do so. Characters from worlds with any of the following kinds of government also receive a +1 DM to Qualification rolls.

Charismatic Dictator, Charismatic Oligarchy, Feudal Technocracy, Self Perpetuating Oligarchy



## ***NEW BENEFITS AND PROBLEMS***

A few of the articles found on the career paths may seem unfamiliar. Take a look on the following list to identify them.

### ***Stipends***

Stipends are an Asset as described on page 41 which can be added to a character's portfolio.

### ***Addictions***

The character develops a dependency or compulsion. To determine the strength and type see Addictions on page 46.

### ***Portfolios***

Belonging to a wealthy family or earning huge wages from their profession, dilettantes do not receive one-off cash awards. Instead they create a portfolio of assets from which they earn

a monthly income. Each time a cash Benefit is selected, the dilettante should instead roll on the Asset tables on page 41 and add it to their portfolio.

## ***CAREERS***

The following careers are provided giving a wide spectrum of different interests and background events. Use the following table for a quick overview of the qualification, survival and advancement requirements of each one.

Referees who wish to limit the availability of dilettante careers may impose an absolute requirement of possessing a Social Standing of 10 or more before attempting to enter any of the career paths below. In this case, those careers which require a qualification based on Social Standing must still make the characteristic check to attempt to enter.

<b>Career</b>	<b>Specialisation</b>	<b>Qualification</b>	<b>Survival</b>	<b>Advancement</b>
Adventurer		End 6+		
	Explorer		Int 6+	End 6+
	Hunter		End 7+	Dex 5+
	Archaeologist		Edu 5+	Int 7+
Aristocrat		Soc 6+		
	Courtier		Int 7+	Soc 5+
	Chevalier		Dex 6+	Soc 6+
	Paramour		Soc 5+	End 7+
Celebrity		Soc 7+		
	Actor		Soc 6+	Int 6+
	Musician		Dex 5+	Soc 7+
	Luminary		Int 7+	Edu 5+
Competitor		Str or Int 6+		
	Sportsman		End 6+	Str 6+
	Athlete		Dex 6+	End 6+
	Gamer		Int 6+	Edu 6+
Connoisseur		Edu 7+		
	Critic		Int 7+	Edu 5+
	Artisan		Dex 5+	Soc 7+
	Collector		Edu 6+	Int 6+
Dilettante		Soc 7+		
	Wastrel		End 5+	Int 7+
	Socialite		Soc 7+	End 5+
	Philanthropist		Int 6+	Soc 6+
Humanitarian		Int 6+		
	Idealist		Soc 5+	Int 7+
	Raconteur		Edu 6+	Soc 6+
	Investigator		Int 7+	Edu 5+

**Aristocrat**

Aristocrats are members of the nobility who do not possess an administrative position or civilians who join the entourages of a noble in order to gain some status. Aristocrats tend to lack anything useful to do with their time, mostly because they lack a work ethic or the bureaucratic skills needed to run a world, system or sector. To fill their time they instead cater to the socialising elements of noble life, religiously following etiquette and traditions handed down from time immemorial.

**Qualifications:** Soc 6+

If you are aged 34 or more: -2 DM

**Assignments:** Choose one of the following:

- **Courtier:** You are a professional sycophant or flunky, seeking to climb the greasy pole of social status by satisfying the whims of the nobles you attend, or by being considered the epitome of good taste and courtly manners. You are the emissary sent to entertain VIPs or deliver diplomatic messages. You possess an in-depth knowledge of the nobility and those seeking influence with the ruling family come to you for your political advice.
- **Chevalier:** Distaining the slow dance of political intrigue, you serve the nobility by acting as a champion. You act as the representative of whomever engages your loyalties, stepping into their place to make challenges or fight duels. You pay special respect towards ladies of the nobility, defending their reputation against slander or by acting as an unimpeachable chaperone.
- **Paramour:** Politics and martial honour mean nothing to you; only the pursuit of love has any importance. You have educated yourself in the arts so as to engage the attention of ladies, whom you fawn over at every opportunity. Your manners are so refined and rarefied, that others may look down on you. Yet you care little of their opinion, as long as your reputation as a lover is held in high esteem.



	Survival	Advancement
Courtier	Int 7+	Soc 5+
Chevalier	Dex 6+	Soc 6+
Paramour	Soc 5+	End 7+

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Art (any)	Advocate
2	+1 Int	Carouse	Diplomat
3	+1 Edu	Deception	Language
4	+1 Soc	Diplomat	Leadership
5	Athletics	Persuade	Science (any social)
6	Persuade	Streetwise	Streetwise

	<b>Specialist: Courtier</b>	<b>Specialist: Chevalier</b>	<b>Specialist: Paramour</b>
1	Art (any)	Art (any)	Art (any)
2	Admin	Diplomat	Art (any)
3	Deception	Gun Combat	Athletics
4	Diplomat	Melee (any)	Carouse
5	Persuade	Melee (any)	Diplomat
6	Streetwise	Recon	Persuade

**Ranks and Benefits**

<b>Rank</b>	<b>Courtier</b>	<b>Chevalier</b>	<b>Paramour</b>	<b>Skill or Benefit</b>
1	Attendant	Escort	Romeo	Carouse
2				
3	Lackey	Defender	Concubine	Persuade
4	Companion			
5		Champion	Inamoratos	Diplomat
6	Steward		Lover	+1 Social

**Mustering-Out Benefits**

<b>Roll</b>	<b>Cash</b>	<b>Other Benefits</b>
1	Increase your Portfolio	TAS Membership
2		+1 Edu
3		+1 Int
4		Weapon
5		+1 Soc
6		Yacht
7		+1 Social, Yacht

**Mishap**

<b>2d6</b>	<b>Mishap</b>
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You are kidnapped and interrogated by unknown protagonists. Roll 1d6: 1–2: You are tortured, lose 1 Strength. 3–4: You are heavily drugged, gain an Addiction. 5–6: Gain one of your rescuers as a Contact.
4	For betraying your noble or his trust, you are exiled on a border world for several years. Gain any one of Survival 1, Streetwise 1, Animals (any) 1 or Seafaring (any) 1.
5	Excessive stress takes its toll. Lose 1 Endurance.
6	The driver of the vehicle that you are travelling on is killed during an assassination attempt. Roll Drive 8+ or Flyer 8+. If you fail, the vehicle crashes and you must roll on the Injury table. Otherwise, you escape without injury.
7	Arrested for disloyal behaviour. During solitary confinement, mental deterioration causes you to lose one level from a random skill you possess.
8	You are secretly attacked by jealous courtiers. Roll Gun Combat 8+ or Stealth 8+ to escape. If you fail, roll on the Injury table.
9	Your family's entire wealth is lost due to the nefarious plans of a sworn foe. If you lack an Enemy now gain one. In addition lose all Benefits gained up to this point.
10	You run afoul of an assassination plan and are framed. Roll Advocate 8+ or Investigate 8+. Success reveals the person responsible. Gain an Enemy.
11	Your wife or lover is killed in a genuine accident. You fall apart and begin to act strangely. Gain an Addiction.
12	Injured. Roll on the Injury table

**EVENTS**

<b>D66</b>	<b>Event</b>
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You travel to a strange new court, full of opportunity. Gain a +2DM to your next Advancement check.
13	You take another aristocrat under your wing. Protecting the young man makes life more difficult for you; you have a -1DM to your Survival checks. Each term you protect the waif, roll 1d6. On a 5 or 6, the waif learns to survive alone; gain an Ally and any one skill.
14	You discover a nefarious plan to undermine the status of another aristocrat. If you inform him of the scheme you make friends and gain a Contact. If you decide to take advantage of his downfall, increase your Social Standing by one but also gain an Enemy.
15	While travelling on a mission aboard a liner, you overhear the crew plotting against the sadistic captain. If you inform him of the mutiny, gain an Ally and you may automatically qualify for the Merchant (free trader) career next term. If you side with the crew, gain a Contact and you may automatically qualify for the Pirate career next term.
16	The planetary ruler commissions you to undertake a secret mission. Gain either Deception 1, Investigate 1 or Stealth 1.
21	You travel beyond the borders of your government to an alien world. Roll Streetwise 8+ or Diplomat 8+. If you fail, you run afoul of some strange custom and suffer a -2DM to your Advancement roll this term. If you succeed, gain an Alien contact.
22	You are assigned to a master duellist in order to improve your combat skills. Gain Melee (any) or Gun Combat (any).
23	Your ruling noble wishes to use you as an informant. If you accept, you gain a very powerful Contact and an extra benefit roll every term you remain an informant. You cease being an informant when you leave this career or when you choose to stop. Each term roll 1d6; on a 1, you are found out and attacked; roll on the Injury table.
24	The court travels off world on a fully paid for safari. You spend time suffering in the wilderness. Gain Survival 1, Animals (any) 1 or Gun Combat 1.
25	A professional gambler somehow elevated into the aristocracy, hoodwinks you into playing a seemingly simple game with him. Despite your skill he cheats, costing you one Benefit roll and gaining him as a Rival.
26	You are appointed as a representative of your ruling noble to a historical research expedition. Roll 1d6: 1: You are badly hurt when a set of shelves holding historic manuscripts suspiciously collapses atop you. Roll on the Injury table. 2: The ancient records carry some fungus which infects your lungs. Lose one Endurance. 3: You gain nothing from the experience except a lingering hatred of bickering historians. 4: You learn something useful. Gain Science (any social), Diplomacy or Investigate. 5: You become an expert in locating specific documents. Gain both Admin and Recon. 6: During a search, you accidentally discover that a forgotten offshoot of the ruling noble's family has a better claim on the title. You are paid to keep silent and then drafted off planet into the Marines or Navy. Gain 2 extra rolls on the Benefit table.
31-36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	Whilst poking about in the court archives you find an ancient treasure map. If you abandon this career to search it out, you uncover a legendary trove equivalent to 1d6+1 Benefit rolls. Keeping it is a different matter. Roll Deception 8+ or Advocate 8+. If successful you manage to retain it all. Failure means most of it is confiscated. Only keep 1 of the Benefit rolls.
42	You are challenged to a duel by a Rival and grimly accept. Roll Melee 8+ or Gun Combat 8+. If you fail, you still manage to impress your opponent with your bravery, gain a Contact. If you succeed, improve the skill used by one.
43	A member of the ruling noble's entourage declares undying love for you. Unfortunately they are married. If you return the affection you gain an Ally and a +2DM to the Advancement roll this term. Refusing the declaration turns the courtier's affection to hatred. Gain an Enemy but raise your Social Standing by one for your integrity.
44	Your years of undying loyalty are noted and as a reward you are granted a small allowance. Gain a Stipend.
45	You briefly engage in a series of meaningless affairs. Gain either Carouse, Deception or Persuade and gain a slighted lover as an Enemy.
46	For a period you forswear any debauched entertainments. If you have an Addiction you kick the habit. If not, you gain +1 End as a reward for healthy living.
51	The ruling noble receives a gift of a strange creature which is given to you as a sardonic punishment. The weird animal seems to form an empathic bond with you and you end up keeping it. Gain Animals (training) 1 and a pet.



- 52 You spot an obviously disreputable individual roaming around the administrative offices of the court. You approach and challenge him. Roll 1d6:
- 1: The man is a thief who has stolen some important artworks. If you turn him in you gain Recon. If you let him go he leaves the valuables and you gain a criminal Contact.
  - 2: The man is on an assassination mission. Roll Melee 8+. If successful you kill him and are rewarded. Gain an extra Benefit roll. If you fail, roll on the Injury table.
  - 3: The man is an engineer sent to fix a problem in the building. You help him out and develop an interest in electrical systems. Gain Engineer (Electronics) 1.
  - 4: The man is the secret paramour of your own lover. Gain a Rival.
  - 5: The man is a drug pusher who gives you 2d6 doses of a random narcotic to keep quiet.
  - 6: The man is a Duke trying to sneak out of the compound incognito. For your bravery and discretion, you are granted a knighthood. If it was lower, raise Social Standing to 11.
- 53 You are asked to accompany members of the noble's entourage on a diplomatic tour but due to cost cutting measures, find yourself working passage on the starship. Gain Mechanic 1, Steward 1, Comms 1 or Vacc Suit 1.
- 54 Driven by utter boredom, you spend months educating yourself at the local university. Gain any two academic skills.
- 55 There is a planetary revolution. Roll Leadership 8+, Tactics 8+ or Gun Combat 8+. If failed, you are wounded. Roll on the Injury table. If successful, you are lauded as a hero and increase your Social Standing by one.
- 56 You are mortally insulted by a drunk noble and challenge him to a duel. Roll 1d6:
- 1: You kill him and must flee for your life from his family. Change career next term.
  - 2: You seriously wound him and must perform first aid to save his life. Gain Medic 0.
  - 3: The noble is in truth a coward and backs down. Gain an Enemy and one Social Standing.
  - 4: He defeats you easily and disgusted by your lacklustre performance gives you fencing lessons to improve the challenge. Gain Melee (any).
  - 5: The whole thing was a setup, since duelling is illegal on that world. Roll Advocate 8+ or be fined and lose a Benefit roll.
  - 6: The noble was merely testing your courage. He apologises profusely and soon becomes a firm friend. Gain an Ally.
- 61 One of you meals is maliciously spiked with a strange experimental narcotic based on psionotropic substances. Roll 1d6:
- 1: Your body suffers major trauma. Lose one point of Endurance.
  - 2: The drug opens up new parts of your mind. Gain one Intelligence.
  - 3: You absorb the experiences of someone nearby. Gain any extra skill.
  - 4: The drug incites strange cravings. Gain an Addiction.
  - 5: You accidentally read the thoughts of the ruling noble and discover a terrible secret.
  - 6: The drug permanently alters you. Automatically become a Psion next term.
- 62 A Rival or Enemy has decided to get married and as a symbol of a new start offers to bury his differences with you. If you accept, you lose that Rival or Enemy. If you refuse, roll Diplomacy 8+. Success indicates that things remain as they are. If you fail, you give great offense. A Rival will become an Enemy instead, whereas an Enemy attempts to have you killed. Roll on the Injury table.
- 63 A terrible natural disaster occurs. You help to form emergency recovery and relief teams. Gain Medic 1, Leadership 1, Admin 1 or a Contact.
- 64 You are asked to betray an Ally. If you agree you gain an extra Benefit roll this term and Deception. The Ally then becomes an Enemy.
- 65 You meet the Emperor himself. Gain a +4DM to your next Advancement and Survival rolls.
- 66 You are the centre of the court and loved by all (at least to your face). You are automatically promoted.



**Adventurer**

In a constant struggle to ward off boredom you focus your inquisitive mind on pursuits which are mentally and physically stimulating. The hardships and dangers of your chosen interest help you to feel truly alive. Generally you venture off world to find new planets and cultures, deadlier creatures to stalk and ancient cultures to excavate. There is nothing better than smelling a new alien atmosphere or seeing exotic new life forms. You excel in

spreading your name far and wide, being acknowledged as the equal of any academic or professional explorer. Living on the edge of civilisation is better than suffering a meaningless life socialising.

**Assignments:** Choose one of the following:

- **Explorer:** You have an insatiable curiosity to explore new places, whether it is a slow trek by foot over a mountain range or boarding a starship jumping into the black, every trip results in a constant delight and joy with each unique place you find. Your love of discovery leads you all over space always trying to discover somewhere no one has gone before. Your trips are recorded in memoirs or holo-vids, using them to encourage others to follow your footsteps.
- **Hunter:** You love the thrill of the stalk, the buzz of aiming your equipment and the click of the trigger, be it camera, trap or gun. You have hunted every conceivable creature in your home system and now voyage to far off places to find new species to add to your collection. The more arduous and dangerous the hunt, the more potent your sense of victory when you succeed. Often you use more primitive equipment to make the hunt more challenging.
- **Archaeologist:** You dream of making that lucky strike and discovering a long lost vault filled with the cultural artefacts, technology and treasure of an extinct civilisation. Your desire for credibility and fame sends you off to marginal, dangerous worlds where normal anthropologists, historians and archaeologists dare not go. Yet this freedom from stringent academic supervision allows you to take risks and shortcuts in your quest for discoveries.

**Qualifications:** End 6+  
-1 DM for every previous career.

**Career Progress**

	Survival	Advancement
Explorer	Int 6+	End 6+
Hunter	End 7+	Dex 5+
Archaeologist	Edu 5+	Int 7+

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Animals (any)	Advocate
2	+1 End	Drive	Computer
3	+1 Int	Flyer	Diplomat
4	+1 Edu	Recon	Jack of all Trades
5	Athletics	Science (any)	Science (any social)
6	Persuade	Survival	Streetwise

	Specialist: Explorer	Specialist: Hunter	Specialist: Archaeologist
1	Athletics	Animals (any)	Explosives
2	Diplomat	Athletics	Investigate
3	Language (any)	Gun Combat (any)	Language (any)
4	Recon	Recon	Mechanic
5	Science (any)	Stealth	Science (any social)
6	Survival	Survival	Survival

## Ranks and Benefits

Rank	Explorer	Hunter	Archaeologist	Skill or Benefit
1	Tourist	Tracker	Prospector	Persuade
2				+1 End
3	Wanderer	Stalker	Historian	+1 Edu
4	Pioneer			Diplomat
5		Huntsman	Classicist	
6	Discoverer	Master Hunter		+1 Social

## Mishap

2d6	Mishap
2	Severely injured. Roll twice on the Injury table and take the lower result.
3	You accidentally stumble into a pit trap. Lose one point of Endurance permanently and gain a limp.
4	Leaving a world you are arrested and charged with smuggling or theft. You spend the following term incarcerated but learn the skills of Deception 1 and Melee (any) whilst imprisoned.
5	An antagonist harasses you and forces you to leave. Gain a Rival.
6	A discovery you make turns out to be dangerously infected. Lose one Strength.
7	During an expedition you run into a dangerous criminal syndicate. Gain an Enemy.
8	You are trapped on a primitive world. Gain either Animals (any) 1, Survival 1, Melee (any) 1 or a Contact.
9	You are forced to abandon your calling to help a friend. Gain an Ally.
10	A war breaks out and you are called up. You must attempt to qualify for the Scout or Marine career next term.
11	You discover something valuable and steal it. Gain an extra Benefit roll as you leave this career.
12	Injured. Roll on the Injury table

**Events**

D66	Event
11	Disaster! Roll on the Mishap table but you are not ejected from this career.
12	You are briefly cut off from your finances and must live on the edge. Gain either Stealth 1, Gun Combat (any) 1, Recon 1 or Streetwise 1.
13	It seems that the land you are on is private property. Roll Diplomacy 8+ or Stealth 8+ to escape; if you fail, roll on the Injury table.
14	Whilst travelling to your next world, you intercept a transmission from another ship. Roll 1d6: 1: It was a secret pirate transmission. You may use this to locate a pirate base and automatically qualify for the Pirate career next term. 2: It was a trade ship, looking to buy supplies. Gain a Benefit roll. 3: It was a coded espionage transmission. Although you failed to break the code the agents seek to terminate you. Gain an Enemy. 4: It was a distress call and you volunteer to help the best you can. Gain Engineering 0. 5: It was a trap and you help repelling the boarders. Gain Melee (any) or Gun Combat (any). 6: It is a distress call and you are able to help with the rescue. Gain an Ally among the survivors.
15	You discover a wrecked survival pod loaded with survivor in a fission powered cold sleep berth. Roll Medic 8+ or Mechanic 8+ to deactivate the berth successfully; if you do so, gain a Contact.
16	Trapped aboard ship for an extensive journey, you decide to continue your studies. Roll Education 9+ to gain any one skill of choice.
21	During a natural disaster a companion is trapped by falling debris. If you go to his aid, roll Survival 8+ or Strength 8+. Succeed and you may gain him as an Ally. Fail and roll on the Injury table.
22	Whilst surveying an area you find an old grave marked with a weak transponder signal. Uncovering the body you find a last will and testament several hundred years old, plus a single functional item in the spoil. Gain a Weapon or piece of sensor equipment.
23	While exploring a ruined structure, you find an item of cultural significance, such as a holy relic or tomb. You may return this item to its original owners, gaining a Contact among them or you may sell it for an additional Benefit roll.
24	Isolated on a world for a year, you learn to maintain your own equipment. Gain Mechanic 1, Engineer (any) 1, Computers 1 or Comms 1.
25	You find something completely unique which is named after you. The media and professional recognition increases your Social Standing by one and you automatically pass your next term's Survival roll.
26	You fall ill, having picked up some infection from unsanitary conditions. Roll Endurance 8+. If you fail, you become infested with a strange symbiotic organism which melds with your brain stem but compromises your immune system. You lose a point of Endurance but Intelligence and Education are raised by one apiece.
31–36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	You publish the findings and experiences of your last expedition, only to discover that somebody else has plagiarised your work and printed before you. Roll Advocate 8+ to prove the other author stole your work. Succeed and you receive an extra Benefits roll as compensation. Fail and the public assumes you are a glory stealer, lose one Social Standing. Either way, gain an Enemy.
42	A criminal organisation requests you pay protection money to keep your expeditions safe. You may resist or accept their takeover. If you resist, roll Persuade 8+ or Gun Combat 8+. If you fail, roll on the Injury table. If you succeed, gain an Enemy. If you accept, you suffer a –1DM to all Benefit rolls made in this career.
43	Due to your rising fame you are invited to join a gentleman adventurers club. Gain Carouse 1, Gambler 1, Broker 1 or a Contact.
44	During some extreme weather, some of your expeditionary equipment is threatened. If you play it safe and allow it to be destroyed the trip must be abandoned and you lose a Benefit roll this term. If you try to rescue the equipment, roll Dexterity 8+. Succeed and you gain an extra level of Survival. Fail and roll on the Injury table.

- 45 Bad work conditions cause the local porters or excavators to abandon their tasks. They request better pay or leave the expedition. Roll Diplomat 8+. Succeed and you gain a +1DM to all Survival rolls in this career. Fail and you gain the local population as an Enemy.
- 46 You encounter a primitive security system. Roll Recon 8+. If you succeed, you spot and disarm it. Otherwise, roll on the Injury table.
- 51 You are attacked by a highly dangerous animal. Roll either Stealth 8+, Gun Combat 8+ or Recon 8+ to deal with it, or Animals (training) 8+ to tame it. If you fail either roll, roll on the Injury table. If you tame it, gain the creature as a pet.
- 52 While exploring a ruined necropolis, you come across a still-functional computer system. Gain Computers 1, Engineer (electronics) 1, Security 1 or any Science (any) 1.
- 53 On your expedition something peculiar happened to you. Roll on the Unusual Events table in the Life Events section (page 34 of the *Traveller Core Rulebook*).
- 54 You are asked to help excavate an ancient structure. Gain either Medic 1, Remote Operations 1, Vacc Suit 1 or Recon 1, then roll that skill 8+. If you fail, you trigger some antique trap or security system. Roll on the Injury table.
- 55 Your last expedition was a complete flop. Considered an amateur dabbler, others look down upon you. Lose one Social Standing.
- 56 Your career is highly dangerous this term, wiping out several other high profile expeditions. You have a -1DM to your next Survival roll but gain a +2DM to your next Advancement roll.
- 61 Two powerful tribes engage in battle over the territory you are currently in. Using this distraction, you can take the opportunity to make a foray into a forbidden zone. If you do so, roll Recon 8+ or Stealth 8+ to avoid being detected. If you fail, you are captured and ritually tortured before you can be rescued. Roll on the Injury table. If you succeed, roll 1d6:
  - 1: The zone is inhabited by fearsome predators. You barely escape with your life.
  - 2: The zone contains a virulent contagion. You suffer a -2DM to your next Survival roll.
  - 3: The zone is the home of a mystic. His wisdom increases a non-technical skill of your choice by one level.
  - 4: The zone contains ancient battle droids, some of which are still powered. Gain an autonomous combat drone.
  - 5: The zone contains a species of highly addictive narcotic flower. Gain an Addiction.
  - 6: The zone is psychically active. You may automatically join the Psion career next term.
- 62 A cartel of dubious legality offers you a job. If you accept, you gain Deception 1 and a +1DM to the Advancement roll this term. If you refuse, gain them as a Rival.
- 63 You discover an extremely old wrecked starship of alien design that might be repairable. The ship is yours outright but you must roll 10 times on the Old Ships table (see the *Traveller Core Rulebook*, page 136). The vessel has an exotic structure and displaces 200 tons.
- 64 Due to your experience and firsthand knowledge, you are forcibly drafted into the Scholars career for a single term.
- 65 You engage a rival professor or noble in academic debate. Roll Science (any) 8+. If you succeed you embarrass your opponent so badly that they call in a favour, have you kidnapped and abandoned on an uninhabited world. Gain Jack of all Trades and a +2DM to your next Advancement roll, when you are eventually rescued.
- 66 You discover an alien relic and sell it for 3 rolls on the Benefits table. The unusual nature of the artefact also raises your fame. Increase your Social Standing by one. You are automatically promoted.

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	Ally
2		Weapon
3		+1 Int
4		TAS Membership
5		+1 Edu
6		Yacht
7		+1 Social, Yacht

**Celebrity**

You parlay your natural charisma and talent into a life in the performing arts. Whether you sing or dance, play an instrument, act in holo-soaps or merely attend the best parties, your purpose in life and your livelihood are to entertain the masses. You may be very high society and perform for the upper classes or your work may find acclaim on the gritty streets of industrial worlds but the result is the same. When you entertain, people become enthralled and the world adores you.

**Assignments:** Choose one of the following:

- **Actor:** Living in the lives of other people is how you perform for the world. You act and in so doing help others understand themselves better whilst enthralling them in the power or cheesiness of your performance. You are an entertainer but you may take your craft very seriously. Whether you waltz in and out of roles with ease or obsess on each part until you become that person, your greatest skill is being anyone but yourself.
- **Musician:** Yours is the rhythm of the galaxy. You make music in some way, be it by instrument or with your voice. The energy or beauty of your art captivates all who see your concerts. You may perform solo or with a band but you live the life your sound creates and your songs touch all those who hear them.
- **Luminary:** You are famous and you love it. Millions of people adore you and follow every aspect of your life; even though you do nothing except attend high society functions and date the rich and famous. Exactly why you



are celebrated is as much a mystery to you as it is to your fans but as long as they never think about that too hard you get to live the high life.

**Qualifications:** Soc 7+  
If you are aged 34 or more: -2 DM

**Career Progress**

	Survival	Advancement
<b>Actor</b>	Soc 6+	Int 6+
<b>Musician</b>	Dex 5+	Soc 7+
<b>Luminary</b>	Int 7+	Edu 5+

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Art (any)	Advocate
2	+1 Int	Comms	Computer
3	+1 Edu	Computer	Deception
4	+1 Soc	Persuade	Diplomat
5	Carouse	Streetwise	Science (any social)
6	Persuade	Art (any)	Streetwise

	<b>Specialist: Actor</b>	<b>Specialist: Musician</b>	<b>Specialist: Luminary</b>
1	Advocate	Art (any)	Advocate
2	Art (any)	Art (any)	Carouse
3	Art (any)	Carouse	Carouse
4	Deception	Computers	Deception
5	Investigate	Deception	Drive
6	Persuade	Persuade	Persuade

**Ranks and Benefits**

<b>Rank</b>	<b>Title</b>	<b>Skill or Benefit</b>
1	Extra / Backup	Comms
2	Artist	+1 Int
3	Celebrity	+1 Social
4	Headliner	Persuade
5		
6	Famous Performer	+1 Social

**Mishap**

<b>2d6</b>	<b>Mishap</b>
2	A terrible accident occurs. Roll twice on the Injury table and take the lower result.
3	While performing or at a party, you cause an injury to someone else. The resulting legal actions and bad publicity drive you out of the career.
4	You get into a fight with one of the production crew and he says you will never work in show business again. He is right.
5	You try for an 'edgy' look and end up cutting yourself out of the celebrity scene.
6	The glamorous lifestyle of constant parties claims another victim – your career.
7	You are performing on location when everyone involved, including you, come down with a terrible illness. You recover but at the cost of your career and 1 End.
8	Espousing politically incorrect opinions can sometimes help define a great performer. This is not one of those times. Lose 1 Social Standing.
9	By joining the wrong advocacy group, you not only wreck your social status but also manage to do your cause irrevocable harm. You lose 1 Social Standing and gain an Enemy.
10	A fellow performer or friend betrays you in the press. If you have a Contact or Ally, that person is the one responsible and becomes a Rival or Enemy. If you do not have one, you were knifed out of the blue and gain an Enemy instead.
11	A controversial performance brands you permanently as an outcast. The only way to erase the stigmata is to abandon your career completely.
12	Injured. Roll on the Injury table.

**Events**

d66	Event
11	Disaster! Roll on the Mishap table but remain in this career.
12	You do a performance as a tribute to someone famous. Throw your highest Art 8+. If you succeed, you gain that individual as a Contact out of gratitude for your portrayal. If you fail, you use 1 Social Standing from the humiliation of their less-than-kind review.
13	After a great day's work you find yourself relaxing in a bar with some of your idols in the business. They take you in and show you some secrets of the craft. Raise your lowest Art skill by +1.
14	Show business can be lonely. Relationships come and go. If you have an Ally, you lose him or her in an emotional scene that makes the tabloid news. You gain +1 Influence with Common Folk from the publicity. If you do not have an Ally, nothing happens from this event.
15	You come home to find a message waiting, a job offer that takes you a long way from home. During the trip you have a religious experience due to interactions with other travellers. You gain Social Science (theology) 1.
16	Your late night exploits, real or not, become legendary due to a stringer with an over-active camera. You may lose this term's benefit roll to purchase the video or let it spread and cost you 1 Social Standing.
21	There are no words for how poorly you were treated at the last reception you attended for your work. Bad press about the event hurt everyone involved but you came through looking like the star you are. You can act graciously and support the venue, earning an Ally, or you can complain like the rest and be reimbursed 5,000 credits.
22	A problem with the last recording of your work hurts sales and residuals all but stop. Roll 1d6. On a 1 or 2, you lose the benefit roll for this term.
23	You have performed one of your best works, something you might never be able to match in your lifetime. Others may feel the same way. Throw your highest Art 8+. If you succeed, you gain a +1 to Social Standing.
24	Your craft demands that you bury yourself in urban research for a while. Gain Streetwise 1.
25	While involved in a press event, an activist tries to hold the room hostage. During a break in the negotiations, there is a chance for you to act. If you do nothing, the situation gets dealt with and nothing happens. If you try to act, roll 1d6: 1: You try to be a big damn hero and get shot for it. Roll on the Injury table but you do not get ejected from this career. 2: You struggle with the gunman and get hurt while saving everyone else. Roll twice on the Injury table and take the highest result. You gain +1 Social Standing because of your bravery. 3: You sneak out of the venue and go to the authorities. Your information helps defuse the situation. Gain Stealth 1 from the ordeal. 4: Calling on your Charisma and Social Standing, you manage to talk the activist into turning himself in before anyone else gets hurt. The situation increases your Persuade or Diplomacy skill by one. 5: Seizing an opportunity, you attack the activist and actually kill him. Most see your actions as self-defence but a few consider what you did out of line. The debate ends your career but you automatically qualify for any career you choose to take next with the exception of those requiring psionic ability. 6: You have no idea what happened. You were so drunk that all you remember is everyone calling you a hero. You gain 1d3 Contacts and +1 Social Standing but cannot recall anything you did to earn them.
26	You gain a stalker, one that still hounds you to this day. Though this person is essentially an Enemy, he or she would never try to harm you. Your stalker just complicates your life in lots of other ways.
31–36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	An endorsement deal ends with you as the proud owner of a luxury Ground Car. The vehicle is yours to keep but as part of your contract you must be visible driving it at least once every month in a city or colony. Failure to comply will get the vehicle repossessed.
42	You run afoul of a mob boss looking to use your fame to propel his bid for more underworld power. Though you might not be aware of his true nature, he tries to bring you down with him when he gets caught. The whole affair costs you one Social Standing but you manage to come through it with your career intact.



- 43 The allure of a carousing lifestyle proves too much temptation to handle. The drugs and alcohol rob you of your youth and vigour before its time. You must start making aging checks at 30. If you are already 30+, you must add one term to the penalty you suffer on all future Aging table checks.
- 44 Being a performer and celebrity is not always easy but it does have its benefits. You gain an Ally who is a devoted admirer.
- 45 You have been there and done that; your life has become quite jaded because of all you have been through. You lose 1 point from either Str or Dex but you gain +2 End as a result of your constant, full-volume lifestyle.
- 46 Exposure to bright lights and loud noises have damage your sight and hearing. While you are not blind or deaf you do suffer a -1 DM in situations where precise senses would play a major factor in success or failure.
- 51 The merry-go-round never stops, even when you want it to at least slow down. Constant stress found you contemplating ending everything. You managed to come back from the edge but you are a different person now. Gain either Social Science (philosophy) or Carousing.
- 52 Your manager disappears one night with all your savings and most of your assets. Fellow performers hold a benefit for you and keep you from becoming destitute. You owe your peers a favour you will someday have to repay.
- 53 A mistake in one of your performance contacts sends you to a hostile region. Before you make it out, you have to learn to defend yourself just to survive. You gain either Gun Combat (any) 1 or Melee (any) 1.
- 54 Every performer gets used to bad reviews but you receive one that is particularly scathing, even vicious. The review is so hurtful that you suffer a -2 to your next Survival check.
- 55 Another performer upstages you during a performance intentionally. Throw Social Standing 8+. Success steals the spotlight back and earns you a Rival. Failure brings a slip in your fame, costing you a -1 to Social Standing.
- 56 You attend a number of high profile parties and get involved with a group of peers who find their thrills in betting on illegal competitions. You gain Gamble 1 as a result of your association with these new friends.
- 61 An onstage liaison blossoms into romance and you gain an Ally. If you already had a romantic attachment, one or the other (your choice) becomes an Enemy instead.
- 62 You have a very public fight with a family member. This leads the press, right or wrong, to paint you as a cold-hearted diva. In trying to defend your reputation, throw Diplomacy 8+. Success grants you a reprieve and you lose nothing. Failure costs you one point of Social Standing. In either case you gain Diplomacy or increase it by one rank.
- 63 You have a falling out with your closest friends. If you have an Ally, you lose it. If you have no Allies, you lose all your current Contacts instead. If you do not even have Contacts, you already lead a sad, lonely life and are not penalised further.
- 64 After a long, exhaustive tour or work engagement, one of your best performances to date is complete. Reviews are raving and all the major awards are talking with your management. You not only gain automatic promotion this term but a +2 to your next Survival check as well.
- 65 Stress and fast living get their hooks into you, forcing you into an addiction that you hide from the public. You must choose a recreational drug from Chapter Six. You begin play with 3d6 doses and a dark secret to keep.
- 66 Your body of work has impressed a very influential patron, the kind of person with the resources and inclination to take care of you for the rest of your life. You gain an Ally and a Stipend (see Chapter Three for details.)

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	Ally
2		TAS Membership
3		+1 Int
4		+1 Social
5		+1 Edu
6		Yacht
7		+1 Social, Yacht



**Competitor**

To most people, what you do is just a game. To others it is a job with rules and demands like any other. Then there are players like you, people with a superlative skill and a natural sense of grace, showmanship or killer instinct. You are part of the game within the game, the competition that is also an exhibition. Your claim to fame is in how you play both on the field, court or table, and off it, building a cult of personality around yourself and ensuring that when people think of your sport, they think of you as well.

**Qualifications:** Str or Int 6+  
 -1 DM for every previous career.  
 If you are aged 34 or more: -2 DM

**Assignments:** Choose one of the following:

- **Sportsman:** You play on a team with others. You might lead or you may follow but you always shine as a star in your own right. When your team is working together, covering each

other's weaknesses and enhancing each other's strengths, you are an unstoppable force on the field.

- **Athlete:** You are an individual competitor and your chosen sport is physically and mentally demanding. You have to be in top physical shape and lacking the support of a team, you must be completely self sufficient. You are a lone star and you like it that way. When you win, the whole victory is yours to savour. When you lose, there is no one else to blame for the defeat.
- **Gamer:** There is nothing physical about what you do but it still comes with its own rigours and challenges. You may be a gambler or a combatant in virtual space, your battles played out in digital time. You excel in mental agility and the mastery of tactics and strategy. Societies are formed around your game, entire social kingdoms ripe for the ruling. Whether on a screen or at a table, the world is winner takes all.

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Edu	Art (any)	Advocate
2	+1 End	Athletics (any)	Computer
3	+1 Dex	Computer	Comms
4	+1 Int	Drive (any)	Leadership
5	+1 Str	Persuade	Science (any life)
6	Carouse	Tactics (Sports or Games)	Science (any social)

	Specialist: Sportsman	Specialist: Athlete	Specialist: Gamer
1	Athletics (any)	Athletics (any)	Advocate
2	Athletics (any)	Athletics (any)	Deception
3	Carouse	Athletics (any)	Gambler
4	Gambler	Carouse	Recon
5	Diplomacy	Deception	Tactics (Games)
6	Tactics (Sports)	Persuade	Tactics (Games)

**Career Progress**

	Survival	Advancement
<b>Sportsman</b>	End 6+	Str 6+
<b>Athlete</b>	Dex 6+	End 6+
<b>Gamer</b>	Int 6+	Edu 6+

**Ranks and Benefits**

Rank	Sportsman	Athlete	Gamer	Skill or Benefit
1	Qualifier	Athlete	Adept	Athletics (any) or Tactics (Sports or Games)
2				
3	Player	Contender		+1 Int, Str or Dex
4			Master	
5	Champion	Champion		Championship Title
6	Legend	Legend	Grand Master	+1 Social

**Mishap**

2d6	Mishap
2	A terrible accident occurs. Roll twice on the Injury table and take the lower result.
3	Your last competition proved to indeed be your last competition. While you have recovered from the injury, you have never recovered from the defeat.
4	In an underhanded move, an opponent injures you on purpose to win the game. He gets disqualified but you can no longer compete. You gain the cheater as an Enemy.
5	There is a scandal involving performance enhancing technology. Though you may have been innocent, you are one of the players served with a lifetime ban.
6	A rare genetic defect causes your body to give out during a championship match. You lose one point of End and your career but the resulting public sympathy raises your Social Standing by two points.
7	Game officials change the rules and you find yourself unable to adapt to the new way your sport is played. After several failed games, you are essentially forced to retire.
8	Ennui, the bane of all interests strikes you. No longer really interested in the game, you lose the drive and desire to keep playing it.
9	You get caught up in a gambling scandal and forced to leave the sport or face charges.
10	One of your opponents accuses you of cheating. Whether you did or not, there was enough evidence to strip you of your most recent title and end your career. You lose the Benefit roll for this term.
11	The latest generation to take up your sport are so much better than you were when you started out. Fearing you will be upstaged by rookies, you retire at the height of your game. You gain a +1 DM to your first Benefit roll while mustering out.
12	Injured. Roll on the Injury table.

**Events**

d66	Event
11	Disaster! Roll on the Mishap table but remain in this career.
12	Sports officials come to you, looking to consult with notable competitors about a possible rule change. The recognition is enough that you gain +1 Influence with your peers.
13	During a match, you have a perfect opportunity to cheat. If you do not, nothing happens. If you try, throw Deception 8+. Success wins you the match and a +2 DM to your Advancement check for this term. Failure costs you your credibility and your career.
14	A heated exchange between you and another player results in you saying something catchy that quickly becomes a popular phrase in your sport. You gain a +1 to all Influence checks with Peers and sports fans.
15	You have a cadre of fans follow you from game to game now. Collectively they comprise the equivalent of a Contact for you.
16	At a highly publicised game, you become ill and have a hard time finishing your last match. Throw End 6+. If you make the roll, you finish the match and win 1d6 x 1,000 credits in prize money. If you fail, you are physically sick on your opponent, earning a Rival suffering a -1 DM to your Survival check for this term.
21	You have an equipment malfunction and it ruins your perfect record for the season. After reacting poorly to the break down, you have earned a reputation for having a temper. Far from hampering your career, it has provided you with considerable fame, increasing you Social Standing by one.
22	You get asked for an autograph by an eager fan, who is the ranking planetary noble in disguise. If you refuse, nothing happens. If you accept, throw Persuade 8+ to gain one point of Social Standing.
23	A major new product endorsement deal comes down the pipeline. Your contract advocate is not sure if you should accept it and you get the final word. If you refuse, you suffer a -1 DM on Advancement this term. If you accept, roll 1d6: 1: The product proves to be criminally harmful and you get caught in the blame storm that comes of it. You lose your career and one benefit roll from it because of the costly legal aftermath. 2: The product is safe; it is just also particularly horrible. Having your name associated with it pays 2d6 x 1,000 credits but also costs you one point of Social Standing. 3: Someone misusing the product injures himself and tries to sue everyone involved including you. Your representation is terrible and you end up defending yourself successfully. You gain Advocate 1, learning a lot from the ordeal. 4: As part of your contract, you have to get involved in the advertising of the product. Rather than being the chore you thought it might be, you discover a real passion for the work. Gain Art (acting) 1 or Persuade 1. 5: While at an event sponsored by your product's manufacturers, you meet several interesting and influential people. Gain three contacts or one Ally. 6: Thanks to you, the product becomes a household staple and sales of it simply explode. The rewards from your endorsement are many and the residuals could last a long time. You gain a +1 DM on all Benefit rolls for this career.
24	One night, you find a mysterious package in your locker after a particularly tough game. Inside is a snub pistol and a note that reads, 'Learn to use this before the real game begins.' Taking that advice, you gain Gun Combat (slug pistol) as a skill.
25	Life after your matches can be as exciting as the games themselves. Sometimes that fun goes a little too far though. You gain Melee (unarmed) and a dozen stories about how and why you learned to fight.
26	During a rough party in a bad part of town, you are recognised by someone who hates anyone more famous than him. The meeting ends with you getting shot, a painful but superficial wound. The scar from that wound becomes a badge of courage for you and gives you +1 Influence with Street Life and Common Folks.
31-36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	On the advice of a veteran of the game, you spend some time learning to read your opponents and watch for hidden clues to their next plays. You gain Recon 1 and a +1 DM on your next Advancement check in this career.
42	The stress of the game and its constant demands force you to spend some time in a distant retreat. While there you make some alien friends and gain one as a Contact.
43	You lose a tough match to an opponent that just seemed to want the victory more than you did. When you ask him for his secret he tells you he only plays because he loves the sport. This sticks with you, renewing your dedication to the game. Automatically survive this term and gain a +1 to all further Survival checks for this career.
44	You get slipped a little something extra in your drink at a private party after a losing game. Throw End 8+. Succeed and nothing happens. Fail and you have become addicted to a recreational drug. You start play with two doses of your choice from Chapter 6.
45	A close brush with driving under the influence requires you to perform a public service in lieu of jail time. The media circus which televised your sentence becomes something of a cult classic, giving you +1 Social Standing.

- 46 After failing a physical a few weeks before a big game, you become obsessed for a while on crash dieting and intense workouts, the kind that build you up while wrecking your body. You may reduce your End by up to three points and spend those points in any combination between Str and Dex.
- 51 A meeting with a talent agent looking to cast you in an athletic role in an upcoming movie gives you a taste of the acting world and 1d6 x 10,000 credits. If you wish, you may automatically qualify for Performer (actor) if you take it for your next term.
- 52 Safety concerns cause your government to ban your sport until it can be made safer. You have to take a different career for your next term but afterward you may return to this one without needing to use the Draft rules or forfeiting any benefits.
- 53 A landed noble invites you to play some of his friends in a private setting. Throw your highest Athletics, Computer or Gamble skill 8+. Success wins you 3d6 x 10,000 credits and a noble Ally.
- 54 You have a run in with someone claiming to be the legal creator of one of your signature moves. Where he comes from he is allowed to sue for damages and threatens to do so. Your sports authorities take care of the incident but the matter becomes a black mark on your record. Suffer -1 to your next Survival and Advancement checks.
- 55 Even the most glamorous sport can fall victim to budget cuts. Faced with a need to reduce staff, you end up doing some of your own transport. Gain Drive (any) 1 or Flyer (any) 1.
- 56 You get invited by a fellow player with more money than sense to attend an illegal fighting match between alien combatants. Roll Gamble 8+. Success scores you 2d6 x 1,000 credits in winnings. Failure imposes a -1 on your next Benefits roll. A natural 2 gets you busted and incarcerated for a short time, an embarrassment that costs you one point of Social Standing.
- 61 There is no difference between second place and losing. With that as your motto, you manage to rack up several impressive victories in a short period of time. Eventually, every winning streak ends and yours is no exception. Roll 1d6:  
 1: Another player swears a vendetta against you for an earlier defeat and obsessively studies your play style until he can and does beat you. Even after your loss, he remains fixated. You have gained a Rival.  
 2: You lose a game you clearly should have won because of a bad rules call. Though you are convinced a referee was bribed, no evidence is found of it. Your refusal to let the matter go has cost you. Lose one point of Social Standing.  
 3: The loss was your mistake, a rookie error that you should never have made. Your drive to excel only gets harder, leading you to increase your highest skill by +1.  
 4: Your game was such a hard fight that even in losing you played like a champion and so did your opponent. You have kept in touch and gained an Ally.  
 5: You only ended up losing because of a technicality. The result of that game called into question a number of rules and ended up fixing some flaws in the game. The association between that and your game ensures your survival this term.  
 6: Losing as badly as you did drove you to seek ways to improve your game. For a while you even tried performance enhancing drugs but had a terrible reaction to them. You lose -1 from End, Str or Dex (your choice) as a result.
- 62 Someone on an opposing team comes up to you after a game to ensure you never play another one. Throw Melee 8+. Succeed and you gain +1 Influence with Peers and Common Folk for your ability to defend yourself. Fail and you have to roll on the Injury table.
- 63 The last year of this term proves to be the worst year of your life in sports. You have to roll on the Mishap table but you are not ejected from this career.
- 64 There is a scandal involving you, a pair of eager fans and a holo-camera. While the bad publicity is not quite enough to drive you from the game, you do lose a point of Social Standing for your indiscretion.
- 65 Your persona during the game becomes so different from who you really are that you come dangerously close to a psychotic break. While trying to keep yourself together, you learn a lot about how the mind works – your own, especially. Gain Social Sciences (psychology) 1.
- 66 An extremely wealthy individual purchases the best seats in the house to watch your championship match. After you win, you are invited to meet with this rich benefactor and offered the chance of a lifetime. In exchange for competitions wherever and whenever your patron pleases, you gain a Stipend.

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	+1 Str, Dex or End
2		+1 Edu
3		+1 Int
4		Weapon
5		TAS Membership
6		+1 End, Ally
7		+1 Social, Yacht



**Connoisseur**

As a connoisseur you savour, collect and create lasting art in some form. You may be someone who produces the finest artistic creations such as a chef, interior decorator or odour designer. On the other hand you might be somebody who critiques art in all its forms, creating witty poems, news columns or public speeches to crush those of less refined tastes than yours. Or perhaps you collect the finest art, hording it away as a financial investment or displaying it in your own museums and

galleries. No matter what you do, you focus on your chosen art form and what you do with it becomes part of your legacy.

**Qualification:** Edu 7+

-1 DM for every previous career.

**Assignments:** Choose one of the following:

- **Critic:** Whether it is by holographic media or old-fashioned quill and ink, your skills lie in the appraisal, judgement and possible aspersion of a particular art form. Your words often amuse, shock or inspire those who delight in your refined or egocentric opinions.
- **Artisan:** Yours is the sensual realm of art. You use materials, tools and technology to create enduring icons and artwork. You design, sculpt, experiment or program but regardless of what you do, your work is as artistic as it is functional if not more so. You are more than just a craftsman. You are a true artisan and your work has value beyond the sum of its parts.
- **Collector:** While you may not be criticising or creating, no artwork would be preserved for posterity or placed on public display without your tireless efforts. You travel tirelessly to locate lost objet d'art or locate new artists worthy of being immortalised in your personal galleries. In some way or another, legally or not, you must complete your collections.

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Art (any)	Advocate
2	+1 Int	Art (any)	Art (any)
3	+1 Edu	Carouse	Computers
4	+1 Soc	Deception	Diplomat
5	Carouse	Diplomat	Science (any social)
6	Jack of All Trades	Persuade	Trade (artwork)

	Specialist: Critic	Specialist: Artisan	Specialist: Collector
1	Advocate	Art (any)	Art (any)
2	Art (any)	Art (any)	Carouse
3	Carouse	Carouse	Deception
4	Computers	Persuade	Persuade
5	Diplomat	Science (any)	Streetwise
6	Persuade	Trade (artwork)	Trade (artwork)

**Career Progress**

	Survival	Advancement
<b>Critic</b>	Int 7+	Edu 5+
<b>Artisan</b>	Dex 5+	Soc 7+
<b>Collector</b>	Edu 6+	Int 6+

**Ranks and Benefits**

Rank	Critic	Artisan	Collector	Skill or Benefit
1	Commentator	Freelancer	Finder	Art (any)
2	Reviewer	Staff		+1 Int
3	Assessor		Accumulator	
4	Pundit	Admired Artist		Persuade
5	Aficionado		Antiquarian	
6	Authority	Master of the Craft		+1 Social

**Mishap**

2d6	Mishap
2	A terrible accident involving a work of art occurs. Roll twice on the Injury chart and take the lower result.
3	Your magnum opus turns out to be a total flop. Horrible reviews force you out of the artistic world and into bitter retirement. Lose 1 Social Standing.
4	Your reviews, art or touring collection simply stops being popular and your market dries up completely. Roll Trade 8+. If you succeed, you may keep the benefit roll for this term.
5	After living as a starving connoisseur, you push the lifestyle too far and lose either 1 Str or 1 End.
6	Whether it is true or not, you come to the realisation that you are a talentless hack and become interested in another subject. Gain any one skill of your choice.
7	You are exposed as a plagiarising fraud and are hounded by the media. Lose one level of Art as your lack of talent is exposed.
8	After dedicating years to your craft, you are given a cutting review by a critic you admired, destroying your audience. Gain an Enemy.
9	You begin to take narcotics to increase your artistic insight. Gain a drug Addiction.
10	A gallery tour or exhibition leaves you stranded far from home. Gain either Survival 1, Persuade 1 or Streetwise 1.
11	You find your greatest works forged on another world by a better artist with better lawyers. The court costs are so expensive you not only lose the benefit roll for this term but your next term also.
12	A disgruntled artist or rival attacks you in a fit of violent rage and attempts to cut off one of your extremities. Roll on the Injury table.

**Events**

d66	Event
11	Disaster! Roll on the Mishap table but remain in this career.
12	A politically controversial exhibition asks you to take part, forcing you to choose between the government and your art. If you choose not to attend, you lose the benefit roll for this term. If you take part in the exhibition you gain an Enemy with political connections.
13	You are banned in some places for your controversial nature. Far from ending your career, you gain +1 Social Standing from the notoriety. Roll Investigate 8+. If you succeed, you are able to uncover the nature of the ban and get it overturned. If you fail, there are still some important places that consider you and your work taboo.
14	One of your pieces strikes the fancy of a high-ranking military official and you are commissioned to work for him. Roll your highest Art 8+. If you succeed in the task, the officer is pleased and you gain an Ally. If you fail, your commission is given to another artist whose piece wins his favour instead. That artist becomes your Rival.
15	A local art or film exhibition becomes a focal point for your current career. After great preparation you attend the opening ceremonies as the guest of honour. How does the exhibition turn out? Roll 1d6: 1: Another connoisseur in your field steals the show. The humiliation costs you one Social Standing and you leave the show to continue practicing your career in quiet disgrace. 2: The exhibition is overrun by protestors looking to make a name for themselves by railing against the work being presented. The protest turns violent and you are injured. Roll on the Injury table but gain 2 points of Social Standing for your artistic near-martyrdom.

3: The show is completely uneventful and very anti-climatic. The lacklustre show costs you time and money in the long run. You suffer a -1 DM to your next Benefit roll.

4: The exhibition is uneventful but lucrative and you receive several important commissions. You gain a +1 DM to your next Benefit roll.

5: Another artist dares to call other people's work garbage and a fight breaks out. If you choose not to get involved, nothing happens. If you throw down with the others, roll Melee 8+. If you win the fame of your 'defence of the arts' gives you a permanent +1 DM to Survival and Advancement rolls in this career. If you lose, nothing happens. You are an artist. No one expects you to win a fight.

6: You receive an achievement award for your work. You automatically pass your next career Survival roll.

- |       |  |
|-------|--|
| 16    | You fall in love. Roll d6. On a 3+ your emotions are requited and you gain an Ally. On a 1 or 2, your feelings go unreturned and the deep emotional pain advances an Art skill you already possess by 1.   |
| 21    | You make the unforgivable mistake of choosing an unpopular subject matter for your next piece. You are politely asked to refrain from finishing or collecting it. If you stop, nothing happens. If you continue you gain an Enemy but gain one level of Advocate defending your decision with your Peers.  |
| 22    | After days of hard work you discover that your latest piece is critically flawed just after it ships. The resulting backlash is devastating and constant doubts plague your work. Choose one Art skill you possess. You can never advance that skill again. Any future increases to Art must be applied to a different specialisation.   |
| 23    | You have a meeting with a possible patron. Roll Social Standing 8+. If the roll succeeds, you gain an Ally and a +1 to all Advancement checks while he remains so. If the roll fails, you suffer a -2 DM to your next career Survival check. On a natural 12, you gain a Stipend.  |
| 24    | A gallery, media channel or museum that always supported your work suddenly drops you as a client altogether. Roll Streetwise or Investigate 8+. If you fail, nothing happens. If you succeed, you uncover the mistake behind their disfavour and correct it. Gain a +1 DM to your next Survival and Advancement rolls.  |
| 25    | Several other artists in your field band together to try and force you out of the industry. They partially succeed and your livelihood suffers. You lose the Benefit roll associated with this term but gain a +1 DM to all future Survival rolls in this career since you have weathered the worst slander your peers can come up with.   |
| 26    | Someone associates your name with a truly horrible piece of work. You manage to clear your reputation of the stigma but legal fees incurred while doing so cost you 1d6 x 1,000 credits after you muster out of this career.   |
| 31-36 | Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).  |
| 41    | Your work touches someone who is deeply troubled and they become an obsessed fan. After stalking you for months they finally try to make contact. Roll 1d6:<br>1: The fan has decided that your best works are behind you and you must die in order to be properly immortalised. You survive the attack but must roll on the Injury table.<br>2: Your biggest fan is wealthy enough to finance their obsession for years. The constant hounding leaves you with a -1 DM to Qualifying and Survival rolls for any future career terms.<br>3: You manage to confront your fan first. The moment is so awkward that your obsessed fan breaks free of the dementia because of embarrassment and disappears quietly, never to bother you again.<br>4: Despite being a constant annoyance, the stress of having a stalker proves to be very good for your art. Gain 1 rank in any Art skill you already possess.<br>5: The authorities are no help. You gain Investigate 1 as a result of having to track down your stalker and deal with the situation yourself.<br>6: After months of cat and mouse, you come face-to-face with your obsessed fan and things turn terribly violent. The scars of the encounter and how it ended remain a dark secret and you gain Melee (any) 1. |
| 42    | You become fixated with some subject or image and devote huge amounts of time to trying to perfectly render it in your chosen medium. No matter how well your work turns out, it is never good enough for you. Your obsession costs you one level of either Carouse, Diplomat or Persuade.   |
| 43    | A quick piece of work for the local government nets you 2d6 x 10,000 Credits as an immediate reward for your efforts.  |
| 44    | You constantly push yourself so hard that you often forget to eat or sleep enough. You may choose to lose 1 point of End to receive an extra Benefit roll from this career.  |
| 45    | The need to understand how people in other social classes live and think drives you to join their culture for a while. Choose any other career. If you pass its Qualification roll, you gain either a single roll on its Personal Development track or one skill from its Service Skills table.  |



- 46 Your latest commission concerned a member of the nobility and was very well received. The subject is so impressed with your work that he or she becomes a Contact for you.
- 51 Long hours spent studying for a piece you want to find or create broadens your mind. Gain either +1 Edu or one level of any Science or Trade skill.
- 52 You have found or rediscovered an innovative technique that could revolutionise your field. With your revelation comes fame and fortune, however fleeting both might be. Gain 1d6 x 10,000 credits immediately and a +1 to your next Advancement roll.
- 53 By accepting commissions from distant dignitaries, you have become exposed to a previously unknown culture and immersed yourself to better create. You gain a level of Language with its speciality being that of the culture in question.
- 54 Your work has involved a strange alien object you discovered in an odd antiques shop. The object seems harmless but you have started having bizarre dreams, some of which have come true. You may take your next career term as a Psion Wild Talent without the need for testing or training. If you do not use this benefit immediately, it is lost.
- 55 By taking a wide range of narcotics, you have managed to reach a whole new level with your craft. Increase any Art skill by one but also gain an Addiction.
- 56 Running short on innovation, you take a trip into the wilderness but your vehicle breaks down. Several weeks pass by before someone realises you are missing and comes to rescue you. You gain +1 End and the Survival skill as part of the experience.
- 61 A master of your career is about to retire and takes you under his wing. You receive advanced training in a single existing skill. Throw Edu 8+ to advance an existing skill by one level.
- 62 Lean times in the art world have only made you hungrier to succeed. You automatically pass your next survival roll.
- 63 You spend a great deal of time perfecting a piece that is widely seen as a huge success and an artistic coup. You may double your next monetary gain.
- 64 Ranging far and wide for new artistic sources has its benefits. You gain Recon 1.
- 65 A string of wild successes teaches you a lot about the business side of the art world. You gain Admin 1 and Advocate 1.
- 66 Acclaim propels you to a new level of success. You automatically advance in this career.

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	TAS Membership
2		+1 Edu
3		+1 Int
4		+1 Social
5		Weapon
6		Ally
7		Antique Artwork worth 1d6MCr (See Chapter 6)



**Dilettante**

You are rich beyond the dreams of even the most avaricious and use your wealth in creative ways depending on your outlook on life. Whether you consume it to satisfy your selfish desires, splurge it on lavish entertainments for your friends or give it away to help those worse off than yourself, it is all about the money and the fame you gain from spending it. Your lifestyle draws sycophants, adoring fawners and idolisers who only want to get a cut of the cash which flows from your uncaring fingers.

**Assignments:** Choose one of the following:

- **Wastrel:** You are a drop out from polite society. You care little for others, merely desiring to experience the pleasures of living life to the full, stopping at nothing to find a new method of self gratification. You have few real friends and your family has turned its back on you. Whether you are terminally bored or driven by self loathing, you are in a slow spiral of self destruction and quite frankly, cannot care less.

- **Socialite:** You live for the glitz and excitement of being the centre of attention. The best way of achieving this is to throw and attend the best social functions on the planet. Your wealth is frittered away on sumptuous amusements for the high society set, in a constant battle to be regarded as the heart of good taste and haut couture. You are the trend setter that others follow adoringly.
- **Philanthropist:** You use your wealth to help others, whether to salve a bad conscience or as a way of seeking more public attention, only you know. Whatever your motivation, the media slavishly praise or ridicule the grand, optimistic plans you organise with governments and charity organisations and you play them all like a fine instrument. Your inspiration and efforts have aided the lives of millions and in return you are worshipped as a saint.

**Qualifications:** Soc 7+  
-1 DM for every previous career.

**Career Progress**

	Survival	Advancement
Wastrel	End 5+	Int 7+
Socialite	Soc 7+	End 5+
Philanthropist	Int 6+	Soc 6+

**Skills and Training**

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Art (any)	Advocate
2	+1 Int	Comms	Broker
3	+1 Edu	Computer	Computer
4	+1 Soc	Deception	Diplomat
5	Carouse	Persuade	Science (any social)
6	Persuade	Streetwise	Streetwise

	Specialist: Wastrel	Specialist: Socialite	Specialist: Philanthropist
1	Art (any)	Art (any)	Advocate
2	Carouse	Art (any)	Broker
3	Carouse	Carouse	Carouse
4	Deception	Deception	Diplomat
5	Persuade	Diplomat	Persuade
6	Streetwise	Persuade	Streetwise

**Ranks and Benefits**

Rank	Wastrel	Socialite	Philanthropist	Skill or Benefit
1	Reprobate	Coquette	Donor	Art (any)
2				+1 Int
3	Ingrate	Mondaine		
4			Benefactor	Persuade
5	Black Sheep	Debutante		
6	Pariah		Altruist	+1 Social

**Mishap**

2d6	Mishap
2	A terrible accident occurs. Roll twice on the Injury table and take the lower result.
3	While attending a party under the effects of alcohol, you loudly and mistakenly slander someone else. The resulting legal action and bad publicity exile you from your lifestyle.
4	You get into a fight at a club with a close family member of the ruling noble and end up persona non grata.
5	Experimenting with a new narcotic causes minor brain damage. You lose one point of Int.
6	The grinding pressure of your glamorous lifestyle of constant parties causes you to burn out. You can no longer continue your career.
7	After excessive dalliances with members of the opposite sex, you come down with an embarrassing illness. You eventually recover but at the cost of 1 End.
8	You expose the secret excesses of an associate to the media. The resulting backlash against the revelation uncovers your own part in his downfall. Lose 1 Social Standing.
9	In desperation to get your own way, you form a breakaway social circle or advocacy group. You lose 1 Social Standing and gain an Enemy.
10	A friend betrays a very sensitive secret you entrusted to them. If you have a Contact or Ally, that person is the one responsible and becomes a Rival or Enemy. If you do not have one, you were knifed out of jealousy and gain an Enemy instead.
11	A controversial outburst at the biggest social event of the year labels you as a disgrace and you are exiled. The only way to avoid the odium is to abandon your career completely.
12	Injured. Roll on the Injury table.

**Events**

d66	Event
11	Disaster! Roll on the Mishap table but remain in this career.
12	You host a party as a tribute to someone famous. Throw either Carouse or Art 8+. If you succeed, you gain that individual as a Contact out of gratitude for your exposé. If you fail, you lose 1 Social Standing from the scathing reprimand.
13	After a successful party you find yourself relaxing in a swimming pool with a number of very attractive and inebriated members of the opposite sex. Roll Persuade 8+. If successful your performance that night goes down in legend. Raise your Social Standing by +1.
14	Leaving a party or fundraiser held in the inner-city region of the capital, you become lost and end up ambushed by a mugger. Roll Persuade or Melee 8+. Success allows you to escape unharmed. Failure forces you to roll on the Injury table but gain Streetwise as compensation from the experience.
15	After yet another disappointment in your life you go on a drinking binge and end up seeking solace. The only person who will speak to you is a religious zealot who ends up praying on your enfeebled condition to proselytise you. You gain Social Science (theology) 1.
16	Your adventurous exploits, heroic or debauched, become legendary due to a reporter secretly stalking you. The resulting media attention attracts an ex-agent who teaches you one skill in exchange for letting him hang out with you for a month.
21	You become very close friends with someone who, unbeknownst to you, is secretly dying. After several months of carousing or performing charitable deeds the friend reveals that in exchange for pepping up their last days, you are named sole recipient in their will. Gain an extra roll on the Portfolio benefits column.
22	You have a falling out with your accountant who attempts to embezzle part of your investments in revenge. Roll Broker 8+ or you lose the benefit roll for this term. The legal headache afterwards teaches you a little about fraud. Gain Advocate 1.
23	Your socialising calendar becomes massively busy forcing you to the edge of your Endurance. Roll End 8+. If successful you gain a level of Carouse.
24	Whether meaning to or not, you have performed a truly selfless act. You lose your roll on the Benefits table but in exchange you are lauded in the media for your philanthropy. Gain +1 to Social Standing. In addition the recipient of your benefaction becomes utterly devoted to you. Gain an Ally.
25	Your entire family are killed in a tragic aircar crash. Upon further investigation the accident is deemed to be suspicious. Roll 1d6: 1: Due to inheritance questions, you are interrogated over your whereabouts during the crash. Although no charges are pressed, you still lose 1 point of Social Standing but gain an extra Benefits roll. 2: The crash was a mistaken assassination attempt which was intended to target you. You begin taking drugs to assuage your guilt. Gain an Addiction. 3: The accident was caused by a drunken noble who gets off with a minor fine due to his connections. Gain an Enemy. 4: The autopsy reveals your father was suffering from some degenerative mental disorder, which is hereditary. Either undergo significant brain surgery and lose 1 point of Int or Edu, or be banned from driving or flying any vehicle. 5: A survivor of the other vehicle your family crashed into sues and the legal costs are crippling. Lose your Benefit roll for this term. 6: You actually did murder your entire family for the inheritance. Gain either Deception or Mechanics for your orchestration of the crime and in addition receive three rolls on the Benefit table this term!
26	You gain a love sick stalker who always turns up at the most inconvenient moments. Although they are an Enemy, the stalker never harms you, only your closest friends and associates.
31–36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	A criminal discovers some highly embarrassing information about your early life which he threatens to blackmail you with. You must decide whether to pay up. If you capitulate he takes your Benefit roll for this term. If you resignedly decide to weather the exposure the blackmailer declares you an idiot and gives you a diatribe about the dangers of honesty in a series of educational letters. Gain Deception.
42	An old man accuses you of seducing his young daughter and challenges you to a duel. Roll Diplomacy 8+. If successful you convince him of your innocence and in return he offers to teach you the etiquette of the sword, gain Blade. If you fail, he rightly runs you through. Roll on the Injury table.
43	Overwork or over carousing cause you to suffer a physical break down. You must start making aging checks at 30. If you are already 30+, you must add one term to the penalty you suffer on all future Aging table checks.
44	During a really great party, a noble challenges you to a race through a nearby gorge. Roll Drive or Flyer 8+. If successful you beat him and gain a Rival. If you fail, you crash the vehicle and the noble, overcome with remorse, becomes a useful, guilt ridden Contact.

- 45 You decide that overwork or excessive debauchery is having severe effects on your fitness. To counteract this you briefly take up a healthy, sensible lifestyle. Gain +1 to Str or End and lose any Addictions you might have.
- 46 A brief fling at a party develops into a romance and you gain an Ally. If you already had a romantic attachment, one or the other (your choice) becomes an Enemy instead.
- 51 Suffering from extreme depression you attempt, and fail, to commit suicide. Psychiatric help puts you back on the path to recovery by focussing your mind or emotions. Gain either Social Science (philosophy) or Art (any).
- 52 The family solicitor embezzles your entire portfolio and does a runner. Roll Investigate 8+. Failure indicates the loss of all your benefits. Success means you track him down and recover the money, one way or another. Gain either Persuade or Melee (Blade).
- 53 During a party or fund raiser you are kidnapped by hardened criminals. After a week of waiting for the ransom to arrive, you decide to fight your own way out. You gain either Gun Combat (any) 1 or Melee (any) 1 but the leader of the kidnappers survives. Gain an Enemy.
- 54 You are savagely criticised in the local media for your recent behaviour. The review is so vicious that you suffer a -1 to your next Survival check.
- 55 Whilst almost paralytic from a bad reaction to an ingested narcotic or immunisation shot, you foolishly decide to reset all of your security passwords. On recovery you cannot access any of your utilities or finances and spend several weeks hacking your own system. Gain Computers.
- 56 At a high profile party you are introduced to an illegal betting syndicate. Before long you are wagering with the rest of your peers on rather dubious pit fights. You gain Gamble 1 as a result of your association with these new friends.
- 61 A close friend dies from a narcotics overdose. Lose an Ally or Contact.
- 62 You are publically censured by a family member. The press runs the story, repeating the overly harsh criticisms of your behaviour. To defend your reputation, throw Diplomacy 8+. Success vindicates you and nothing untoward happens. Failure has everyone agreeing with the family member and you lose one point of Social Standing. In either case you gain Diplomacy.
- 63 You land an endorsement deal. In exchange for an extra Benefits roll you gain a robotic hound which you must show off at every chance and it accompanies you everywhere you go. Roll 1d6:  
 1: Because of its annoying tendency to chase small animals it accidentally savages a small child. The parents are furious. Gain an Enemy.  
 2: The dog bites a media journalist who was hounding you. Roll Advocate 8+ to escape prosecution. If failed, the endorsement is recalled and you lose the extra Benefit.  
 3: The dog is actually a cunningly disguised bomb setup to assassinate you. Roll on the Injury table.  
 4: You discover the programmers guide and out of boredom begin tinkering with its operating system. Gain Computers.  
 5: After a week you accidentally run the dog over with your ground car. In desperation you attempt to fix it yourself. Gain Mechanic 1.  
 6: The robo-dog is actually a military prototype, programmed as a bodyguard. It has the skills of Recon 1, Melee 1, Gun Combat 1 and an embedded Gauss Pistol built in.
- 64 Hounded by the media and sick of people, you seek refuge off world in a small starship. During the trip the pilot dies of a heart attack leaving you to try to get home yourself. Obviously you succeed. Gain Pilot 1 and Astrogration 1.
- 65 You develop an Addiction from the stress and fast living of your lifestyle. Choose a recreational drug from Chapter Six. You begin play with 3d6 doses and a dark secret to keep.
- 66 Your long lost Great Aunt returns from an extended Grand Tour of the entire Empire. Not having seen you since you were just a baby, she dotes upon you. You gain an Ally, a Stipend (see Chapter Three for details) and an unlimited personal supply of anagathics from the half crazy old woman.

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	Ally
2		Weapon
3		+1 Int
4		+1 Social
5		+1 Edu
6		TAS Membership
7		+1 Social, Yacht

### Humanitarian

Coming from a life of privilege, you have discovered the inequalities of civilisation. Taking upon yourself the role of a humanitarian, your motives are to investigate, inform and educate the higher echelons of society, improving the prospects of the common people. You chronicle the injustices of the galaxy, bringing them into the hearts and lives of your audience in the form of protests, conventions, after dinner speeches, or even interviews on the local media. While some humanitarians simply publicise disasters or corruption, others actively work to negotiate with governments and megacorporations to solve these problems. Forsaking more violent options, humanitarians use their Social Standing and skills to sway opinions and incite the masses.

**Assignments:** Choose one of the following:

- **Idealist:** You live your life in front of a camera, out in the open on the front lines of wars and poverty ridden slums. Your popularity is based on your unimpeachable morals and outspoken convictions. Everyone knows your name and face, as you are reported frequently on the news for passionate acts of often near suicidal intervention.

- **Raconteur:** Whereas idealists work upon the hearts of common folk, you target your efforts to influencing the minds of those in authority. Every crisis or unjust law spawns suffering and need, which you present in the form of entertaining anecdotes or ethical questions in order to effect a change in the minds of the powerful. It is your wit and persuasive personality which encourages indulged listeners to invite you to their gatherings or act as an intermediary.
- **Investigator:** Your life is spent investigating felony and injustice. You survey crime scene clues and interrogate suspects, using your high social status as a substitute for authority. You are driven with a need to keep your mind active and protect the underprivileged, be they individuals or communities. You are almost always in danger and your work may not be appreciated by some but you do what professional law enforcement would never undertake, whether from corruption or simple lack of resources.

**Qualifications:** Int 6+  
-1 DM for every previous career.

### Skills and Training

	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Advocate	Admin
2	+1 Int	Diplomat	Advocate
3	+1 Edu	Computers	Diplomat
4	+1 Soc	Persuade	Language (any)
5	Carouse	Persuade	Leadership
6	Persuade	Streetwise	Science (any social)

	Specialist: Idealist	Specialist: Raconteur	Specialist: Investigator
1	Art (any)	Admin	Computers
2	Athletics	Advocate	Deception
3	Carouse	Deception	Investigate
4	Comms	Diplomat	Investigate
5	Deception	Diplomat	Stealth
6	Recon	Persuade	Streetwise

**Career Progress**

	Survival	Advancement
<b>Idealist</b>	Soc 5+	Int 7+
<b>Raconteur</b>	Edu 6+	Soc 6+
<b>Investigator</b>	Int 7+	Edu 5+

**Ranks and Benefits**

Rank	Idealist	Raconteur	Investigator	Skill or Benefit
1	Radical	Anecdotist	Inquirer	Persuade
2				+1 Int
3	Visionary	Spokesman	Detective	
4				Diplomat
5		Orator	Sleuth	
6	Utopian			+1 Social

**Mishap**

2d6	Mishap
2	Due to your efforts you are the target of an assassination attempt. Roll twice on the Injury table and take the lower result.
3	You proclaim an injustice that proves to be disastrously false. Someone has to take the legal and social blame for its fallout. Guess who that is?
4	Whilst involved in a delicate prisoner exchange you get taken hostage. During the humiliating ordeal you break down, revealing your career has merely been one of egocentric self promotion. Your credibility as a humanitarian is shattered. Lose one Social Standing.
5	You get fooled into unwittingly slandering a politician's career. Gain an Enemy.
6	Disenchanted with the thankless effort of preaching to unsympathetic socialites, you drift away from the career, the lifestyle and its constant demands. If your next career term is Drifter, you gain an extra roll on the specialist table of your choice.
7	A political shift makes your personal and on-air views very unpopular, ending your media coverage and social engagements for fear of reprisals.
8	A team of agents secretly hired by a displeased megacorporation destroys your home and threatens your family. You escape unharmed but the experience convinces you to seek another line of work.
9	You are accused of corruption and taking bribes. If this is false you attempt to clear your name, gaining Admin 1 or Investigate 1. If it is true, you get two Benefit rolls this term instead of losing them. Either way, the stigma sticks and your career is over.
10	Whilst promoting or investigating a charitable relief fund, you are assigned to a disaster zone for a public relations holoshoot. Whilst there you catch a horrific contagious disease. Reduce your Endurance by two but gain Medic 1.
11	Censorship pulls the plug on your career. You got dangerously close to a truth someone wanted to keep clandestine. Gain a +2 DM to the Qualification roll of your next career.
12	Injured. Roll on the Injury table.

**Mustering-Out Benefits**

Roll	Cash	Other Benefits
1	Increase your Portfolio	Ally
2		+1 Int
3		Weapon
4		TAS Membership
5		+1 Edu
6		Yacht
7		+1 Social, +1 Education

**Events**

d66	Event
11	Disaster! Roll on the Mishap table but remain in this career.
12	While attending a gala put on by a local government agency, you are asked for a meeting with a journalist known for his savage interviews. If you refuse, nothing happens. If you accept the offer, roll 1d6: 1: The request was a fake, intended to get you out of the party so someone else could steal your spotlight. Gain a Rival. 2: The request was legitimate but the journalist was called away at the last moment. Ironically he turns out to be a nice guy and apologises. You gain a Contact. 3: The interviewer tries to expose your private affairs. Roll Persuade 8+. If you fail, you are considered a laughing stock and lose one Social Standing. 4: After a solid interview and more than an hour of open questions, you come away having skilfully turned the tables on the reporter. Temporary fame gains you a +1 DM on both the Survival and Advancement rolls for this term. 5: You sidestep all the journalist's probes resulting in an interview that contains nothing of real import. It does not make much of an impact in the media but you are well compensated for your time, gaining 1d6 x 1,000 credits. 6: The journalist reveals that the charity you are representing is the front for a criminal organisation. If you publically support the charity anyway, you receive a significant 'gift' – gain an additional roll on the Benefits table. If you condemn the charity, you gain an Enemy but are automatically promoted this term.
13	A guerrilla warfare story turns personal when you get caught up in the fighting. Gain either Gun Combat (any) 1 or Stealth 1 but also roll twice on the Injury table and take the higher result. This injury does not end your career.
14	You have to cross train in your field when staff are kidnapped. Gain one rank in either Comms or Sensors.
15	You decide it is time to seek more support amongst celebrities rather than old acquaintances and have to associate with the rich and famous. Gain +1 Influence with High Society and 1d3 Contacts.
16	The government changes completely while you are off world and representatives from the new enlightened regime want to use you as part of their media campaign to keep the peace. If you agree, you gain Diplomacy 1. If you refuse your career ends but you get a +1 on benefit rolls while you muster out.
21	You take on a protégé, a young investigator looking to benefit from your example. During the course of his or her internship, they learn something. Roll 1d6: 1: Your intern now knows all the places you go to drink away the stresses of the day. Gain a rank of Carouse. 2: Another word for intern is slave. You manage to get the poor student to do nearly all your work for the brief time you have together. The exposé on you afterwards is not at all flattering. Lose 1 point of Social Standing. 3: You try to teach the intern all you know. In the process, you learn a little something about people as well. Gain Social Science (any) 1. 4: While you are asleep, your protégé learns where your account codes are stored. Lose half of all the credits you have gained up to this point. 5: After doing all you can for your intern, you learn that he or she was actually a skilled journalist from another planet doing a secret story on you. The piece makes you a hero in media circles for a little while, ensuring that you are promoted this term. 6: There is no excuse for the horrible behaviour of your lazy, unskilled intern except for the fact that they share a last name with your boss. Suffering through your time with this albatross does gain you a bonus of 2d6 x 1,000 credits.
22	After losing several sponsors, the network supporting you has to make sweeping budget cuts. You keep your faith but many of your colleagues lose theirs. Throw Diplomacy 8+. If you succeed, you keep 1d3 of them as Contacts. If you fail, you gain a Rival. If you roll a natural 2, you gain an Enemy instead.
23	You are asked to bury a lead by the military. If you do so, you gain a Contact. If you do not, nothing happens... yet.
24	You are given a story that could blow the lid off a major case of political corruption but you have not been able to find corroborating evidence to back it up. You still have the story and can run it if you ever find a source to confirm what you already know.
25	You make friends with a famous actor during an interview at a disaster zone and have had him as a Contact ever since. Associating with him has given you Carouse 1 and +1 to Social Standing.
26	There are few significant issues to champion where you started your career so you took a chance and travelled far from home. Events along the way forced you to learn Pilot (any) or Navigate but at least you got here safely.
31–36	Roll on the Life Events table (page 34 of the <i>Traveller Core Rulebook</i> ).
41	At a holiday party, you and several inebriated colleagues make a mockumentary of the government and the ruling noble. The video gets out into the mainstream before any of you recover from your revels. Roll 1d6. On a 5+, the video is considered a hilarious publicity film and you gain +1 Social Standing for your part in things. On a 2, 3 or 4, you end up having to chip in to buy the film back before it can be aired. This costs you the benefit roll for this term. On a 1, the humiliation of the film, especially the five minutes of 'restroom footage', drives you out of this career.



- 42 The power of journalism works in your favour for once, getting you inside a place you have no business being. Once there, you learn something extremely important. Roll 1d6:  
 1: You discover a hidden military weapons test that breaks several humanitarian and international laws. The story gets covered up but you gain an Ally.  
 2: Your cameras catch a politician engaged in an unlawful act. Your footage gets him thrown out of office and earns you both an Enemy and +1 Social Standing.  
 3: You get to the hidden location and sneak your way in, finding nothing. With no story and up to your neck in trouble, you have to sneak your way back out. Gain one rank of Stealth.  
 4: The story proves to be where you are, a secret Ancients dig site with a wealth of artefacts to be discovered. You agree to keep the dig a secret and in return they let you go and do not charge you for trespassing. You do not leave empty-handed; you have lifted a small unknown object from the site, something you still have.  
 5: There were so many secrets in that old warehouse you could base an entire career on investigating it all. Since you found it, it has been moved but the one exposé you were able to record has ensured your promotion for this term.  
 6: Nothing. You remember absolutely nothing. You woke up in your own bed with a note that read, 'This was a warning.' You now have both an Enemy and an Ally, both of whom will reveal themselves in time.
- 43 You have discovered a talent for getting people to open up to you during interviews. Gain +1 Diplomacy or +1 Persuade.
- 44 All the time you have spent stalking celebrities while trying to get a good story or image has finally paid off. Gain either +1 Stealth or 1d6 x 1,000 credits.
- 45 Your personality has rubbed a co-worker the wrong way. Throw Diplomacy 8+. If you fail, you gain a Rival.
- 46 Never one to back down from a challenge, you try to get close to an alien dignitary. In so doing you learn a lot about the culture and ways of other worlds. Gain either a rank in Language or Social Science (sophontology).
- 51 Your work moves you into the lowest dregs of society to help the homeless and addicts. You get the job done and come away with your eyes opened to urban life. Gain Streetwise 1.
- 52 You join a merchant ship for an extended mission to chronicle injustice on other worlds. You gain 1d3 Contacts among the free traders and merchant marines you meet.
- 53 An interview gone awry leaves you questioning the integrity of the journalist that set up the unwelcome interrogation. You turn their own camera on them and get a great exclusive. The resulting publicity gains you a permanent +1 DM to Survival rolls for as long as you stay in this career.
- 54 Stress forces you to take a year's sabbatical from your job. You gain no benefits roll for this term but your time alone increases any one skill you already possess by +1.
- 55 The widely varied research you have had to do for your investigations over the last few years has filled your mind with hundreds of random facts and concepts. You gain a rank in Jack of All Trades if you already have it.
- 56 A major news show brings you in as an ostensibly independent reporter giving you the chance to put your own views across with only a little censorship. If you accept you are paid 3d6 x 100,000 credits. If you refuse, make a Survival check for your career. Failure has no consequences. Success brings a +1 to Social Standing and a +1 DM to your next Advancement check for upholding your own morals and not being tempted.
- 61 Your integrity gets called into question in a very public way. If you respond to the allegations, throw Persuade 8+. Succeed and nothing happens. Failure or choosing not to respond ends your career.
- 62 You find a new source for underworld information and bring him in on salary. Reduce all future Portfolio Asset Value rolls by one step but gain both an Ally and 1d3 Contacts.
- 63 A Rival sabotages you during a holo-vid report and makes you look like a fool in front of some very influential people. Throw Persuade 8+. If you succeed, you manage to turn the tables on him, getting rid of any one Rival you may have. Fail and you suffer a -2 DM to your next Survival check.
- 64 Several of your stories have brought your efforts a great deal of good publicity. You are offered an Ethics prize for your good deeds. The reward consists of a combined 100,000 credits, a Ship Share and automatic survival for this term.
- 65 You have become quite a household name on your homeworld and your exploits are common knowledge among your colleagues. You gain +1 Social Standing.
- 66 Someone very highly placed and powerful has seen your work and likes it. That person begins to sponsor your work and takes care of your personal expenses. You gain a Stipend (see Chapter Three for details).

# SOCIAL STANDING

Social Standing is an often overlooked characteristic in *Traveller*. It has become synonymous with noble rank and although nobility is a major part of political and administrative authority of many star systems, it does not necessarily correspond that the highest Social Standing values should be limited to them. There are many different aspects of society where being an important bureaucrat will have no bearing, whereas an infamous criminal reputation might well tip the balance in your favour.

This chapter investigates different facets of culture where a character can hold a significant social status, potentially gaining more respect than the traditional noble. How to use your standing for influence or benefit is further detailed in Chapter 4 – Fame.

## Do I Know You?

Social Standing not only defines how important you are but it is also an indication of how well known you are. Holding the rank of baron may mean that you are recognised anywhere on your home planet but travel a dozen parsecs away and you become a nobody.

The higher the Social Standing, the wider a character's reputation has spread and the more likely that they will be followed by the media or fans. Within the region of his influence, the character will be automatically recognised since they appear regularly in the news and magazines. Outside their immediate region of influence, the character's fame or reputation may still allow them a chance of recognition.

*Recognising a dilettante:* Intelligence or Education characteristic check, 1-6 seconds, Average (+0), Situational modifier: the Social Standing DM of the dilettante.

**Penalties:** -2 DM per 'region step' away from your region of influence; -2 for not being in the same social or cultural clique; -4 for a status based on an unknown activity or entertainment.

*Matt Bender (Soc 11), an up and coming thrash rock musician, is a megastar on his home continent. Anywhere he travels he will automatically be recognised. However, around the rest of the planet such recognition is not guaranteed. Anyone meeting him for the first time without an introduction must roll to see if they identify him. The stranger's characteristic check is modified by +1 for Matt's Social Standing but receives a penalty of -2 for the 'region step' above Continent. If Matt travelled to another world in the same system then the penalty*

*would raise to -4. If the stranger had no interest in thrash rock, being a classical music fan instead, recognition would suffer an additional -2 penalty, or -4 if they had no interest in music at all.*

Being recognised can be both beneficial and detrimental to a dilettante. If trying to blag their way through bureaucratic red tape or garner preferential treatment recognition can be very influential (see *Celebrity Benefits* page 44). On the other hand, getting away with illegal activities or hiding from rivals can become very difficult if everyone around the dilettante knows who he is. In such cases using the Deception skill can be very useful.

What a character's social status is based on is also very important. A physicist, who is the holder of a prestigious award of scientific achievement, may be completely unknown outside scholarly circles.

The reach of a dilettante's fame and influence can be calculated from the following table.

## REGION OF INFLUENCE

Social Standing	Region of Influence	Possibly Known in...
10	Capital	Surrounding Continent
11	Continent	Rest of the World
12	World	Rest of the System
13	System	Neighbouring Systems
14	2-3 Systems	Entire Subsector
15	Subsector	Entire Empire

## SOURCES OF SOCIAL STANDING

Fame and reputation can come from many different sources, not always pleasant ones. The following options are a guideline for where and how a character, with exceptional Social Standing, could have gained their status.

### Business

Successful businessmen and the upper echelons of corporations gain status not only by dealing in the financial markets but also as the public face of companies. Many business dilettantes are financial high fliers, maintaining their reputation by owning or holding executive rank. Of course, their job title may be purely honorary, yet they maintain connections which can topple smaller businesses or even entire financial markets if stirred to act. In smaller companies the rank of President is often the owner himself.

The following job titles in the table below are examples of posts held in subsector-wide megacorps. They can legitimately be used for businessmen with lower Social Standing, in which case the company or organisation they represent has a commensurately smaller region of influence. For example, the president of a megacorp spanning several systems will have a Social Standing of 14, whereas a president of a world spanning company will have a Social Standing of 12 instead.

*Duke Joneath, the retired noble once responsible for the Orion subsector, is invited as a guest of honour to a corporate fund raising dinner. Introduced to the other guests sitting at his table, Joneath raises an eyebrow when the man sitting immediately on his left is mentioned as a manager of Shezah Corp, whereas the fellow at the least prestigious far end of the table is named the President of Mideon Shipbuilders. It is hastily explained that Mideon is a small company hand building sailing ships at the capital but Shezah Corp are the subsector wide manufacturers of fusion generators. The discrepancy explained, the duke thoughtfully enjoys the rest of his meal.*

**Crime**

Criminal reputation can be a very diverse and murky area. A lone high profile jewel thief may have as much Social Standing as the kingpin of several mob gangs. However, using this status can be very tricky. The jewel thief for example cannot reasonably use his Social Standing in the media to gain a suite at a hotel without revealing his legal identity and risking arrest by the local law authorities. The kingpin on the other hand may be beyond legal prosecution and use his reputation in public to intimidate others into fearful subservience.

In addition, on worlds with low Law Levels, criminal Social Standing can be used more openly and with more public acceptance, however grudging. Conversely, on high Law Level worlds, criminal Social Standing is only usable between criminals themselves.

Lone criminals can possess a plethora of different titles according to past achievements. A successful assassin could be known as **Nemesis** or the **Baron Butcher** and his deeds widely reported in the media. The epithet however is more of an identity rather than a rank.

Members of organised crime syndicates however, use ranks to represent both their authority and administrative position. As with corporate ranks, in general the larger the syndicate, the higher the Social Standing associated with the rank.

Since rank names are very diverse across cultures, the Referee should assign titles which fit the type of criminal organisation. Leaders for example could be called kingpins, czars, bosses, crimelords, masterminds, ringleaders and so on. Where a criminal is an independent solo-artist, treat them as the equivalent of a leader.

*'Raffles', the gentleman jewel thief, has pulled off many daring escapades across several star systems. The law authorities are completely stumped as to his real identity. Within the criminal fraternity Raffles has a Social Standing of 14 due to his high profile in the media but in real life Raffles is actually known as Sir Perseus Danz a minor court dandy with a Social Standing of only 11, commensurate of his rank as a knight.*

**Corporate Rank**

Social Standing	Company Size and Influence					
	Capital	Continental	Planetary	System	Multi System	Subsector
10	President	Chairman	Director	CEO	Executive	Manager
11		President	Chairman	Director	CEO	Executive
12			President	Chairman	Director	CEO
13				President	Chairman	Director
14					President	Chairman
15						President

**Criminal Rank**

Social Standing	Syndicate Size and Influence					
	Capital	Continental	Planetary	System	Multi System	Subsector
10	Leader	1 <sup>st</sup> Officer	2 <sup>nd</sup> Officer	3 <sup>rd</sup> Officer	4 <sup>th</sup> Officer	5 <sup>th</sup> Officer
11		Leader	1 <sup>st</sup> Officer	2 <sup>nd</sup> Officer	3 <sup>rd</sup> Officer	4 <sup>th</sup> Officer
12			Leader	1 <sup>st</sup> Officer	2 <sup>nd</sup> Officer	3 <sup>rd</sup> Officer
13				Leader	1 <sup>st</sup> Officer	2 <sup>nd</sup> Officer
14					Leader	1 <sup>st</sup> Officer
15						Leader

Possessing a criminal Social Standing does not necessarily indicate that the character is actually a criminal. Such reputations may be mistakenly assigned, or granted to someone convicted yet innocent of the crimes attributed to them. Members of associate professions such as fences, private investigators, advocates or even law enforcement agents themselves may also hold similar status in the criminal world.

**Entertainment**

Becoming a famous entertainment star is probably the simplest way of gaining Social Status. Entertainers are regularly featured in the media and via the networks they gain the attention of millions of fans.

Actors and musicians are generally the most popular types of entertainer, with dancers, comedians, reporters and presenters coming a close second. Most famous entertainers are constantly battling behind the scenes to keep their share of the market; sometimes going to extreme lengths to be promoted to wider distribution networks, since their status is wholly dependent on staying in the public eye.

For this reason some celebrities or their managers often involve themselves in controversial events. A few even go out of their way to be shocking, debauched or abusive towards the media in order to raise their profile. This can sometimes give a temporary raise to Social Standing or preserve the Standing of a star whose popularity is fading.

Another method of raising an entertainer's popularity is when they receive awards for their performances. An influential award for starring in the best holo-vid of the year may briefly boost an actor's Social Standing by one point. Whereas gaining a lifetime's achievement award for being one of the greatest actors of an era may permanently increase his Social Standing by one or two points. Of course award ceremonies may be rigged to artificially raise the profile of someone. Fame and talent are not necessarily linked.

Status in the world of entertainment is not only limited to performers. Managers, directors, producers and the like, all have Social Standing of their own.

Entertainers always use the highest rank they are worthy of. A singer who is a planetary megastar, will still claim to be a megastar, even though they may not be well known outside the system.

**Military**

Military social status is a very strange and confusing minefield. Whereas a Major may have a lower military rank than a General, he can easily have a higher Social Standing as a decorated war hero. There is little rhyme or reason to how military Social Standing is gained, just your reputation as a soldier and the achievements listed in your service record. Surviving to high service rank usually places the officer in a position to command operations and honestly earning medals always helps.

Military personnel can use their social status to be assigned to certain posts, lead expeditions, requisition equipment and so on. Even if retired from the armed services the reputation continues, allowing the holder to pull strings for friends or relatives, or receive invitations to attend or give talks at military functions.

The value of the soldier's Social Status does not grant a specific title, merely indicates the spread of his fame. Most appellations refer to the recipient's most renowned deed and take the form 'Hero of ...' or 'Defender of...' for example. Suitable variants include *champion, conqueror, conquistador, defeater, defender, hero, sentinel, subduer, subjugator, vanquisher, victor and warrior.*

**Nobility**

The noble ranks are already stipulated in the *Traveller Core Rulebook*. The Social Standing granted by Noble titles does not vary, although the responsibilities of what each rank involves is sometimes fluid.

**Entertainment Rank**

Social Standing	Size of Network Influence					
	Capital	Continental	Planetary	System	Multi System	Subsector
10	Megastar	Superstar	Star	Idol	Celebrity	Personality
11		Megastar	Superstar	Star	Idol	Celebrity
12			Megastar	Superstar	Star	Idol
13				Megastar	Superstar	Star
14					Megastar	Superstar
15						Megastar

Most nobility serve as part of a functioning administrative and bureaucratic system. Each noble above the rank of Knight is usually assigned as a representative to a world, system or subsector. Not every world is allocated or granted a noble and likewise not every noble is given a domain to govern.

Ruling nobles may hold several titles but only use the Social Standing of the highest, unless the regions are separated by a significant distance.

**Knight (Soc 11):** Knighthood is an honorific granted for exceptional service or achievement. It is the highest aristocratic award achievable by those outside of a noble family. When knighted, the beneficiary joins a particular Order of Knighthood. These historic and respected organisations are good sources of patrons and useful contacts. Although many of those made knight already hold high Social Standing from their achievements in other fields, the title allows them access into noble society and its commiserate responsibilities.

**Baron (Soc 12):** Barons are the lowest order of the peerage and assigned the control of an entire world, usually one of lesser importance. A baron who was granted his honorary title for unwavering dedication and loyalty, but lacks a planet to administer, is known as a *baronet*. A baronet is treated as being inferior to a true baron.

**Marquis (Soc 13):** Marquises govern a single system, generally those containing at least one major world with excellent star port facilities. Despite the prevalence of worlds with good starports in some sectors, only the most important militarily or economically are granted a marquis.

**Count (Soc 14):** Counts are granted authority over several systems within the same subsector. These systems generally contain the most heavily populated worlds. It is unusual for a count to be given a system whose worlds are already under the rule of a lesser noble.

**Duke (Soc 15):** Dukes rule over entire subsectors and all those nobles assigned worlds within it. A *sector duke* is the senior duke of that region, promoted to coordinate the actions of the other subsector dukes.

Archdukes and emperors are beyond the normal scope of play.

Social Standing	Title	Region of Control
11	Knight	—
12	Baron(et)	A single world
13	Marquis	A system
14	Count	Several systems
15	Duke	A subsector
<b>16</b>	<b>Archduke</b>	<b>An Imperial Domain</b>
<b>17</b>	<b>Emperor</b>	<b>The entire Imperium</b>

### **Non Ruling Nobility**

Nobility is unusual in that titles, and their assigned responsibilities, can be inherited. Often the children and close family members of the ruling representative are also granted noble rank. Such titles are honorific, a sign of diffidence indicating the blood tie but lack any real governmental authority. Spouses are granted an equal rank and Social Standing as the ruling noble. The remaining family members are given a title and Social Standing of one less.

Most noble *dilettante* characters are family members of a ruler who have little chance of inheritance or finding a suitable place in the civil bureaucracy. Instead they throw themselves into pursuing an art or philanthropic career to do something meaningful with their lives. Some of course simply decide to become wastrels or adventurers, possibly bringing their family into disrepute.

Depending on the campaign setting, nobility may have long since lost any relevance to actual authority. In such settings a noble title, whilst still inherited, would lack any civic power, so the applicability of their Social Standing would be far more limited. Outside of a very minor segment of society their title would have a small chance of recognition and may hold even less weight than that of a scientist.

Since Noble titles can potentially be granted as a reward or honour for exceptional service, characters can potentially hold two separate Social Standing values. If the noble title exceeds the character's original Social Standing, then he should replace his characteristic with the new nobility value.

If on the other hand, the Social Standing value of the noble title is equal to or less than his characteristic, he should retain both. Since depending on the circumstances, a noble title may be of more use than his status in other fields.

### **Science**

Perhaps the status least known or even recognised by the general populace, scientists nevertheless fight tooth and claw to get to the top of their particular branch of knowledge.

But since comprehending their achievements and discoveries is beyond most people's grasp, scientific social status is only of any real use in the intellectual world.

Scientific Social Standing is normally based on holding an administrative position at a university or research organisation. Although gaining such a post is supposed to be based on academic attainment, nepotism and plagiarism often run rampant in the struggle for recognition. Administrative titles are standardised in most sectors and are combined with the science which that department concentrates on; *Professor Simak*, *Master of Astrophysics*, for example.



Scientists use their reputation to find better funding, blag new equipment or simply to be promoted into higher university or corporate posts.

A few highly honoured scientists are those who shun administration, instead catering to the media to help education, or by making a ground breaking innovation. In these cases they simply hold the title of Distinguished or Emeritus Professor.

**Sports**

Sports stars are second only to entertainers in terms of widespread recognition. With games and matches broadcast to billions of viewers, a successful sportsman can pretty much guarantee never needing to buy his own drink at a public bar – assuming of course, that he is not in a rival team’s home territory!

Sporting Social Standing is generally based on both the success of the sports star and the *league* he competes in. A planet’s best aircar racer will be overshadowed by the subsector champion in

**Scientific Rank**

Social Standing	Reach of Academic Influence					
	Capital	Continental	Planetary	System	Multi System	Subsector
10	Chancellor	Vice Chancellor	Provost	Master	Dean	Head
11		Chancellor	Vice Chancellor	Provost	Master	Dean
12			Chancellor	Vice Chancellor	Provost	Master
13				Chancellor	Vice Chancellor	Provost
14					Chancellor	Vice Chancellor
15						Chancellor

terms of status. Retired sportsmen retain their Social Standing, their achievements painstakingly recorded in hundreds of sporting statistics databases and the memories of millions of fans. Sportsmen with low Social Standing are generally those who were caught taking performance increasing drugs or took bribes to throw games.

Despite being famous, sports personalities have very little they can actually do with their status, save for being invited to celebrity events and the possibility of gaining advertising revenue, see Endorsements on page 45.

### **COMPARATIVE STATUS**

The most important aspect of Social Standing is that it is merely an indication of fame and reputation. It does not denote any authority or command. You may be the Marquis of your home world but if the subsector megastar Madam Castafiore comes to sing at your lawn party, it is she and not you, who will be the centre of attention.

In neutral social situations, whoever has the highest Social Standing gets preferential treatment. If more than one attendee shares the highest Social Standing, then they are treated equally.

*A famous marine war hero, the neighbouring system's baron, the president of a planetary corporation, a holovid superstar and the zag-ball champion of the last intersystem playoffs are all invited to a party. Since each has a Social Standing of 12, they treat one another as social equals, as do the serving staff and the ever present media reporters.*

When the situation is focussed on a particular aspect of society, those who work in that facet are granted precedence when their Social Standing is tied with others.

*At a fund raising party for a new telescope array, Professor Snark and Count Balisar both share a Social Standing of 14. Yet because this is a university sponsored event attempting to raise the profile of deep space scanning, it is the professor who claims most of the guest's and media's attention.*

### **RAISING YOUR SOCIAL STANDING**

Since a character's Social Standing is based upon his lifelong achievements, it is not easy to modify the value once his career has peaked. Several methods exist to boost the characteristic but involve major undertakings.

**Raising via Deeds:** Although most Player Characters have retired from their primary careers, the chance still exists to continue work in that profession. A retired marine might join a mercenary company and perform some spectacular military success, or a professor shelved for his outlandish theories may seek out the evidence proving his hypothesis. Whatever the challenge, overcoming or solving it should be played out as a series of adventures and be a real test of their abilities and roleplaying. Success in their undertaking will result in a permanent +1 increase to the character's Social Standing, indicating the growing fame and reputation their deed has accrued.

**Raising via Wealth:** A wealthy character can raise their Social Standing, either by generously hosting lavish parties and other similar entertainments; or by paying for a public relations team and commissioning media shows or books centred on themselves. Both methods are extremely expensive and require a constant investment of money to maintain the blatantly self interested promotion. The cost each month is equal to 1,000Cr multiplied by the value of the Social Standing assumed. A character can only raise his Social Standing by a single point using this method.

### **Sporting Rank**

Social Standing	Size of Sporting League					
	Capital	Continental	Planetary	System	Multi System	Subsector
10	Hall of Fame Member	Master	Champion	Winner	Finalist	Sports Star
11		Hall of Fame Member	Master	Champion	Winner	Finalist
12			Hall of Fame Member	Master	Champion	Winner
13				Hall of Fame Member	Master	Champion
14					Hall of Fame Member	Master
15						Hall of Fame Member

**Raising via Deception:** Only used by the truly desperate or despicable, a character can assume a false persona and claim to be someone he is not. The deception requires conspicuous expenditure of wealth to help pull it off, plus dazzling new acquaintances and sycophants and paying for forgeries. The cost is the same as for raising your status via wealth but there is no limit to the Social Standing which can be assumed. However, each month the character must make an Average characteristic check of their Intelligence using the characteristic modifier of their assumed Social Standing as a penalty. An Exceptional Failure brings arrest for illegal impersonation. Average Failure exposes the masquerade in public but allows the character to fade from sight. A Marginal Failure indicates that the deception is uncovered but the discoverer keeps the information to himself, possibly in order to blackmail the imposter.

*Gon Smiff, a criminal lowlife nobody, manages to pull off the bank job of the century. Escaping off world with 300MCr of bearer bonds he flees across two sectors and foolishly assumes a new identity as Count Smirnov, the wastrel son of a Duke on the other side of the Imperium. He begins to splash money around buying the latest styled high nobility uniforms, several luxury aircars and a few serving staff before crashing the local social scene. At first his frivolous parties and magnificent dinners stave off any suspicions. At the end of the month he must throw Int 8+ to avoid being exposed as an imposter. He rolls a 7 which added to his Int modifier of +2 gives him a total of 9. Unfortunately because he was imitating a Social Standing of 14, he*

*cannot use the associated Soc modifier of +2 as a penalty, bringing his total back down to 7. Gon is eventually caught out when a jealous rival checks up on the count's bona fides. Since it was a Marginal Failure, the rival decides to threaten Gon with exposure unless he withdraws his suit for the woman the rival loves.*

## FAILING TO MAINTAIN YOUR SOCIAL STANDING

If a character fails to maintain a suitable lifestyle and attend to right events, he risks losing his Social Standing. Lack of public exposure or the ridicule of his peers can undermine personal status.

A character that does not spend the monthly number of credits as defined in the Standard of Living table on page 87 of the **Traveller Core Rulebook**, is considered to have failed his societal responsibilities and temporarily drops his Social Standing by one. Use the values indicated on the table as the **minimum** possible expenditure. Most citizens will spend more than that figure if they have the credits available.

Likewise if a character with a high Social Standing does not attend at least one public or profession related event per month, they are deemed to have 'dropped out', retiring from the necessary commitments required to stay in touch with the in-crowd. Such ostracism also causes a temporary loss of one point of Social Standing.





# WEALTH

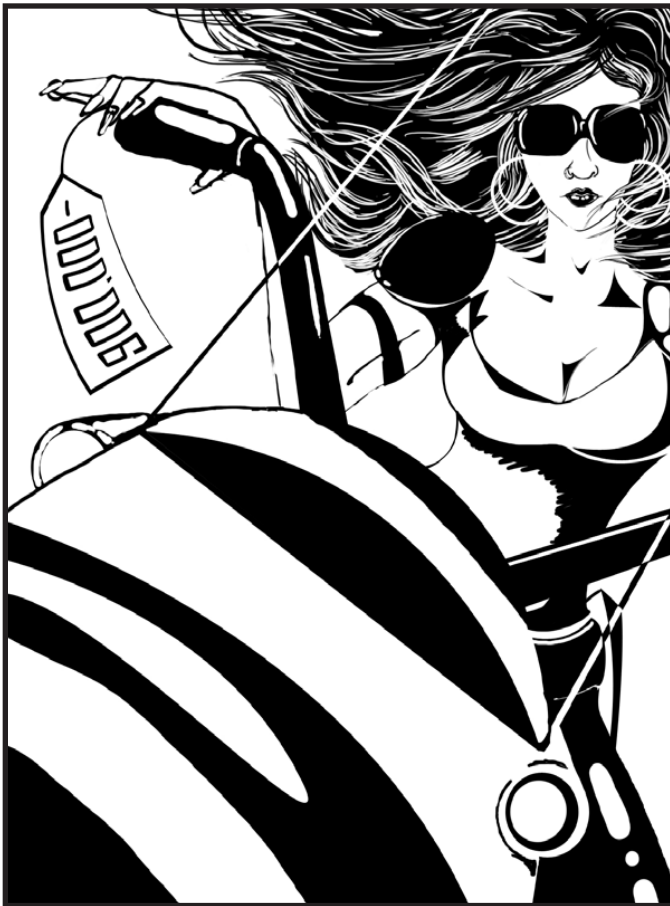
Dilettantes are members of society able to pursue their chosen interests by the expedience of being free from financial difficulties. Almost all dilettantes are independently wealthy, ranging from those with only just enough money to maintain their place in society, to others who can potentially buy entire planets.

Where does this phenomenal wealth come from?

This chapter explores the myriad different sources of a dilettante's income, how to build upon it and ways for it to run through their fingers.

## ***WHERE DOES IT COME FROM?***

As the old adage says, it takes money to make money. A dilettante's wealth can come from a multitude of sources but in almost every case their income is based on an investment of much greater value. These investments may be gifts from an emperor, the holdings a family has built up over generations or merely the pension paid into by the character himself.



Depending on the culture, inherited 'old money' may or may not have more status than income earned personally. Hereditary wealth is an indication of the power and status of the family line but tends to create descendants who are no longer willing to build upon the family's fortune. Eventually the luxury becomes second nature and expected, rather than being a reward for diligent effort. Self made millionaires or billionaires still have the drive to expand their fortunes but are often looked down upon by those who never need to work or who feel threatened that they may be eclipsed in wealth.

Dilettantes are assumed to merely live off the revenue generated by their assets but if desired they can save a portion of their income, perhaps supplemented by other earnings and invest it in further holdings. In this manner they can gradually increase their net worth over time.

Conversely a frivolous dilettante may be tempted into cashing in his stocks or sell an estate in order to buy something big, like a spaceship. Although a legitimate use of their own resources, ultimately this sort of act gradually erodes away the value of their assets and ultimately affects their monthly revenue.

Money can be earned from the following sources; Bank Accounts, Businesses, Estates, Pensions, Property, Stipends and Stocks.

**Bank Accounts:** Income can be generated from the interest earned on money placed into savings accounts. Whilst the return on such deposits is relatively low, the chance of something happening to your bank is even lower. Thus save for the odd interstellar war, money deposited retains its value and is fairly safe.

**Businesses:** Many dilettantes own businesses. As owners they earn a percentage of the company's monthly profit but usually leave the actual running of the business to other employees. Businesses can be any conceivable type of company, from mining corporations to spacecraft builders. Most privately owned businesses tend to be small, planetary sized enterprises. Larger corporations are usually publicly traded companies (see Stocks).

Owning a business returns a percentage of its market worth per month. This value can be increased by squeezing the company but at a growing risk to its profitability. An owner can freely invest more money into a business he owns, boosting its market worth by the amount invested. In addition, a business can be sold lock, stock and barrel for its total market value.

**Estates:** Areas of land generally used for horticulture, viniculture or the raising of specially bred game animals, estates generate a profit by selling their produce or hunting rights. Whilst some estates generate large revenues from their exclusive and exotic harvests, most are modest income earners. Nobles traditionally own a family estate which is passed down with the title to the next generation. Many estates are run by professional estate managers and the value of the holdings depends on the skill of the steward.

**Pensions:** Pensions are tax free savings funds which are paid into over the course of the recipient's working career. At the time of retirement, the accumulated value of the fund is used to pay an annuity. Pensions tend to generate more income than simply placing the money in a saving account since over the accumulation period the fund earns extra money by being used as capital for investments. However, pensions are sometimes at risk from incompetent investment, or the pension company going bankrupt. Once matured, a pension pays out a flat monthly rate of 0.75% of its invested value.

**Property:** Income can be generated from property in the short term by charging rent or by waiting for land prices to rise in the long term. Property is categorised as Residential, Industrial and Commercial, generating an increasing level of rents in that order. Land, buildings and infrastructure in very popular areas produces a commensurately greater return on the original investment. Most properties require maintenance and the occasional renovation, otherwise the value gradually drops.

**Stipends:** Stipends are regular money handouts granted from sources such as Knightly Orders, older family members or long forgotten remits. They are not always guaranteed and can be lost if the recipient behaves in a disgraceful manner, bringing shame upon the organisation or family name. Stipends are often financed by trust funds, a type of investment portfolio of any or all of the other assets, which is managed by someone other than the recipient of its income. Many trust funds do not begin paying out until the recipient reaches a certain age and are often never turned over to the recipient's control to ensure that the principle assets are not misused.

**Stocks:** Stocks represent the part ownership of a publicly traded company or companies, in the form of share certificates. Each certificate grants an annual payout in the form of a dividend, allowing the holder to receive a portion of the company's profit that year equal to the number of shares he owns. In addition, the owner may sell the shares for a greater value.

## CREATING A PORTFOLIO

During character generation, instead of gaining cash lump sums on the benefits table, a dilettante rolls on the Portfolio table instead. Portfolios are the total holdings and financial investments owned by the character. With the right rolls a

Type of Portfolio Asset		Value of Portfolio Asset	
Roll 2d6	Type	Roll 2d6	Value
2	Business	2	10,000Cr
3	Estate	3	25,000Cr
4	Pension	4	50,000Cr
5	Property	5	75,000Cr
6	Business	6	100,000Cr
7	Stipend	7	250,000Cr
8	Stocks	8	500,000Cr
9	Estate	9	750,000Cr
10	Pension	10	1.0MCr
11	Property	11	2.5MCr
12	Stocks	12	5.0MCr
		13	10MCr
		14	25MCr
		15	50MCr

dilettante can become fabulously wealthy, reflecting his inheritance, professional earnings and awards.

Each time a dilettante selects an addition to his portfolio, he must roll on the Asset table to find out what sort of investment the asset is, then roll on the Value table to see how much it is worth. Referees are encouraged to work out the details of each asset with their players, since it can be a useful focal point on which to set scenarios and place allies or rivals.

Characters add their Social Standing Modifier to rolls on the Value table.

*Private Kelly is the unacknowledged son of a noble who decides to join the army to prove himself and escape the hypocritical attentions of his estranged father. He has a Social Standing of 12, due to the fact that he is viewed as a hero by the other soldiers in his division. In his last term Kelly takes a portfolio benefit and rolls a natural 12 for its value. He adds his +2 Social Standing modifier to get a total of 14 – stocks worth 25 million credits! The Referee suggests that during a punitive invasion of a world which has rebelled against the regional duke, Kelly leads an attack on a bank and discovers a rather substantial amount of megacorps stocks locked away in one of the vaults. Splitting them with his squad mates they desert en-mass to enjoy the plunder and Kelly is now a self supporting dilettante.*

## PORTFOLIO MONTHLY INCOME

Portfolios use the capital of their investments to generate a monthly income. There are two forms of income, domain revenue and financial dividends. If left alone these investments produce a safe, static return but if the dilettante wishes to try

to increase his earnings he may try to manage his portfolio. Tinkering with investments is potentially risky but the financial rewards are significant.

If the character wishes to ignore the chance to play with his portfolio, use the following rules.

Monthly income from estates and properties = 0.5% of the holding's value

Monthly income from businesses, pensions, stipends and stocks = 0.75% of the investment's value

Characters are not required to spend all of their monthly income. They can either bank the surplus or re-invest it into one of their portfolio assets.

**Increasing Domain Revenue**

Characters who desire to oversee their own estates and property holdings should make an Admin skill check and refer

to the table. Administration attempts are annual and their effects last for the entirety of the following year.

**Increasing Financial Dividends**

If the character wants to manage their own portfolio then use the following tables. Select the level of investment *risk* desired; the higher the risk, the better the potential returns on the financial gamble.

Stipends cannot be managed, since they are controlled by 3<sup>rd</sup> parties and the income merely gifted to the character on a monthly basis.

**Market Volubility**

The value of portfolios can change for innumerable reasons. Stock markets can rise or fall, earthquakes or adverse weather can wreck estates, politicians can impose taxes and wars can destroy property.

**RESULT OF BROKER ROLL**

Result	Effect
Exceptional Failure	Character makes some terrible decisions, loses 1d6x10% of the assets' value and gains no income from the asset that month.
Average Failure	Character earns nothing from the asset that month.
Marginal Failure	Character earns the base 0.75%.
Marginal Success	Owner earns a percentage one step less than the value attempted.
Average Success	Owner earns the percentage attempted.
Exceptional Success	Owner earns a percentage one step more than the value attempted.

**RESULT OF ADMIN ROLL**

Result	Effect
Exceptional Failure	Disastrous management causes a loss of 1d6x10% of the holding's value and the character receives no income for the following year.
Average Failure	Bad management reduces the monthly income to 0.25% of the holding's value for the following year.
Marginal Failure	Sloppy management returns a monthly income of 0.4% of the holding's value for the following year.
Marginal Success	Passable management returns a monthly income of 0.5% of the holding's value for the following year.
Average Success	Good management returns a monthly income of 0.75% of the holding's value for the following year.
Exceptional Success	Excellent management increases the holding's market worth by 1d6%x10% and returns a monthly income of 0.75% of its value for the following year.

**FINANCIAL RISK**

Risk	Potential Monthly Income	Broker Roll Difficulty
None	0.75%	None Required
Significant	1.50%	Average
High	2.00%	Difficult
Extreme	3.00%	Very Difficult
Ridiculous	5.00%	Formidable

**REFEREE RANDOM PORTFOLIO EVENTS**

Roll 2d6	Event
2	Catastrophe: natural disaster wipes 2d6x10% from the value of an estate or property. If this reduces it to zero the holding is utterly destroyed.
3	Market Crash: all the businesses, pensions, stipends and stocks in a portfolio lose 1d6x10% of their value.
4	Military Posturing: an impending war threatens the material basis of one of a portfolio's financial assets, which loses 1d6x10% from its value.
5	Insider Trading: accusations of improper procedures causes the loss of a month's income from one financial asset in the portfolio.
6	Markets Fall: all portfolio income lowered by 10% for a month.
7	Markets Stable: nothing occurs.
8	Markets Rise: all portfolio income raised by 10% for a month.
9	Bonus Dividends: a bumper payout doubles the monthly income of one financial asset in the portfolio.
10	Tax Restructuring: the revision of a law category allows one of a portfolio's financial assets, to gain 1d6x10% to its value.
11	Market Boom: all the businesses, pensions, stipends and stocks in a portfolio gain 1d6x10% of their value.
12	Trendy: the produce of an estate or location of a property suddenly becomes fashionable, raising the value of the holding by 2d6x10%.

**BANK ACCOUNT REVENUE**

Minimum Deposit	Monthly Interest Earned
100,000Cr	0.25%
500,000Cr	0.30%
1MCr	0.35%
10MCr	0.40%
100MCr	0.45%
1BCr	0.50%

Referees are encouraged to throw in occasional random effects which affect portfolio income.

*The Referee decides to see what is happening to the markets of Duke Joneath's homeworld and rolls a two on the table, a catastrophe! He decides that one of the Industrial mega-centres in which the duke has a major interest, has suffered an immense chemical explosion. The Referee rolls 2d6 again to see to extent of the damage. The result this time is a 9, indicating that 90% of the industrial centre is destroyed. Joneath is not happy.*

**Bank Account Savings**

Dilettantes who deposit part of their wealth in a high interest savings account can earn interest on the money. The larger the amount deposited in the account, the higher rate of interest it earns. Savings accounts normally require at least a month's notification period before the funds can be removed, due to the length of time required

to communicate investment adjustments over interstellar distances. If a dilettante character has a substantial amount of wealth locked away in a bank account, roll 4d6 every year. On a natural 4, some event occurs which causes the contents of the bank account to vanish. Examples include but are not limited to:

1. Due to financial over extension the bank is declared bankrupt.
2. The bank is robbed and all the credits stored there are lost.
3. A mistake in the electronic funds transfer code loses the account.
4. War breaks out and the banks are all shut down and accounts frozen.
5. The account is confiscated, suspected of being a front for money laundering.
6. The currency in which the money was stored collapses overnight.

# FAME

Dilettantes of high Social Standing are celebrities. They attract attention. Whether they milk the media to support charities of causes they support or merely perform outrageous acts to increase their status in the public eye, such as wrecking a bar during a party which gets out of hand, most dilettantes possess a degree of fame.

Fame however is a double edged sword. It can gain you entry into exclusive clubs but on the other hand it attracts unwanted attention to your personal life. The pressures of fame, whether from the hounding of fans or snooping of journalists, can cause the most upstanding celebrity to fall from grace or potentially be driven to their deaths.

This chapter investigates the benefits, irritations and drawbacks of being famous. A suggestion for Referees is to use the following system as an additional events generator during adventures. This will represent the increased stress of life as a celebrity and provide many interesting situations to spice up their campaign.

## **CELEBRITY BENEFITS**

The benefits of fame are not just sex, drugs and rock and roll. Many advantages are granted to those with celebrity, whether it be complimentary offers from companies to advertise their flagship product or everyday folk bending over backwards to offer their help. Such preferential treatment is often based solely on idolisation, respect or even fear, depending on the individual concerned. For example, a popular holographic star may be loved by her fans, a distinguished philanthropist respected for his generous good deeds or a notoriously oppressive noble justly feared by their planetary populace for his malicious temperament.

Whatever the reason, a celebrity will reap many advantages over common folk. The following options are available to the rich and famous.

### ***Bypassing Authority***

Dilettantes are as vulnerable to law enforcement or suffering bureaucratic red tape as any other person. However, whilst most folk must suffer the penalties of falling afoul of such organisations, celebrities can often use their fame to extract themselves from difficulties. This usually manifests by reducing the task difficulty by one step for each point of DM their Social Standing provides.

*Matt Bender (Soc 11) the up and coming thrash rock star is caught speeding on his grav bike. He uses his celebrity status to talk his way out of a fine, reducing the difficulty of the Persuade roll by one step from Average (+0) to Easy (+2). When Duke*

*Joneath (Soc 15) is implicated in the murder of his secretary, he can use his exalted position in an attempt to remove his name from the investigation. In this case he reduces the difficulty of the Diplomacy check by three steps, from Formidable (-6) to Average (+0).*

For minor infringements an official can be charmed with just a pleasant smile, a few personal words, the offer of an autograph or taking a hologic with the celebrity. Success in the relevant Admin, Diplomacy or Persuade check using the dilettante's Social Standing modifier to adjust the difficulty will completely bypass the problem and leave the official with a positive opinion of the dilettante. Failure results in a wry apology from the official and the situation remains.

Situations involving more serious crimes cannot be circumvented by charm alone. Instead celebrities can use their fame as a threat. A word in the right ear and a functionary can be demoted or lose their job entirely. Businesses can be boycotted by fans. Social Standing can even be destroyed with a harsh word, preventing the victim from being invited to parties of high station or entering the most prestigious clubs. In these circumstances success using the dilettante's Social Standing to intimidate the official makes the problem go away but leaves the officer nursing some resentment towards them.

However, failing to convince the official results in prosecution to the fullest extent for attempting to bypass proper authority.

### ***Contacts***

At the highest levels of society, it is not *what* you know but *who* you know which is more important. Drawn by fame or recognition of a peer, innumerable offers are made to supply help if the dilettante requires it. Since such social circles are usually comprised of the highest echelons – nobles, bureaucrats, judges, magnates, senior military officers and the like – these offers can be exceedingly valuable, even if they are often superficial.

As an optional rule, once per specific situation, a celebrity can call upon a hitherto undefined contact for help, assuming that the environment and culture is suitable for the authority requested (see Social Clubs on page 64). The PC must attempt a Characteristic Check of 8+ against their Social Standing. Calling on a contact of higher Social Standing incurs a difficulty penalty of one step per point of difference. Whereas calling on someone of lower Social Standing reduces

the difficulty by one step per two points of difference. If successful the contact remembers the character and still offers his aid. In return the PC will owe a favour to that contact which must be repaid when called on, else lose a point of Social Standing for renegeing on a debt.

### Endorsements

Celebrities are often offered complimentary items such as goods, clothing and meals in return for publically endorsing the item or service. Whilst these gifts are normally treated as a transparent part of a dilettante's annual income, there may be certain situations where a famous celeb will attempt to gain a complimentary gift in lieu of payment.

Scrounging a free item or service requires a successful roll of 8+ against the dilettante's Social Standing.

*The famous gourmand and playboy Rudolph Fitzwilliam (Soc 12) whilst eating out at the exclusive restaurant 'Mangetout' discovers, to his horror, that his credit chip has been pick pocketed. In an attempt to cash in on his fame, he looks askance at the head waiter when presented with the bill, implying that the establishment should be grateful for his patronage and incidentally drawing attention to the half dozen less-than-subtle paparazzi eating at the nearby tables. The philanderer must make a Characteristic check using his Social Standing, which if successful, allows him to leave without paying.*

Of course there are limits to what a celebrity can get away with. Most can wheedle items of relatively small value. Only the most famous personalities are granted gifts worth megacredits.

Depending on the value of the gift requested, use the following task difficulties:

*Matt Bender (Soc 11) the increasingly infamous thrash rock star, crashes his grav bike during an illegal street race. Lacking sufficient cash for a replacement until his next royalty cheque arrives; he attempts to talk the owner of a grav vehicle distribution chain into giving him one of the latest Raptor220vf grav bikes in exchange for raising the profile of the company with his speed-freak fans. Since the bike normally costs 120,000cr this is a very difficult penalty (-4 DM) which is only partially offset by*

*Matt's Social Standing (+1 DM). The rock star must succeed in an 8+ Soc check with an overall penalty of -3 to convince the store owner that Matt's fame is sufficient free advertising to cover the cost.*

### Media Access

If there is one thing a celebrity can get with little or no effort, it is access to the media. Normally this is a hindrance, especially for those who wish to keep their personal life private (see Hounded by the Media page 52). Yet in the hands of a clever or manipulative celeb, journalists can be a powerful tool for projecting one's beliefs or exposing injustice.

Whenever a dilettante character wishes to contact members of the publication or broadcast media they simply have to succeed in a Routine (+2) Social Standing characteristic check. Failure indicates that more important stories are being covered and no interviewers are available.

Once the media cavalcade arrives, they will expect to report a story of sensational shock value or heart wrenching sentimentality. If the celebrity does not provide anything newsworthy, then they are apt to either exaggerate the story out of all proportions or lampoon the star for wasting their time – either of which may have a negative effect on the reputation of the dilettante and possibly get him in very deep water with those he was trying to support or expose. Each successive media flop raises the task difficulty of the next attempt by one step. This is known as the Cry Wolf syndrome and when taken to its limits the celebrity basically becomes a butt for the entire media.

*Unknown to all, Duke Joneath (Soc 15) has purposefully portrayed himself as a doddering fool descending into senility. To maintain this cover, he decides to summon a press conference. Several calls are made to local holovision channels, promising a revelation which will shake the planetary government to its roots! The duke with his Social Standing modifier of +3 and a +2 bonus from it being a routine task, easily succeeds in rolling 8+. The media turn up in droves, some even cutting in on the program schedule to provide live coverage. Poe faced, Duke Joneath launches his idiotic campaign to save the lesser spotted gobbling newt, a species facing extinction due to some government reclamation*

### ENDORSEMENT VALUE MODIFIERS

Value	Task Difficulty
Up to 100cr	Routine (+2)
Over 1,000cr	Average (+0)
Over 10,000cr	Difficult (-2)
Over 100,000cr	Very Difficult (-4)
Over 1 Mcr	Formidable (-6)
Over 10 Mcr	Forget it!

*project. The following day, the duke is viciously ridiculed on the news channels and his invitation to the exclusive opening of the planetary power plant by the Emperor is delicately withdrawn. Smiling with satisfaction Joneath sends a coded message, beginning the next step of his nefarious plans.*

### **Preferential Treatment**

One aspect of fame which requires no effort is the granting of preferential treatment. Simply holding celebrity status will enable a dilettante to sometimes literally be treated as a king. Need private viewing box seats at the theatre or require the best suite in the hotel? Or perhaps you wish to cut ahead in a queue or desire the band to play different music? Just smile winningly and wait for the fawning attention.

Preferential treatment requires that staff and servers actually recognise the celebrity! A world class games player may have a cult following in his home system but fail to be regarded as anything special in the next sector over. In addition, the **subject** of a dilettante's fame may also affect acknowledgement. A famous big game hunter for example may have little or no standing on a totally industrialised world which lacks any form of large or dangerous wildlife.

The granting of preferential treatment is usually automatic, save for situations where the character's fame is obscure. Use the **Recognising a dilettante** rules on page 33.

As stated in the Social Standing chapter, in cases where two or more famous celebrities are seeking the same objective, the character with the highest Social Standing gains the better treatment.

On a galactic level, public taste is not uniform. Some cultures have different morals and often the source of a dilettante's fame is frowned upon. Such situations may cause the celebrity's status to act against them; incurring instead, deliberate delays and insulting treatment.

## **CELEBRITY PITFALLS**

Life in the centre of the public eye can be gruelling. Constant media attention, fanatical fans and envy driven ex-friends can conspire to make being a celebrity a lot less fun than it first appears. The pressure of having little privacy in public often causes the famous to seek nefarious pleasures to relieve stress, or force them to undertake psychological counselling. Bottling up these frustrations can sometimes lead to quite bizarre or even dangerously destructive acts.

Ironically, when a celebrity starts to break down from the ceaseless stress, it often brings more intense media attention. Thus a vicious circle begins, dragging the great down to an ignominious end.

Each term during character generation, or every few scenarios, a dilettante character should check to see if their fame has brought them trouble. The exact rate of incidence is up to the Referee to decide but the general rule of thumb should be that the higher the Social Standing, the more heckling and hassle which occurs.

*To Avoid Suffering a Celebrity Pitfall = Roll Diplomacy 8+ or Persuade 8+, using your Social Standing DM as a penalty.*

*For example, Rudolph Fitzwilliam (Social Standing 12, Diplomacy 1) is invited to a grand ball on the backwater planet at which he is forced to stopover. As a known alcoholic and idolised by women all over the sector for his stunning good looks, the Referee decides this is the perfect opportunity for Fitzwilliam to suffer a pitfall. He must roll a Diplomacy check to avoid being the centre of an untoward faux-pas. Fitzwilliam has one level of Diplomacy skill giving a +1 DM but his Social Standing of 12 counts against him, imposing a penalty of -2. This gives him a final DM of -1. It is likely that the playboy's fame will get him into trouble again.*

If a pitfall occurs, roll 2D6 and refer to the following table. These pitfalls can be used as the basis for an entire adventure. Yet if desired the occurrence can be settled with a few dice rolls using the following mechanics.

### **Addiction**

During the high flying life of a dilettante, addiction is an everyday hazard. There are many forms of addiction, the most commonplace being those related to narcotics. Alcohol for example, is freely available on most worlds and can be just as addictive and disruptive as other more exotic designer drugs. Such substances are often an everyday fact of society, especially in those with high quality medical technology, where they can be tailored to reduce risk of permanent complications.

Addictions need not be based solely upon narcotic substances. Many dependencies can be linked to less obvious pleasures, such as food, sex, or adrenalin. Each can take many different forms, requiring a specific fetish to satisfy the addict's compulsion.

*Duke Joneath in his youth had a reputation of being touchy about matters of personal honour. Unbeknownst to the galaxy at large, the duke was actually an adrenalin junkie, requiring ever increasingly frequent brushes with death to feel 'truly' alive. This resulted in a penchant for duelling, which he took extreme pleasure in. Unfortunately, Joneath gained such a lethal notoriety that eventually few were desirous of facing him blade in hand. Now as an old man he still risks himself but on a far grander scale...*

When a character suffers the Addiction pitfall, roll for the strength of the addiction and what form it takes.

### PITFALL EVENTS

Roll 2d6	Event
2	Kidnap Attempt
3	Blackmail
4	Addiction
5	Slandered
6	Hounded by the Media
7	Pestered by Fans
8	Publically Embarrassed
9	Stalked
10	Swindled
11	Attacked
12	Mental Breakdown

### ADDICTION STRENGTH

Roll 2d6	Strength of Craving	Frequency of Compulsion
1–3	Mild	Monthly
4–5	Strong	Weekly
6	Acute	Daily

### ADDICTION TYPE

Roll	Type of Addiction
1	Danger
2	Food
3	Gambling
4	Narcotics (roll on the Narcotics table)
5	Sex
6	Speed

For simplicity, the strength of an addiction not only indicates the difficulty of resisting the compulsion but also the level of extremity taken to satisfy the craving.

*During his last concert tour, Matt Bender is introduced to Spangle Dust, a powerful psychedelic. Being granted a substantial amount of the drug at a party, he rolls on the Addiction Strength table and gets a 4. Finding that it augments his enjoyment of playing music, Matt immediately develops a Strong addiction and starts taking it weekly.*

**Danger** – Formed by taking increasingly perilous risks, usually physical. This addiction is often found amongst those who are exposed to deadly situations on a daily basis, front line military personnel or emergency rescue teams for example. Mild addictions express themselves in hazardous hobbies, such as white water rafting or playing contact sports. Strong addictions involve extreme sporting activities with a significant chance of death, like group base jumping and seeing who can hold out

the longest before activating their grav belt. Acute addictions compel the character to deliberately engineer situations in order to take suicidal risks.

**Food** – A difficult compulsion to overcome in most affluent societies, since food is usually freely available. Food addictions are not just cravings for calories but can also be formed on particular flavours or hidden natural stimulants. Mild addictions can require the sufferer to drink unusual amounts of coffee or soft drinks. Strong addictions result in unhealthy weight gain or weight loss via a fixation on a single flavour or substance, from basic sugar to always needing Frodishek Fisk Sauce on every dish. Acute food addictions mean that the character’s biology has become dependent on a specific chemical within that food type.

**Gambling** – A common compulsion amongst many sapient species, it is closely related to Danger addiction but based on materialistic or social risk rather than physical. Rather than



Roll	Narcotic Types	Narcotic Categories Effects
1	Analgesic	Pain killers or anaesthetics
2	Hallucinogen	Psychedelics, entheogens and other awareness stimulators
3	Sedative	Alcohol, tranquilisers and other relaxants
4	Soporific	Sleep inducers
5	Stimulant	Invigorating and restorative drugs
6	Stupefacient	Medications which dull comprehension or memory

**judiciously** making a living from gambling (as explained in *Traveller Book 6: Scoundrel*), addicts become fixated on the anticipation of winning or losing, and begin to wager ever increasing amounts.

Mild addiction to gambling involves minor expenditure on slot machines and lottery tickets or their equivalent. Strong addictions manifest by larger and more frequent bets placed at gambling agencies, usually on sporting results or games of chance. Acute gambling takes a step into the irrational, with the character making wagers on everyday events occurring around them or macabre blood sports set up for such addicts.

**Narcotics** – Perhaps the most common form of addiction, narcotics can have a wide range of psychological to physiological effects. Usually an addict begins taking the narcotic for pleasure, the drug giving an enjoyable mental or emotional state; or some sort of physical relief, whether from pain or lack of sleep. Regular consumption of the narcotic however brings dependency. Mild addictions are those who can restrain themselves and only surrender to their compulsion incidentally. Strong addictions indicate a complete lack of restraint whenever the substance is offered. Acute addictions are characters which need regular hits to stay functional. Different examples of specific narcotics are described on page 74.

**Sex** – The character requires regular sexual liaisons, outside of any relationship or marriage the character is involved in. This may manifest itself as a succession of attempts to seduce members of the opposite/same sex or simply paying for such services from professionals. The strength of the addiction reflects an increasingly exotic requirement. Mild addiction represents normal intercourse. Strong addictions stray into areas of sadism, masochism or fetishes. Acute addictions are socially perverse, including intercourse with alien species or death orientated erotica.

**Speed** – Akin to the adrenalin dependency invoked by danger, the character is specifically stimulated by travelling at excessive and dangerous speeds. Usually this means driving or flying vehicles at their top velocity, often in a hazardous environment. Addicts generally fall afoul of the law for their excesses. Mild addiction manifests in little more than a collection of speeding fines and a higher insurance rate. Strong addicts tend to purchase sports vehicles and race through challenging, torturous routes. Acute addiction needs extreme machines to satisfy desires for setting

speed records, ultimately resulting in terrible accidents and fatalities.

### RESISTING ADDICTION

Normally, an addict suffers a lapse of willpower and attempts to satisfy his compulsion, once each period indicated by the strength of the addiction. Depending on the type of addiction, this may cause the addict a great deal of trouble, either legally or socially. Unless the dilettante is immune to the consequences, by the time he reaches the Acute stage of an addiction, his life is wrecked. Such antisocial behaviour is usually looked down upon by peers, representing as it does a lack of responsibility and self control.

Each time a craving occurs, the addict must resist the overwhelming compulsion.

**Resisting an addiction craving:** Check End for narcotics addictions, else check Int for others.

**Task Difficulty:** Difficult (–2) if a mild addiction, Very Difficult (–4) if a strong addiction, Formidable (–6) if an acute addiction.

**Exceptional Success:** Addict reduces the strength of his addiction by one step. This may allow him to kick the habit completely.

**Success:** The addict temporarily controls his urges until the next attack.

**Failure:** The addict is forced to seek a fix in order to satisfy his craving. In some cases this may require roleplaying the situation and the spending of some money to cover incidental expenses. Gambling addicts however should use the Gambling Losses table.

**Exceptional Failure:** In addition to seeking his fix, the addict falls deeper under the thrall of the compulsion. Increase the strength of the addiction by one step. If already suffering an acute addiction to a narcotic, the victim suffers an overdose or accident inflicting **permanent** damage and must roll on the Injury table. Addicts of other acute addictions must instead roll on the Addiction Type table, picking up a new habit as their need for stimulation expands!

If no way of satisfying the craving is available, then the addict will begin to suffer withdrawal symptoms. These remain in effect for the entire period, until the next attack occurs or the addict manages to find a way to satisfy his craving.

Now addicted to Spangle Dust, Matt discovers that to his irritation that his 'source' is now charging an astronomical amount of credits per dose. However, Matt's craving is difficult to resist and his stage performances begin to suffer whenever he tries to go without (-2 End, -1 Str). With his health starting to deteriorate, Matt eventually rolls an exceptional failure and his addiction strengthens to being Acute. His cravings for the drug now plague him daily.

The penalties for a stronger level of addiction **replace** those of a previous stage. No characteristic can be reduced below zero.

**KICKING THE HABIT**

Once an addiction starts, it can be very difficult to kick the habit. Sometimes the compulsion resolves itself naturally, either due to the addict's own will power or simply because the fix no longer gives any satisfaction.

Unfortunately most addicts fail to control their compulsions and end up in a downwards spiral. If they do not die as a result of acute addiction they often finish up in rehabilitation, joining self-help groups or being placed under direct psychological supervision.

Such help grants a situational bonus to resisting an addiction craving.



**Modifiers:** +1 if attending a self-help group, +2 DM if receiving professional counselling instead; +2 DM if confined, +2 DM if under full medical supervision.

During the treatment period, unless the addict is confined, any failed resistance check indicates the victim returns to his old

**GAMBLING LOSES**

Strength of Addiction	Amount Lost
Mild	1d6 x 100 Credits
Strong	1d6 x 1,000 Credits
Acute	1d6 x 10,000 Credits

**WITHDRAWAL CONSEQUENCES**

Type of Addiction	Mild Addiction	Strong Addiction	Acute Addiction	Observable Symptoms
Danger	-1 Dex	-2 Dex, -1 Int	-4 Dex, -2 Int	Twitchy, restless, agitated
Food	-1 End	-2 End, -1 Int	-4 End, -2 Int	Sweating, nausea, irritation
Gambling	-1 Int	-2 Int, -1 Edu	-4 Int, -2 Edu	Distracted, forgetful, aggravated
Narcotics	-1 End	-2 End, -1 Str	-4 End, -2 Str	Depends on narcotic
Sex	-1 Int	-2 Int, -1 Soc	-4 Int, -2 Soc	Diverted, moody, amorous
Speed	-1 Int	-2 Int, -1 Dex	-4 Int, -2 Dex	Heedless, jittery, wired

habits. Addicts forced to go 'cold turkey' automatically suffer the withdrawal consequences for failed rolls but reroll the dice if the check results in an exceptional failure.

Addicts attending self-help groups or confined to institutions are usually only released once they are fully recovered; a process which can take months. Amateur treatments by friends or family may stop at any time, usually when the observable addiction strength has dropped a few steps.

*Caught in a downwards spiral, Matt Bender publically collapses on stage from taking an overdose of Spangle Dust. The surfeit of drug damages his nervous system, inflicting a permanent 2 points of characteristic damage to his Dex. The thrash rock star is rushed off to a celebrity rehabilitation centre where he is gradually withdrawn from the narcotic. The following day he begins suffering brutal withdrawal problems and Matt must make a roll to resist his cravings. He gains the following modifiers: +2 for an attending psychologist, +2 for the medications forcefully prescribed and +2 for being strapped to his bed, cut off from further hits of Spangle. Despite the +6 bonus it takes Matt five days (and five checks against his Endurance) before he manages an exceptional success. The addiction reduces its severity to Strong. Another two weeks (and two checks) and*

*he gains another exceptional success. The compulsion is now merely mild. With only a minor persistent penalty to his End, after a month he easily succeeds to final exceptional success. Now utterly purged, Matt Bender returns to the music world, slightly less deft and perhaps a bit wiser.*

**Attacked**

A dilettante may be attacked for any number of reasons. Revenge, jealousy or perhaps the attacker just seeks fame. Whatever the reason, celebrities draw more than their fair share of attacks. Attacks can occur at any time or place depending on the motivation behind the assault. If the purpose is that of embarrassment, then the attack is likely to be made in public where exposure is likely to be more widespread. Whereas a murder attempt could either be performed at a celebrity's home to hide the guilt of the killer, or performed during a media event as a high profile assassination.

*Rudolph Fitzwilliam, gigolo extraordinaire, is walking up the red carpet at a top class holo-vid premier when he is attacked by a jilted lover. The woman in question only wishes to embarrass Fitzwilliam and slips past the bodyguards to tear down his trousers. There's a moment's hushed shock as a large wad of rolled up socks drops to the ground, then the media goes wild!*

**ATTACKER**

Roll 2d6	Attacker's Motivation	Purpose of Attack
1	Angry Cuckold	1-5 Injury, 6 Death
2	Envious Rival	1-4 Embarrassment, 5-6 Injury
3	Jilted Lover	1-3 Embarrassment, 4-5 Injury, 6 Death
4	Media Seeker	1-5 Embarrassment, 6 Injury
5	Paid Thug or Assassin	1-3 Injury, 4-6 Death
6	Ruined Associate	1-2, Embarrassment, 3-4 Injury, 5-6 Death

**ATTACK TYPE**

Roll 2d6	Form of Attack	
2	Acid	From carbonated drinks and industrial fluids, to molecular acids.
3	Depilatory	Temporary to permanent hair loss, with possible toxic side effects .
4	Disrobing	Anything from throwing underwear or shoes to ripping open a vaccsuit.
5	Food	Soft rotten fruit, spiky seed pods or even explosive eggs.
6	Incendiary	Fire crackers, molotov cocktails and letter bombs.
7	Paint	Harmless washable watercolours to indelible nano-flouresants.
8	Poison	Allergy causing sprays to neurotoxin darts.
9	Scent	From a lover's perfume or dunking in sewage, to asphyxiating fumes.
10	Unarmed	Scratching or slapping, martial art attacks, strangulation.
11	Water	Waterbombs, high pressure hoses to lethal sized lumps of ice.
12	Weapon	Anything from a child's catapult up to sniper rifles.

The identity, intent and modus operandi of an attack can be rolled on the following Attacker and Attack Type tables.

**Embarrassment:** The attacker waylays the celebrity in public to intimidate them into revealing a dirty secret, answer an uncomfortable accusation, or compromise their appearance.

**Injury:** The attacker seeks to cause physical harm, anything from a black eye to horrific scarring.

**Death:** The attacker attempts to terminate the celebrity, as quickly or slowly according to the wishes of the attacker or his hirer.

Since attacks can potentially be lethal, assaults against famous Player Characters should be roleplayed to give themselves the chance to react and defend themselves.

**Blackmail**

Blackmail is an invidious and common source of angst for celebrities. Nobody is a saint and the greasy pole of fame inevitably requires performing dubious or embarrassing acts to climb it.

Whatever the action was, it is serious enough to undermine the standing of the blackmailed character if the secret is revealed.

When a blackmail attempt occurs the character must decide on whether they wish to pay the blackmailer off, hire investigators to recover the incriminating evidence, pay thugs to silence the blackmailer, contact the law enforcement agencies about the attempt, or simply allow the blackmailer to expose them.

Referees are encouraged to roleplay out decisions involving hiring agents or thugs, or create scenarios based around the celebrity solving the problem for themselves. Attempts which fail to recover the evidence not only increase the blackmailer's pay off price but also alert them to the danger. The task difficulties of successive attempts should be incremented by one step for every previous failure.

If the celebrity does not yet have a suitable dirty secret over which they are being blackmailed, use the following table to generate ideas. Whatever the covert information is, the

**REACTION TO BLACKMAIL**

Action	Result
Pay Off Blackmailer	Pay 1d6 x Social Standing DM x 10,000 credits or be exposed.
Recover Compromising Evidence	Hire agent who must succeed a Deception or Investigate check. Failure doubles the cost of paying off the blackmailer, or be exposed.
Threaten or Silence Blackmailer	Hire thug(s) who must succeed an Explosives, Gun Combat, Melee or Persuade check. Failure immediately results in exposure.
Contact Local Law Enforcement	Report incident, possibly incriminating self. Police must succeed in a Computers, Sensors or Streetwise check to arrest and silence the blackmailer. Failure triples the cost of paying off the blackmailer, or be exposed.
Allow Secret to be Exposed	The dirty secret is exposed, immediately reducing the character's Social Standing by one point. If criminal in nature, the revelation will lead to an investigation by law authorities.

**DIRTY SECRET**

Roll 2d6	Secret
2	You murdered a Rival or family member to gain your Social Standing.
3	You are the parent of an unacknowledged love child.
4	You unwittingly caused the manslaughter of a friend or family member.
5	You once posed for a series of highly embarrassing photos and holovids.
6	You have or once had a highly illegal addiction.
7	You are embezzling your employers, organisation or the government.
8	You are an imposter, lacking the skill or knowledge accounted to you.
9	You swindled your position and income, dispossessing the rightful heir.
10	You are the secret member of a unilaterally despised cult or political group.
11	You are actually a member of the opposite sex.
12	You have unregistered and surgically suppressed Psionic powers.

blackmailer holds the one and only copy of the incontrovertible evidence. If a background for the blackmailer is required, use the Attacker table in the previous section for suggestions.

### ***Hounded by the Media***

Being famous means living in the public eye. Whoever you are, whatever you do, if your Social Standing is high enough then the media never leave you alone. Most celebrities learn to live with such attention but every so often a burst of interest can cause journalists and reporters to swarm unmercifully about an in-vogue personality.

Hounding usually lasts 1d6 weeks. During this time the celebrity is unable to avoid their attention, having no privacy outside of a secured home. Attempts to escape the harassment require an opposed check against the skill being used by the journalist(s). Failure means that whatever the celebrity attempted to do in secret – visit an unrevealed lover or get a fix for an addiction for example – is observed, unbeknownst to them and then reported in the media.

Depending on the technology level of the world the celebrity is present on; such hounding can take more subtle forms than a crowd of trailing paparazzi. Roll on the following table to see what methods are used to keep the character under observation.

If newshounds think they are onto a big story they may even commission aerial vehicles or even satellite time to continue surveillance on a 'hot' celebrity, sometimes mustering resources beyond what even local law enforcement can gather!

### ***Kidnap Attempt***

Some celebrities are perfect targets for kidnapping attempts. Idealistic or fanatic kidnapers use the fame of victims to gain publicity for their cause, using this leverage against the authorities to garner concessions. This tactic often succeeds when a particularly loved celebrity is held hostage. If the personality is an off-world citizen, their own government may sometimes intervene, forcing the local authority to capitulate. The other main motive for kidnapping is simple greed. Most celebrities are at least reasonably wealthy and sometimes even their fans will foot the bill for a ransom. Many dilettantes and famous people hire full time bodyguards to protect themselves against kidnapping. However, even the most well trained personal protection may be taken unawares if a kidnapping attempt is launched in a culture with no prior precedents.

Whatever the underlying reason, if a kidnapping succeeds the victim is usually unharmed, as they are required for the exchange of funds or promises. If the ransom is not completed or a failed rescue attempt launched, then bad things may happen.

To prevent unnecessary violence, monetary ransoms often require funds to be paid into off-world escrow accounts to

guarantee payment. Such accounts are deliberately set up on planets with hostile relationships to the local authority, or with organisations that pride themselves on complete customer confidentiality. Using off planet payments in this fashion usually involves long waiting periods to transfer funds and wait for the kidnapers to receive confirmation. However, many noble houses fully accept this method of kidnap resolution to ensure the safety of the family member. In fact, many kidnappings are quite civilised occurrences, with the victim being well treated and kept comfortable.

On more barbarous worlds, kidnapping remains a brutal affair. The lack of trustworthy conventions results in a great deal of mistrust between the kidnapers and the negotiators, often resulting in deadly consequences.

As with the Attack pitfall described previously, kidnapping of Player Characters should be resolved as a fully played out session. If the kidnap is successful Referees are encouraged to let the victim roleplay the situation whilst his compatriots seek his freedom.

### ***Mental Breakdown***

The unrelenting stress of being in the public eye can wear down the tolerance of even the most level headed celebrity. Occasionally a particularly traumatic circumstance can tip a character into a nervous breakdown, such as divorce, death of a close friend or relative or financial difficulties.

Whatever the trigger, the celebrity ceases to be able to function in everyday life. They exhibit odd behaviour, often requiring psychiatric therapy or even medication.

Since nervous breakdowns are readily treatable, they should be used as a fun opportunity to roleplay odd personality changes, not as a way to permanently cripple a character.

Whilst suffering mental illness, the invalid increases the Difficulty Modifier of all skill and characteristic checks by one step. If left untreated the breakdown lasts 1d6 months. If professional help is sought, the illness only lasts 1d6 weeks instead. Each time this pitfall occurs before the disorder has been fully cured, the character suffers an additional step to the Difficulty Modifier, rapidly becoming unable to function.

Use the following table as a guideline for symptoms suffered by the invalid.

### ***Pestered by Fans***

Whether they are autograph hunters, screaming teenagers or sycophantic worshipers, most celebrities suffer from an overabundance of fans. Unlike stalkers, most fans respect the private life of their idol. But they sometimes flock in large numbers whenever the celebrity is scheduled to make a public appearance.

**FORM OF HOUNDING**

Roll	Type	Relevant Skill
1	Surveillance of personal communications.	Comms
2	Private computer is hacked.	Computers
3	Friends or fellow workers are unwittingly interviewed.	Deception
4	Staff and servants bribed.	Persuade
5	Home and vehicle bugged.	Sensors
6	Followed by investigative journalists.	Stealth

**Kidnapping Attempt**

Roll 2d6	Kidnappers	Purpose
1	Fanatic Cultists	Media attention to spread the tenets of their faith.
2	Gang Members	Seek the exchange of a very dangerous imprisoned criminal.
3	Extortionists	Payment of a very large ransom (Social Standing x 100,000cr).
4	Terrorists	To kill the victim in a horrific manner, in order to spread fear.
5	Idealists	Demand legal or social concessions from the government.
6	Entertainers	Boost media share or humiliate celebrities by orchestrating fake snatches.

**MENTAL ILLNESS SYMPTOMS**

Roll 2d6	Symptom	Explanation
2	Hallucination	Begin to hear and see things which are not there.
3	Paranoia	Friends and family are out to get you.
4	Eating disorder	Begin to eat too much or too little.
5	Anxiety	Panic attacks when faced with stressful situations.
6	Withdrawal	No longer express any interest in social life or hobbies.
7	Dependency	Start an addiction.
8	Distracted	Cannot concentrate or complete any task.
9	Aggressive	Become constantly angry and irritable.
10	Irrational	Act in a random and contrary manner.
11	Delusional	Lose touch with reality.
12	Suicidal	Have thoughts about dying.

Generally harmless, fans do nothing more than act as an entertaining hindrance during a scenario. For instance, a celebrity character may be trying to escape from an assassination attempt when a group of admirers blocks his path, requesting to know what his next holo vid production will be. Referees are encouraged to play up these situations to their full potential, perhaps creating a recurrent NPC who always turns up at precisely the wrong moment, much to the amusement of the players.

*Rudolph Fitzwilliam, has his own fan club of love lost middle aged women who dream of being seduced by the infamous playboy. They are led by Lady Penelope, a celebrated octogenarian socialite with an annoying habit of always turning up at the same events Fitzwilliam is invited to. He lives in constant fear of hearing her dulcet tones saying 'Why darling, what are you doing here?' the inevitable prelude to an evening of fighting off*

*her suggestions whilst he himself attempts to locate a younger, less predatory, conquest.*

Fans can come from a wide range of backgrounds, depending on who and what they idolise. Sports fans and groupies are two obvious categories but a preeminent scientist or ruthless noble may just as likely have their own groups of flatterers and toadies.

**Publically Embarrassed**

No matter the status or breeding of a famous dilettante, they are still vulnerable to making a faux pas or bending the rules in their own favour. Unlike common citizens however, the journalists and reporters are always on the hunt for such celebrity slip ups, paying large fees for anyone who can turn in a verifiable incident. Once in the hands of the media, the celebrity can guarantee

being humiliated, lampooned or savaged by the broadcasting and entertainment companies.

The effect of such an embarrassment usually causes the celebrity's Social Standing to suffer a temporary drop of one point for 1d3 weeks until the next big story expunges the incident from the public's memory.

The Referee is encouraged to make notes of a dilettante character's past mistakes to be used as material for such an event. During the brief period of social stigma, NPC's should recognise the celebrity and make observations such as 'Say aren't you the guy who...' to rub it in.

If the Referee has no previous mistakes to draw upon, use one of the following suggestions to come up with a suitable faux pas.

- Whilst on a shopping trip, forget to pay for goods or services.
- Turn up to an important bureaucratic summit completely inebriated.
- Greet an interstellar dignitary as a member of the opposing political faction.
- Speak authoritatively about a subject you know nothing about.
- Imprudently cast aspersions on a Rival or Enemy whilst in public.
- Out on the town, wear or flaunt clothing of dire taste and style.
- When interviewed, forget the name of the head of the government.
- Absentmindedly take someone else's vehicle when leaving a high status party.
- Mistakenly attempt to seduce the partner of a powerful individual in their presence.
- Yawn, break wind or be physically sick during an awards ceremony.
- Offer to bribe a scrupulously honest official to look the other way.

**Slandered**

Whilst many celebrities are often guilty of their mistakes and excesses, sometimes the media will report a story which is completely false. Depending on the degree of falsehood and vindictiveness, such slander can be extremely damaging to a celebrity's reputation.

In most cases the victim of slander will invoke the law to gain a retraction of the story but until the story is investigated and the stigma cleared, the celebrity will be completely ostracised by polite society, or perhaps even arrested and held in prison.

A slander case lasts 1d6 weeks. The celebrity must hire legal representation or else defend themselves in court. At the end of the court case the accused or their lawyer must make an Advocate check.

Success clears the reputation of the celebrity. Failure indicates that the slander has stuck, costing the celebrity two points of Social Standing until they can find new evidence or recover the status in some other way.

*Resting at the end of another gruelling tour, Matt Bender is horrified to find his name splashed over the media channels, linked with the suspicious death of a groupie who was last seen hanging about the back stage area of his last concert. Implicated as a suspect, the law authorities raid his home and bundle him into protective custody. Matt is completely innocent of the accusation but has no alibi during the time of her death, unconscious as he was from excessive drinking. The thrash rock star burns a huge amount of money to hire the best lawyer on planet, with a skill of Advocate 4. Unfortunately for Matt, the lawyer fails to get an 8+ and the musician is convicted for the groupie's murder. Deciding he must clear his own name, Matt starts bribing the inmates to help him escape...*

**Stalked**

Being stalked as a celebrity can be an infuriating and intimidating experience. Stalkers differ from fans in that they intrusively invade the private life of their victim. Most stalkers are driven by an overwhelming love for their idol, resulting in an unceasing number of calls, visits, messages and even gifts, which can eventually drive the celebrity to distraction. Yet a stalker can be driven by other motives, such as revenge or even darker emotions.

When this pitfall occurs, the Referee should decide what type of stalker is pursuing the celebrity. A lovesick stalker can be used as a harmless side plot until their compulsion is cured.

**TYPE OF STALKER**

Roll 2d6	Stalker	Motivation
1	Incompetent Suitor	The stalker lacks social awareness and unwittingly hassles the celebrity.
2	Intimacy Seeker	The stalker has a fixation with the celebrity, they are 'meant' to be together.
3	Predatory Stalker	The stalker wishes to attack the celebrity, building the anticipation slowly.
4	Rejected Partner	The stalker is an ex-partner who wishes to heal the rift between them.
5	Resentful Rival	The stalker has a vendetta wishing to frighten the celebrity over a grievance.
6	Servile Flunky	The stalker wishes to abjectly serve the celebrity in any form possible.

Predatory stalkers however can be a significant menace, the perfect basis for a dramatic scenario. Stalkers should be introduced slowly, appearing to be a good friend or associate at first, before their mania gradually becomes apparent. They should recur over the course of several scenarios before they finally become a frustrating liability or deadly danger.

**Swindled**

The celebrity innocently invests a significant amount of money in a start-up business or bogus organisation. The investment, along with the front men, disappears with no apparent legal recourse. Tracking the absconded funds requires a difficult Broker check or very difficult Streetwise check. If successful, the celebrity must decide what action they wish to take. Working with the law enforcement agencies may tie up the funds for an extensive period of time. Taking matters into their own hands is more risky and potentially illegal but has a greater chance of recovering the invested amount.

Roll on the following table to see how much the celebrity loses.

*Duke Joneath is convinced by a very persuasive investment broker to make a major investment in a new solar power plant. The projected returns look excellent but after six months the company declares bankruptcy and Joneath loses 300,000cr. Although he can survive this knockback, his pride refuses to let the perpetrators of the elaborate swindle get away with it. He hires a top class accountant who traces the convoluted financial trail off planet to the other side of his sector. Joneath summons his bodyguards and takes a brief 'holiday', personally recovering his missing money and making an example of the perpetrator.*

**AMOUNT SWINDLED**

Roll	Size of Investment
1	1d6 x 1,000cr
2	1d6 x 10,000cr
3	1d6 x 100,000cr
4	10% of assets
5	50% of assets
6	100% of assets





# ENTERTAINMENTS

As the saying goes, if you've got it, flaunt it. When you have a significant amount of disposable income, you need a way to spend your money – preferably in the most conspicuous way possible.

Whilst purchasing material objects is a common method of demonstrating your wealth, throwing lavish entertainments is actually a better way of raising your profile.

This chapter explores the limitless opportunities of blowing a fortune in the most spectacular and pleasurable manner. The following ideas are provided as backdrops for scenarios, or as methods for dilettante characters to influence the rich and the powerful.

## IF I WERE A RICH MAN

Whether a dilettante was born to money or is self made *nouveau riche*, there is always something bigger and better for them to spend their money on. Despite the appearance of patent squandering, most entertainments have a specific purpose. Usually this is a sense of wellbeing from self indulgence, fulfilling personal dreams and desires.

However, if an entertainment is provided for more than just the dilettante himself, it can be used to manipulate the opinions of others, such as a potential business partner or important bureaucrat for example. In these cases, a successful entertainment can potentially grant bonuses to a future chance of persuasion.

Entertainments need not be tailored to particular individuals. Throwing grand balls or the like and inviting the local movers and shakers can raise the reputation of the generous patron in the eyes of society.

As mentioned in the chapter on Social Standing, maintaining your status requires constant expenditure requisite to your rank. Keeping up with the Joneses to ensure you keep your position and maintain your public reputation is a relentless task.

## THE SKY'S THE LIMIT

The following section describes an assortment of exotic and luxurious entertainments. Each is sketched without an associated cost, since the amount spent depends on the Social Standing of the host, or the expected guests, whichever is higher.

If the luxury level of the entertainment exceeds the Social Standing of a guest, the host may gain a single use Situational Bonus to a future influence roll of +1 per level of difference between the two.

*Duke Joneath throws a lavish party at his exclusive private residence. He invites the usual socialites but goes out of his way to include Robbie MacDonald, the managing director of a small corporation specialising in cutting edge explosives. MacDonald only has a Social Standing of 10, which places him in the unusual situation of rubbing shoulders with counts, sector celebrities and the top executives of mega-corporations. He leaves the party overwhelmed by the duke's opulence and generosity. When Joneath calls several days later requesting a rather unusual and slightly illegal delivery, the duke gains a +5 situational bonus to his Persuade check to overcome MacDonald's reticence.*

The Entertainment Costs table should be used to calculate the outlay for the party. The differing prices represent the increasing levels of service, comfort, rarity and quality provided at the event. So hosting a lavish (Soc 12) banquet for 50 people would cost 100,000 credits for the night. An expensive meal, but the cooks, dinner service, drinks and serving staff would be the best on the continent, the meal would be accompanied by exquisitely trained musicians and the decor and setting magnificent.

Whereas for a little under a million credits an opulent (Soc 15) banquet would have the finest cooks, dinner service, drinks and serving staff available in the subsector, the entertainment provided by the highest critically acclaimed virtuoso and the

## ENTERTAINMENT COSTS

Luxury Level		Appropriate Social Standing	Cost per Guest per Day
Pretentious	Best in the city	10	500cr
Elaborate	Best in the capital	11	1,000cr
Lavish	Best on the continent	12	2,000cr
Grandiose	Best on the planet	13	4,000cr
Majestic	Best in several systems	14	8,000cr
Opulent	Best in the subsector	15	16,000cr
Fit for an Emperor	Best in the empire	16	32,000cr

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whole event hosted in a specially commissioned transparent crystal dining hall in orbit around a ringed gas giant.

Many of the examples given later in the chapter involve the use of equipment well beyond even the highest daily price tag. In these cases it is assumed that equipment like solar sailing yachts or mega-excavating machines are merely hired for the duration of the entertainment and not purchased outright. Even so, some revels if thrown for enough people can add up to bills which make some planetary budgets seem trifling in comparison.

One final, yet important aspect of throwing such group entertainments is that of unique novelty. Once a concept has been used, it is rarely repeated save for those of lower social status. An unprecedented new idea is more valuable than simply hiking up the price. Amongst the jaded highest flyers, innovation is a desperately sought after attribute.

## ***A FEW SOIREEES***

The following fetes, amusements and hobbies are example entertainments to provide Referees with one-off scenario settings and also help inspire players to come up with even grander and greater revelry.

### ***Asteroid Races***

Asteroid racing is the ultimate form of slalom. Take a tiny one-man pod powered by a thruster pack, place it at one edge of an asteroid family or section of rocky gas giant ring and fly through it to the other side as fast as possible.

Whilst safety features are built into the pods, such as anti-collision overrides and massive gasbags which inflate just before impact, accidents sometimes do happen. Although it is difficult to dive directly into an asteroid, sometimes the rocks are so violently perturbed by previous transits that they blindside a pod and crash into it instead. Yet the chances of a serious incident are slight and many dilettantes try their hand at navigating rocks. Most throw up, 'bubble out' when their crash bag inflates, or urinate in their vacc suit from sheer terror. However everyone has a laugh and several drinks at the port slalom party afterwards.

Asteroid slalom races are the ultimate test of piloting skill. Racers who survive many slaloms often develop an addiction to danger, if they have not done so already. Few experiences however can match or supplant the stress, terror and incredible euphoria of such flying. Some foolhardy pilots striving for the ultimate rush turn off their safety functions, which is often suicidal.

### ***Battle Re-enactments***

For those armchair generals who think they could have done better, recreating battles in all their glory can be a fantastic

distraction. Such re-enactments require hiring a military historian (or suborning a junior officer if the host serves in the military) to coordinate the creation of uniforms, weapons, equipment and the landscape of the battlefield itself. To provide troops for the battle a number of sources can be used, from professional movie extras to retired military personnel.

All the weapons used in the fighting are non-lethal varieties, which work by triggering a rigidity response in the underlying fabric of the uniforms, preventing the 'wounded' soldier from using that limb or being completely immobilised according to where they were hit. Accidents can still happen of course, so most Battle Re-enactments have a fully prepared medical team standing by.

The scale of these events can range from small intense skirmishes supplemented with holographic troops, all the way up to epic battles using thousands of real actors which can take several days to conclude.

The guests can decide how they wish to participate. Most take the roles of commander and staff officers, pitting their tactical and strategic skills against one another. Others however, pit their physical prowess against the enemy by heroically joining the front line.

Battles need not just be land based. Some are fought at sea or even in space, although the cost and safety requirements spiral up considerably.

### ***Continual Carousal***

For those who prefer pleasures of the cruder sort, there is carousing. Most of these revels involve rather riotous behaviour but they tend to blur into a rather ubiquitous experience. To make a carousing party more entertaining, it has to be given a theme. One such idea is a world spanning carousal in which the participants must race from city-to-city, taking a drink or some other narcotic at each, before travelling to the next. Only those with the greatest stamina usually manage to make it to the end.

Although such an event sounds rather tawdry in comparison with the luxury of a ball, it can be spiced up by renting exclusive spots for the stopovers, stocking them with the finest consumables and providing exotic forms of transport between each port of call.

Thus you could have the Five Peaks Challenge, involving the participants climbing five continuous but separate mountains, downing a bottle of vintage wine atop the summit of each one, then travelling to the next peak by the archaic and somewhat dangerous methods of toboggan, pack animal, white water rafting and glider. Those who have the courage or luck to make it to the end, are given a lavish celebration involving spiced alcohol, saunas and personal service by high class escorts and masseurs!

On the other hand, a specific location may be set up as a place where the carousing never ceases. Literally a non-stop party, from which guests who collapse are dragged out and sent home to recover, or hooked up to medical machines for purging. Examples of suitably exotic locations could be ancient sailing ships, glass walled bars built out from cliff-sides, or even space stations.

### ***Costume Party***

A costume party is *the* place to show of the wildest and most spectacular attire imaginable. No matter what your physical appearance, a costume can always make you look great!

Costume parties come in many varieties; Fancy Dress, Period Pieces and Masquerades.

Fancy dress parties are where your imagination can run wild. They can be completely open but most have a particular theme such as famous adventure heroes, savage animals, or for the really risqué, enemies of the state.

With a wide possibility of designs, materials and technology, most attendees compete fiercely to produce the most spectacular or innovative outfit, stooping even to incorporating sound systems, holograph projectors and even animatronics into it. A subset of fancy dress events are grotesques, parties where the idea is to shock or horrify other guests.

Period Pieces can be extremely expensive as both the costume and the location have to be historically accurate. Favoured historical periods are those when clothing was at its most flamboyant but some historical ages can be surprising. Envisage a party set during the Neolithic age of a particular planet – the costumes would be little more than animal skins or grass and plant leaves but the location could be stocked with robotic or even retro-cloned versions of extinct mega fauna!

Masquerades are perhaps the most stimulating of all costume parties, simply for the fact that everyone remains masked. As the whole purpose is to remain anonymous, a great deal of fun can be had trying to identify the guests and such parties are the perfect ground for liaisons between spies or lovers.

### ***Escort Services***

When you are blessed with wealth and fame, its always nice to have someone with which to relax after a hectic schedule. Unfortunately, being rich *and* famous tends to put a crimp in your personal social life since it is difficult to find others, unless they are from the same class in society, who like you for yourself and not all the glamour which surrounds you.

This is where escort services come into their own. By hiring a companion for an evening's entertainment you are keeping the relationship professional and above board. There are no

obligations, intentions or emotional complications. With these issues aside, spending time with a professional escort is stress free and can be very enjoyable, as most are trained in a number of entertainments such as humorous conversation, dancing, playing music and even story telling.

Escorts are particularly useful for attending very high class social events where a guest is expected to bring a partner. Having someone of great charm, beauty or handsomeness on your arm can grant situational bonuses during verbal negotiations. Another very important aspect of an escort is that they provide a defence against those who hold plans of wooing or seducing the dilettante.

The hiring of an escort need not apply to just social or media soirees. They can provide entertainments in many different settings and at various levels of formality. In a high tech culture which prides itself on antique courtesy, an escort may be asked to provide a tea drinking ceremony. On the other hand, a celebrity who is sick of media attention may instead hire an escort to go out with him to a small restaurant and eat a meal like a normal person, without all the fuss of recognition or the loneliness which often accompanies it.

Whatever function they are requested for, an escort is generally good looking, intelligent and engaging. They provide companionship and not the crude physical services imagined by less cultured folk.

### ***Fantastic Fantasies***

A cross between a costume party and a series of physical challenges, fantasies are entertainments which provide escapism by mimicking holo-vid adventures. Guests are expected to role-play a character set in an imaginary world, following a storyline supported by the serving staff, who themselves are professional actors.

Many tropes can be portrayed, examples being barbarian warlords looting accursed jungle covered temples, historical jousting in tournaments for the hand of a princess whilst mounted upon bizarre beasts, fighting off an invasion of unimaginable aliens using archaic weaponry, or even pretending to be archaeologists uncovering the secret of the ancients... Anything goes!

Since these events are based around following a story to its conclusion, this form of entertainment lends itself to epics lasting several days or even weeks. The emphasis is making the experience as immersive as possible, requiring large regions of land to be cleared of anachronisms such as native species or other people. Monsters or alien protagonists are a favourite encounter, requiring the construction of bespoke robots for the roles. Many locations also have to be built in their entirety, necessitating a large investment of time and money.

By convention, most of these fantasies are single events. Yet this level of exclusivity can be extremely expensive. Most story and quest based driven fantasies are only held for small parties, since it is difficult to maintain cohesive cooperation in bigger groups. For larger gatherings fantasies are designed to be static, based around a particular setting such as a castle or oasis, with the action coming to them.

Certain fantasy entertainments have a dark reputation, specifically those which cater to more violent, blood thirsty tendencies and events aimed at instilling a sense of horror, which have occasionally brought about mental problems in some of their attendees.

*Lady Catherine is invited to participate in a fantasy horror event. The host refuses to elaborate on what will be involved, stating only that all travel and equipment will be provided. All Lady Catherine knows is that it is set in a historical period 300 years earlier and is based around fishing. Faced with another week of utter boredom she decides to go, picking up several changes of clothing suitable to the period. At the airport a private aircar awaits which whisks her up to a small wintery archipelago in the far north. She is asked to change into her costume, then dropped off in a small archaic fishing boat already crowded with the other guests, which takes her the rest of the way. As the boat gently chugs into the isolated fjord, Catherine sees the dilapidated wooden jetties and small fishing cottages looking small against the ominous snow clad mountains. Intimidated by the falling darkness and strangely subdued atmosphere she steps off the boat, which with a rending crash is promptly dragged under the water by some unseen tentacled horror. The crew and guests who had not yet disembarked do not come back to the surface and Lady Catherine begins to scream. The event has begun!*

### **Gladiatorial Games**

Gladiatorial events do not normally involve the guests participating directly in the action. Rather they put on dangerous and exotic combats to entertain the audience with highly stylised weapon or unarmed fighting skills.

Normally the combatants are highly trained professionals who are simply seeking to defeat their opponent, not kill them and paid huge wages in addition to free medical treatment. Depending on the planetary law level, some games have a more ruthless aspect, using criminals guilty of capital crimes to give a more brutal edge to the fights. 'Blood sports' is a euphemism by which these types of contests are known and do not necessarily result in the death of the enforced participant but merely end with one or both fighters severely injured.

Many combats use weird, awkward looking weapons and armour to increase the drama and pageantry of the event. Equipment can be made from any material from polished bone to glowing iridescent glass. Some tournaments are arranged so that each guest may bid for a particular fighter, who will then have a vested interest in the gladiator's performance, perhaps winning a small cash prize if their warrior survives to the end of the games.

Not all gladiatorial games involve fights between sapient beings. Quite often a warrior may be pitted against a deadly creature, or two creatures are set on each other. Aggressive alien fauna or carefully bioengineered animals are often used as the victims; they too can be armoured with fantastical barding made of crystal or precious metals and armed with claw blades or spikes on their armour.

Betting is encouraged during these competitions, being the prime entertainment other than the skill or brutality exhibited in the combats themselves.

### **Gourmet Dinners**

These epicurean banquets are orgies of gastronomic excess but the appreciation of the finest food, drink and cooking known. The greatest expense of any gourmet dinner is not the travel costs of summoning the most skilled chefs from across interstellar space or the gathering of rare and disparate ingredients for their recipes but locating a gastronome of sufficient skill to coordinate the affair. The care and attention needed for the highest class of gourmet dinners require connoisseurs of excruciating and exacting taste to pull off correctly.

Gourmet dinners are not only pleasure for the pallet but also can be visual displays of skill as these maestros prepare the food for the meal. Quite often the more deadly *live* ingredients are captured and dispatched with aplomb, as part of the entertainment.

These banquets constantly seek out new flavour sensations in order to satisfy the highly trained, yet jaded tastes of the diners. The location of the repast is normally selected to compliment the style and flavour of the food being served. Musical entertainment, if any, is similarly chosen with great care. Even the floral decorations are judged fastidiously in order to prevent the flowers perfume from tainting the meal.

Invites to gourmet dinners usually stipulate formal dress and guests are expected to be conversant with the table manners suited to the different courses of food served. Using the wrong piece of cutlery or not breaking wind after eating Jarkanian Barb-pig can be a dramatic faux pas, from which a guest may never recover.

### **Grand Balls**

Whereas a costume party focuses on fashion and dress sense, grand balls are dedicated to dancing. Dance has always been the preeminent method of meeting suitable partners but in some cultures it goes a step further, where dancing ability can influence war or determine your place in government!

Whatever it's ultimate purpose, grand balls are the occasions for meeting your peers and socialising whilst enjoying the art form. Balls normally have rigorous dress codes, reflecting the dancing styles scheduled for the event.

Ball dancing, just like the table manners of gourmet dinner parties, has its own strict rules of etiquette. The alternation of different dance types, invitation, refusal and what Social Standing a partner may dance with, how many dances you are allowed to perform and so on. The types of dance range from *sans partner* to carefully choreographed, multiple partner recitals. Tempo and vigour is also variable, anything from slow stately progressions to highly energetic leaps and hops.

Striking a balance between healthy bursts of activity, interspersed with quiet periods of rest, balls offer opportunities to freely circulate and mix with other guests. They also have a romantic aura which encourages the forming of fresh relationships, or falling into torrid affairs.

### **Lava Rafting**

Lava rafting is quite literally taking an insulated raft, moulded from an ultra heat resistant ceramic, dropping it on the fresh lava flow of an erupting volcano and punting it down the flow till the lava solidifies!

Ostensively a suicidal activity, lava rafting is the latest fad amongst terminally bored dilettantes. Despite the apparent dangers, lava rafting has a very low fatality rate. However it can result in quite disfiguring burns which take considerable time to heal and require reconstructive surgery to eradicate scars.

Rafters must wear an environmental body suit which helps to reflect most of the heat radiated from the lava and provides air filtered to remove potentially poisonous volcanic gases. If a rafter falls overboard, the lava is so dense that they do not actually sink but merely settle on the surface. If the heat sensors on the skin of the suit reach critical levels, an integrated grav belt immediately floats the rafter up to a safe distance. Occasionally however, globules of lava stick to the suit and burn their way through its protection before the rafter is able to strip off the suit.

The main difficulty of lava rafting is having the correct sort of volcano available and for it to erupt at the right time. Some worlds are continual sources of volcanic activity, so organisers wishing to host lava rafting parties often mount excursion trips.

Some particularly deranged dilettantes have been rumoured to artificially trigger eruptions using small nuclear devices dropped into holes suitably drilled in geologically active regions. One apocryphal tale relates a noble who ordered a full scale artillery strike on a mountain to trigger a lava flow but actually started an unsuspected super-colossal eruption and was killed in the category 7 explosion.

### **Monster Machines**

Big toys are more fun and most toys do not come any bigger than these. Monster machines are the colossal excavation vehicles used by open cast mines and planetary terraforming corporations. With dimensions of up to 100 metres tall and several hundred metres long, their scale is almost beyond comprehension when standing next to one and looking up.

Monster machine events can take a variety of forms. There is the simple joy of breaking things, like levelling forests and digging away half a mountain, or having fun building huge earthworks and dams. You can race them against each other, travelling at speeds of up to single digits in kilometres per hour. Best, but most expensive of all is using them to fight each other in a huge battle royal!

Controlling these mega machines requires the Drive skill, using whatever specialty suits the vehicle in question. When using them to fight, assign suitable Armour, Hull and Structure values and use the Vehicle Combat rules on p66 of the *Traveller Core Rulebook*.

### **Murder Mystery**

For those of a more cerebral and investigative bent, murder mystery events are particularly fun. It normally starts off seeming like an innocuous dinner party but many of the unknown guests are actually professional actors and actresses who have been given a script to play to. Before long, the attendees are caught up in the middle of a horrifying murder case, under the immediately assumed authority of a bogus member of the local law enforcement agency (already present as a guest). With skilful acting and fake ID, the officer prevents anyone from leaving until the local authorities arrive and the game is afoot!

The best murder mysteries are those in which the other genuine guests have no idea that the murder is a complete fake. The officer in charge can interview the attendees, usually forearmed with some embarrassing knowledge about them provided by the host. Meanwhile the fake guests get more and more melodramatic and observant participants can start to piece together clues, hopefully solving the case before the officer is scheduled to conclude the evening.

Dramatic as these events can be, some hosts prefer to keep these events up front and let their guests know in advance that something 'special' will be happening, which tends to avoid any

unpleasantness if things get out of hand at a presumed real murder. Advanced warning also allows the murder mystery to be combined with a period piece costume party, lending the entertainment a historical edge.

Most of the money spent on high class murder mysteries goes towards hiring very skilled actors who must be shipped from far off star systems, to prevent their recognition. Good acting is vital, especially for the lead investigative officer who must be able to stare down often irate nobles.

**Orbital Drops**

An orbital drop is quite simply jumping out of a stationary ship floating above the atmosphere and falling all the way back to the planetary surface wearing a grav belt. Although this sounds bad enough to some folk, the real buzz from orbital drops comes from jumping as a group and playing chicken. The last one to activate their grav belt wins the competition, even if they do not necessarily survive the drop!

During descents, jumpers can enjoy tumbling in freefall, or with the aid of membranes, body surf through the atmosphere. Much kudos can be earned by mastering these acrobatics or deliberately performing drops into extreme weather.

Other orbital drop games exist, such as landing as close to a designated landing zone as possible. This requires a great deal of skill, since negotiating different air streams whilst traversing the atmospheric strata requires intelligence and planning to account for changes in air flow, especially during adverse weather conditions. A dream for adrenalin junkies, orbital drops are not for the faint hearted and therefore are a type of entertainment limited to younger excitement seekers. Those of particular skill who do not seem to be headed for an early grave are often recruited into Marine Special Forces as recon drop scouts.

**Pageants and Festivals**

A great way of raising your public profile and popularity is by throwing a large scale celebration for the entire populace of a city, country or even world!

Pageants are spectacles performed for the general public free of charge. They can be anything from a military tattoo to a series of alien creatures paraded through the streets prior to them performing in a circus.

Festivals are commemoration or celebration in honour of somebody or something. They usually involve collective merrymaking amongst a large number of different entertainments from music to fair ground rides, rather than the central distraction of a pageant.

In either case the dilettante pays for both the entertainments and refreshments, which are provided to the public free of charge. A well received pageant or festival provides a lingering Situational Modifier to the host's Social Standing in the eyes of everyone who attends the celebrations.

*Sensing some discontent building on his home world, Duke Joneath decides to throw a planet wide festival in honour of paternal loyalty and the anniversary of his father's death. Despite the hypocrisy of the excuse, the duke digs deep to fund the colossal celebrations. He decides that he can only afford a good level of party and spends 25Cr multiplied by the population of the planet – a not inconsiderable 200 million souls. The final price of 500Mcr blows any chance of affording the squadron of corsair ships he had hoped to purchase this year but the boost to Joneath's popularity will prevent any chance of insurrection for the foreseeable future.*

**Private Concerts**

Musical concerts are popular forms of entertainment. However, most concerts are held in large auditoriums or halls to maximise their economic viability and cater to the popularity of the artists. Unfortunately the larger the event, the less intimate the experience, less comfortable the surroundings and more likely that the performance will be spoiled by members of the audience.

Wealthy dilettantes often prefer to avoid the oversubscribed concert experience by hiring the performers for a private rendition. Thus guests can not only listen to the performance in surroundings more congenial to their expected level of luxury but they can also meet and converse with the artists.

As with many other events, the location of the concert can have an enhancing effect on the performance. Natural beauty emphasises more instrumental or gentle paced music, whereas dramatic or overawing backdrops can boost the emotional impact of violent music.

*Matt Bender is asked to give a thrash rock concert for the radical teenage son of Duke Joneath. Although initially dubious about pulling off such a small performance, the Duke pays a huge fee and Matt turns up to the space port with his band.*

**PAGEANTS AND FESTIVALS**

Party Level	Situational Bonus	Cost per Head
Mediocre	+1	10Cr
Good	+2	25Cr
Great	+3	50Cr
Awesome	+4	100Cr

Any fears that the concert will fall flat are dismissed when Matt discovers that not only is the commissioned liner packed with 100 adoring young fans but the act will be held whilst the ship performs a Sundiver slingshot manoeuvre. Matt gives the performance of his life, playing against the terrifying backdrop of falling towards the hellish photosphere of a star.

### Safaris

Safaris are a form of diversion for the more adventurous. Not only are they potentially unsafe, they can also require weeks of travel just to arrive at the planet or wilderness location where the safari will take place.

Safaris generally involve investigation, exploration, hunting or a combination of all three. Most are journeys to newly discovered regions or worlds where the inhabitants, flora and fauna are still considered Terra Incognita. Whatever the ultimate objective, the costs involved in a safari mainly involve travel and hiring the serving staff, porters and guides. The usual style of accommodation most guests are used to, is replaced by a quaint form of luxurious camping, either using tents stuffed with exorbitant amounts of furniture, or using whatever vessel was used to travel there as the base of operations.

The objectives of a safari can be anything from an amateur archaeological survey of an ancient tomb on a long dead moon, to hunting vicious beasts on a newly settled colony world. Hunting especially can be an exciting experience, whether the guests wish to film exotic species in their native habitat, capture breeding specimens for private collections, or merely collect skins, heads and anecdotes for their family estates.

A range of dangers face such expeditions. Violent weather conditions, extreme temperatures, seasonal floods or migrations, geological instability, virulent diseases, toxic flora, hungry predators, abandoned defences, vehicle failure, mutiny, abandonment or even pirates!

### Shopping Sprees

Imagine a group of dilettantes invited to the capital of a world, taken to the main shopping hub of the city, then each guest being given a credit chip and told that it contains 500,000cr. Instant party time!

Of course most hosts cannot afford to give away such an exorbitant amount of credits but spice up the event by assigning a number of luxury aircars and personal shopping assistants for the guests use. Quite often the shopping spree is given a specific theme and the articles purchased are all brought back to be judged, ridiculed and enjoyed by the other guests.

Of course, shopping sprees could require the guests foot their own shopping bill but make it an exclusive event by paying the shop owners of an entire district to keep their stores open during the dead of night so as to avoid the bustle of common folk shopping. The same idea could be taken a step further by setting up an exotic marketplace in some unusual location, combining the concepts of a shopping spree with fantasy or historic elements; a nomadic souk lit by polychromatic oil lanterns for example, where each pavilion is built upon a raft and stocked with goods from a highly fashionable store and the guests are punted around the floating market.

### Sightseeing

Sightseeing is a type of entertainment which focuses on seeing new places, experiencing new cultures and savouring new tastes. By necessity, sightseeing events require travel, since the experience only provides a distraction when the guests are witnessing something new. Novelty may be difficult to find on the same planet as where the guests reside, unless it is a frontier world where the transport infrastructure is primitive.

More probable is that the host transports his guests to another world entirely. This normally involves booking passage on a scheduled cruise liner, or perhaps commissioning a star ship for a more exclusive trip. Since interstellar travel requires weeks, this can be a very expensive form of entertainment. As an alternative, some sightseeing cruises use intrastellar routes



around the dramatic and often beautiful cosmological objects within their own solar system

Sightseeing trips do not necessarily need to visit *real* cultures. A sightseeing expedition could involve travelling between artificially built or staffed locations which provide entertainment and colour. For instance a sightseeing trip could be created with the theme of following the battle sites of a historical war, with a holo-assisted re-enactment of the battle performed at each location as the tour arrived.

### **Solar Sailing**

Similar to yachting this is another space based form of entertainment but using an archaic technology to power small spaceships around the solar system. Vast sails of incredible thinness and tiny mass collect the microscopic pressure of sunlight to provide thrust. Most vessels also use magsails to provide extra thrust when close to planets and gas giants with strong magnetospheres.

Solar sailing craft are generally small, cramped and lightweight so as to gain the highest acceleration from their sails. They possess the minimum hull capable of warding radiation, a very efficient recycling life support system, lightweight radar and the most basic radio. Even the shrouds for the solar sail are controlled by hand cranks, rather than electrical powered winches. For extended trips a tiny entertainments system is included. All onboard calculations are performed with calculators. Since sailing trips using such craft are generally quite slow, the whole experience is one of stoic challenge. Yet despite the discomfort, many dilettantes are avid solar sailors due to the skill and wealth required to run these vessels.

Beyond the hobbyist level, some impressively large solar sailing ships exist; beautiful craft with multiple vast sails and intricate webs of delicate shrouds. These cater to wealthy patrons, providing unique locations for social events and team building courses where the guests learn to rig, sail and navigate the ship manually.

Very elitist solar sailing clubs exist, formed by members who have completed particularly epic voyages, such as sequentially slingshotting all the major planets in a system. These trips, despite using a starting point fairly close to the main star in a system, can take several years but by the end of the trip the craft is travelling at a very high velocity and unable to slow down, requiring pickup by a rescue ship with conventional drives.

Few however have the mental fortitude to spend so long in a tiny vessel; so most sailing events are short duration races around a few moons of an inner system gas giant. These only last a few weeks at most and provide very challenging tests to control trajectories, allow for the relative motions of the bodies, tap the magnetic field of the planet and compensate for the loss of sunlight on its dark side.

### **Sporting Clash**

This form of entertainment is all about the love of games and fostering competitive spirit. Sports events have a wide range of permutations. Guests may be invited to play a match of some particular team sport, or be given personal tuition in playing that sport by a recognised star player. Sometimes celebrity players are teamed up with the guests to provide professional/amateur partnerships, which then challenge one another.

Of course not all guests may be able to meet the physical requirements of playing, so other styles of sporting parties exist. Most revolve around the concept of leadership and selecting tactical plays. In order to do this, the host hires athletes or small teams to play in a tournament, each one being given to the control of a guest. While very tiring for the professional participants on the field, this can be an invigorating experience for their temporary coach. This concept can be stretched even further. If the dilettante was unhappy with the result of the last world cup, he could throw a big party and pay for the two finalists to face each other again in a no holds barred match, to settle the argument for once and for all.

The most exclusive types of sport are generally those which require the athlete to use or ride an animal. Polo, the classic example, could be played from the backs of anything from six legged yak-like herbivores to retro-cloned sabre tooth cats. Not all sports necessitate riding either. A creature could be utilised as a separate player in a team game, or the sport could be based on the athlete's control of something very difficult to tame, *One man and his bioengineered giant millipede anyone?*

### **Therapy**

With wealth and fame come stress and egocentricity. The power which a celebrity has over their fans and sycophantic members of the service industry, can start to break down the balance of any mind. Many constantly seesaw between the buzz provided by being adored or taking exotic narcotics and the commiserate crash of bad reviews or hangovers, simply unable to cope with the range of emotions they experience. If not helped, many start gradually losing touch with reality or trying to withdraw from it completely. This is where psychoanalysts, gurus and cults can help.

Although most common folk would consider seeking such aid as embarrassing or even disreputable, amongst those of high society they are treated instead as being social entertainments. The more expensive or borderline the therapy, the more fashionable it becomes!

Most psychotherapists earn their substantial fees, struggling to help their patients with the stressful lifestyles they lead. Yet some psychoanalysts are considered leeches, milking exorbitant sums of money just to listen to their wealthy clients whine about how hard their life is. Whatever their actual intent, successful psychotherapists can become minor celebrities in their own right, expanding their client base dramatically. The best have waiting



lists of months, even years, before they can accept new patients; and because of this **exclusivity** they become honey pots for those of high Social Standing.

Gurus are teachers, men of wisdom, who gain reputation by just speaking common sense to those who petition them for aid. In reality, gurus differ from psychoanalysts only in the fact that the latter has a professional qualification and scientific basis. Not all gurus are seekers of intellectual or spiritual truth however. Some set themselves up as enlightened teachers merely to attract attention from wealthy patrons. Once their attention has been enthralled, the corrupt guru instils a dependency upon his client by apparently solving their problems or explaining why the solution failed due to a flaw in the client's personality. Eventually the subverted listener cannot make any decision for themselves.

Some gurus are genuinely wise and benevolent men but their advice can be a little hard to accept sometimes.

*Matt Bender finished his impassioned description of the difficulties his life contained and stared intently at the middle aged man, sitting clean shaven and cross legged in his razor sharp business suit and cool-shades. 'I have a solution,' said the guru with a gentle smile. 'First, whenever you feel an anxiety attack, balance a glass of water atop your head.' Matt looked confused but indicated that the guru continue. 'Second, to get rid of your anxiety you must give all your money to me, stop playing music and become an engineer on a tramp freighter. I guarantee it will solve every problem you now have and provide a most enjoyable and fulfilling life.'*

Cults are another source of entertainment for some dilettantes. Most cults preach outlandish philosophies and practice odd behaviour, twisting social conventions to add a touch of the exotic and prove the dedication of their members. Many wealthy people are drawn to them because they offer a counterpoint to the often restrictive courtesy and rituals of high society. Others find forbidden fruit in the form of subservient worshippers or access to new types of narcotic. Although in some cases this is stepping out of the frying pan and into the fire, a cult can grant stability to some dilettantes. The structure and conventions of the cult providing an authority figure to help them cope with their life outside.

Since therapy of whatever form is rather personal, it is seldom used as a group entertainment. A session can be purchased and used as a gift for another however.

### **Yachting**

A high technology hobby, yachting relies on the availability and affordability of small spaceships, to travel between small

sections of a solar system in a fashion akin to ancient pursuit of water based yacht sailing. Since simply flying about a system is actually rather boring, considering the distances involved and the fact that computers do most of the calculations, it is usually younger, more adventurous dilettantes who actually race yachts.

Yacht racing is an elite form of competition, with an edge of danger and plenty of glamour. The spaceships involved are sub-100 ton craft stripped down to the bare essentials – engines, life support, communications and a basic sensor suite. No autopilot or computerised navigation equipment is permitted, requiring the pilot and navigator to perform all the work themselves.

Yacht race courses are decided by the event organisers in advance. The flight paths generally avoid commercial and military space lanes, making use of more hazardous regions to provide navigational challenges. The course is marked by buoys which register when each yacht passes within 10 kilometres, logging their progress and transmitting the location of the next waypoint; ensuring they complete the race without skipping any stages.

The art of yachting comes from being able to calculate navigational routes by the seat of your pants, using all gravitational bodies in the system to their best effect and the skill to pull off accurate sling shot manoeuvres without computer assistance. Yacht racing is encouraged by many navies to help train young officers to think quickly and laterally.

### **SOCIAL CLUBS**

One of the elitist elements of dilettante life is being invited to join a **social club**. These are select societies of like minded people who share a particular passion or interest.

Clubs exist for members of a particular profession; the Navy club would only take in ex-naval officers for example. They can also be for those whose wealth exceeds a certain amount, people who have been shipwrecked on a hostile planet, or even men who have grown a particularly coloured beard. The oddities are endless, yet they are always **exclusive**.

Entry is never automatic into a club, a dilettante must make a formal petition if he wants to be direct about it, or wait in hope that one day his chance will come and he will be recommended by another member. In either case, he must meet the club's entry requirements and his reputation and standing are judged. If found lacking he will be refused membership, or he can be black-balled by an Enemy or Rival in the club. Often some clubs have a set number of members and so a petitioner must often wait until one of the current members passes away.

The clubs themselves generally own their own property, something radical or distinguished, with costumed doormen who double as security guards. Most clubs' membership is small enough that the doorman will respectfully greet everyone who enters by name.

Inside the building the rooms are broken down by functionality. There is inevitably a bar serving good quality drinks and narcotics. Often there is also a dining hall which serves food at set times. Libraries are also very popular, if for nothing else as a place to sit and scan the media in peace. Clubs often have guestrooms available for those who cannot easily return home, whether from inebriation or the fact that they live on the other side of the world, it matters little.

Apart from these standard elements, specific clubs can vary dramatically; sporting areas, gyms, shooting ranges, research laboratories, private gardens or even zoos. A plethora of different activities can be catered to, some illegal, others with patents from the nobility allowing them to pursue their desires as long as it is behind closed doors.

*Duke Joneath is a member of the Hellfire Club, a society which caters to those very few who have personally triggered a nuclear bomb, or survived one without the aid of damper fields. The club rarely reaches its full quota of 66 members but that matters little to the elite band of brothers, whose bonds are forged in the fury of a sun. The members meet monthly and in the heavily shielded basement of their fraternal house they each, in strict order of seniority, fire a FGMP at a target. The energy pulses drives the local military spare but since the club has a ducal patent granting permission for this ages old ceremony and the president of the club is the highest ranking general on planet, there is little the authorities can do about their 'bit of fun'.*

Social clubs and especially the more conservative **Gentlemen's Clubs** tend to view themselves as being more elite than more communal garden organisations such as Orders of Knighthood. Not all are snobs but most take themselves and their traditions extremely seriously.

### **What are Social Clubs Good for?**

Gentlemen's clubs can be a boon for any dilettante campaign for several reasons.

Firstly, club membership fees are very expensive. Maintaining the highest service and luxury, in an exclusive building (often

central to the capital), with exquisitely trained servants and staff costs a huge amount of money. As membership is usually limited, it means that each associate must foot a commensurately large part of the bills. Referees who are struggling to contain the spending power of their characters can invite them to join one of the most exclusive clubs. If they accept without asking a few sensible questions first, you can tailor the monthly subscriptions to the perfect amount you require. Of course, surrendering your position after joining is public suicide, probably costing a few points of Social Standing as the character is given the cold shoulder for his insult.

Once a character has joined a club, he has responsibilities towards it. All the members should be considered Contacts or Allies who can be asked for help. Likewise, club members may come seeking the character for aid, or a return favour. The head or president of the club can be considered a Patron and pass on many scenario hooks with verisimilitude.

The club may also be able to provide limited resources; primarily research as many clubs would have extensive collections of material relevant to their membership. However, some may have small arms on the premises, equipment suited to the club's purpose and perhaps even vehicles and chauffeurs to drive or fly them. In addition, some clubs are full of members with years of experience and training, a veritable mini-army of willing volunteers if the cause is right and they are roused to act.

With so many advantageous possibilities, character's fortunate to have secured a membership should feel that their club is a major part of their lives. Once they are used to its quirks and have begun to enjoy the advantages, the Referee can launch a scenario where the organisation itself comes under threat.

*Voost looked up at the president in horror. 'They can't do this! Our illustrious club has been here for over 200 years. We must stop this before it is too late.' The scowling master of the War Drones Club shot back, 'How do you suppose we prevent them from levelling us? It's an entire assault force of drop marines. They won't stop until Lady Catherine's fiancé is dragged kicking and screaming from the sanctuary we granted him. How were we to know he has been agitating against the duke? Now we must either break our own reverent laws or personally hold off the Imperial Marines.' Voost's manservant coughed politely in the background. 'If you'll forgive me sirs, a thought just occurred to me. Do you recall the ordinance stored in the utility cupboard under the stairs...'*

# EQUIPMENT

If there is one thing dilettantes have, it's money. Although some only have sufficient funds to keep them at the level of conspicuous consumption suitable for their Social Standing, others have vast surfeits of wealth to squander.

This chapter gives a huge range of suggestions of things to buy, from ridiculous fashionable gewgaws to specially designed or refitted ships. Referees are encouraged to prompt wealthy dilettantes to regularly purchase examples from those listed here as part of their lifestyle.

## MONEY TO BURN

The *Traveller Core Rulebook* contains many pieces of useful equipment which dilettantes may wish to purchase. Since wealthy persons like to demonstrate their status, they generally buy more expensive versions which, whilst not providing any significant physical advantage, possess striking decoration and prominent manufacturing marks reflecting their expense. Such excessively priced status symbols are vital to project the correct visual indicators of rank and power. They are a sign of exclusivity. Using cheaper versions will undermine the standing of the dilettante, perhaps causing him to be unrecognised or treated with less than proper respect.

*Matt Bender rad thrash rocker, decides to book the penthouse suite at the Jolantic Hotel, famed for its exclusive service. Matt roars up to the hotel on his battered, overpowered and whining grav bike. Tossing the greasy keys to the valet service, the music star walks into the foyer, expecting the desk staff to start being suitably servile. However, the desk manager takes one glance outside at the bike, then looks at the scruffy flight leathers and has him slung out by security. The rock star makes an angry call on his wrist comm which eventually resolves the situation but the damage is done and the next morning Matt and his slovenly appearance is front page news.*

The following table should be used to show **how much more** a dilettante should pay for an item relevant to their Social Standing.

### Social Standing Price Modifier

Social Standing	Price
10	100%
11	125%
12	150%
13	200%
14	300%
15	500%

## Antiques

Many dilettantes pride themselves on owning artwork, furniture and even vehicles which are very old. Antiques are items which are at least 50 years old. At this age they cease to be old-fashioned junk and instead gain a sheen of respectability.

The price of antique items can be ridiculously expensive. As a rule of thumb multiply the base cost of the original item using the following table.

Age	Price
Over 50 years old	x10
Over 100 years old	x100
Over 500 years old	x1,000
Over 1,000 years old	x10,000

## THE CATALOGUE

Only items of significant luxury or unusual whimsy are included in this list, divided according to category. In the majority of cases they are simply things to own, rather than of being any particular use. Just as with ordinary items from the *Traveller Core Rulebook*, the following items have a base cost representing the basic model or item. More luxuriant editions with extra gadgets or decoration cost increasingly more depending on the Social Standing of the purchaser.

Probably the greatest aspect of perceived value is the *rarity* of the item. In a galaxy where mass production is the fundamental method of creating goods, hand crafted items become sought after – not only because of the cachet of having something made by hand but also because these objects are inherently unique. The most exclusive shoppers commission one-off articles with legal stipulations that the design be destroyed after the item has been made. Thus hand crafted weapons, tailored suits, non digital artworks and the like are the epitome of exclusive taste; and the artists who create them have restricted client lists or must be booked years in advance for their work.

## Clothing

Most dilettantes of high rank or status are recognisable by their clothes. Projecting the correct image is an important aspect of authority or power, so dressing well is vital. Fashion changes constantly however, so top quality clothes several years old may begin to look dated. Therefore the wardrobes of most dilettantes are constantly replenished. The best clothes are still those which are hand tailored, giving that extra touch of quality and fit which off the peg, pre-fabricated clothing cannot match.



None of the garments listed here are described in particular detail. This is because the range of styles, patterns and colours is effectively limitless. Where one culture's suit may comprise of shirt, jacket and trousers, another culture may favour wearing kilts or one piece jumpsuits instead.

**Casual Suit:** Used to attend informal parties or venture out on the town, the casual suit has a great deal of latitude in style, cut and fashion.

Casual Suit Cost: Cr. 200

**Business Suit:** Whether attending meetings or working at the office, the business suit is ubiquitous with white collar workers throughout the galaxy. Wearing a suit automatically demonstrates one's rank and position in the workplace.

Business Suit Cost: Cr. 500

**Formal Suit:** Formal suits are reserved for important social events and ceremonies. Although restrictive to wear, it is always very impressive and indicates precisely the standing of the wearer by cut, colour and awards worn with it. Failing to wear full formal dress when it has been expressly stipulated on an invitation usually prevents admittance.

Formal Suit Cost: Cr. 1,000

**Dress Uniform:** Used by the military, the full dress uniform is a brighter and more gaudy version of service uniforms and is considered a proper alternative to a formal suit. Some dress uniforms are permitted the wearing of a sword or sidearm.

Dress Uniform Cost: Cr. 1,500

**Thermal Overcoat (TL 9):** An encompassing overcoat which is designed to give protection against adverse temperatures and weather. They can be tailored for either sex and incorporate circulatory systems connected to tiny heater-refrigerator units, keeping the wearer at a perfect temperature, no matter what they are wearing under the coat. A normal charge lasts up to six hours and can cope with conditions of up to +/- 50 degrees Celsius.

Thermal Overcoat Cost: Cr. 1,000

**Cocktail Dress:** The female equivalents of a casual suit, cocktail dresses are normally worn for informal events. They are delineated from evening gowns by the length of the skirt which are usually knee length or higher. Otherwise they can be any colour and are often light and figure hugging.

Cocktail Dress Cost: Cr. 250

**Evening Gown:** Worn for semi-formal occasions, evening gowns can possess a dazzling range of colours and styles but always have full length skirts.

Evening Gown Cost: Cr. 750

**Ball Gown:** Formal dresses, required for balls, ceremonies and other official events, they often possess full skirts and outlandish decorations, making them rather heavy and encumbering.

Ball Gown Cost: Cr. 1,500

**Grav Gown (TL 12):** A ball gown tailored to include a miniaturised grav belt. The cut down harness is incorporated into the body of the dress and has limited effect, only partially negating the weight of the ensemble and the wearer herself. However, this enables the woman to remain light on her feet and thus still be able to dance. At higher tech levels the increasing efficiency of the micro grav belt allows ball gowns to grow to outlandish proportions. A bulky battery pack hidden within the skirts or bustle of the dress provides power for up to six hours of use.

Grav Gown Cost: Cr. 10,000

**Grav Waistcoat (TL 14):** Using a similar technology to that incorporated in Grav Gowns, at TL 14 the machinery becomes small enough to hide within a padded waistcoat. It does not permit the wearer to float per se but greatly reduces his mass, allowing the wearer to perform incredibly

acrobatic dances with little strain. Lacking room for bigger batteries in the cut of the garment, it only provides up to one hour of use before needing to be recharged.

Grav Waistcoat Cost: Cr. 5,000

**Sensor Shades (TL 10):** Similar to the Sensor Goggles in *Traveller Book 5: Agent*, these sunglasses extend the wearer's vision further into the infrared and ultraviolet spectrums. This enables the user to see in the dark and potentially spot equipment or devices projecting such light.

Sensor Shade Cost: Cr. 1,000

**Data Shades (TL 14):** A miniaturised version of the Data Displayer/Recorder described in the *Traveller Core Rulebook* these lightweight and chic sunglasses allow the wearer to visually access any information from computer or sensor equipment they are remotely linked with.

Data Shades Cost: Cr. 7,000

**Psionic Shield Hat (TL 13):** One step beyond a Psionic shield helmet, the mind protecting technology can be incorporated into innocuous looking headwear. This can be anything from a turban to a flat cap, as long as it covers at least the top third of the skull. The wearer is immune to telepathy and mental assault.

Psionic Shield Hat Cost: Cr. 50,000

**Psionic Shield Toupee (TL 14):** For an even more subtle defence, this shield is woven into the monofilaments of artificial hair. Ostensively it cannot be detected unless the toupee is electronically or psionically scanned, at which point it vibrates gently to alert its wearer. Whilst worn it blocks all telepathy and mental assaults.

Psionic Shield Toupee Cost: Cr. 70,000

**Armoured Cloth (TL 7):** Suits and dresses made of this anti-ballistic material grant protection as per the *Traveller Core Rulebook*; 3 points at TL 7 and 5 points at TL 10.

Armoured Cloth: Doubles garment cost

**Gel Cloth (TL 12):** Woven from ballistic cloth, this fabric incorporates a thin extra layer of sheer thickening gel. When impacted the gel becomes rigid, dispersing the force of the blow over the entire panel of cloth. Suits made from this advanced fabric provide 7 points of protection at TL 12 and 9 points of protection at TL 14.

Gel Cloth: Multiplies garment cost by five

**Zap Cloth (TL 8):** Another special type of material, zap cloth incorporates a fine metallic mesh into the weave. Suits or dresses made from this fabric can be electrified, inflicting damage on anyone handling the wearer or attacking him with a metal weapon. The damage incurred is the same as a Stunner of equivalent tech level. Clothing made of zap cloth necessitates the use of insulated underclothes; otherwise the wearer will zap himself when the suit is activated.

Zap Cloth: Doubles garment cost

**Chameleon Cloth (TL 10):** An offshoot of military technology, suits and dresses made from chameleon cloth have the ability to change both colour and pattern. It is used to allow the same article of clothing to be worn repeatedly, simply changing its decoration on a daily basis. Although capable of simulating any colour or surface in the visible light range, it must be programmed manually. Since it lacks sensors to sample and meld with its current environment, it cannot be used for stealth. At higher tech levels the material can change colour almost instantaneously, allowing the fabric to project a series of changing patterns, or even display two dimensional movies if hooked up to a hand computer!

Chameleon Cloth: Triples garment cost

### **Jewellery**

Jewellery is a very broad category of accoutrements which include items such as wristwatches, necklaces, rings, bracelets and tiaras. The increasing splendour and value of jewellery depend on a number of factors, these being the rarity of the metal and gems, the size and number of stones, the artistic design and the name of the company or craftsman who produced it. As with clothing, unique individually crafted pieces are intrinsically more valuable.

Taking all these variables into account makes setting a base price for each type of item pointless, so dilettantes who wish to purchase jewellery simply decide how much money they wish to spend. However, jewellery can be designed to incorporate cunning gadgets, adding functionality to beauty. For these items the final cost of the ornament must be at least double the cost of the technology implanted. See the *Traveller Core Rulebook* for examples of communications and computer equipment which can be integrated.

*Sick with envy after seeing his rival's new wristwatch communicator, Rudolph Fitzwilliam decides he needs to go one better. Deciding that watches are passé he decides to reintroduce the monocle. The frame of the monocle will hide the tiny projectors of a data display. A large fob at the other end of the lanyard holds the electronics for the display unit, in addition to a comm device. This communicates with a matching narcostick case that is in fact a very powerful hand computer. The*

*electronic devices themselves cost 10,000cr, so the minimum price for the ensemble would be 20,000cr. Fitzwilliam however wants his new accoutrements to stand out, so purchasing a semi-famous diamond of over 100 carat weight, he has it re-cut and polished down to form the lens and requests iridium as the metal of the monocle, fob and narcostick case. This adds another 40,000cr to the base cost of the devices, making it an extremely expensive and unique set of jewellery.*

Since conspicuous wealth is one battleground which dilettantes often fiercely compete over, wearing the most valuable jewellery, whether from age, size or simply gratuitous excess, grants its owner with an unofficial precedence. In game terms, whoever is wearing the most valuable ornaments at a social function, gains a situational modifier of +1 DM to any communication or influence related skill used at the party.

## **Furniture**

Although seemingly pointless from an adventuring perspective, super luxurious furniture can be an entertaining purchase for a character or scenario backdrop for the Referee to use. This section is a small collection of innovative fixtures and fittings suitable for dilettantes to possess.

The appearance of these pieces of furniture is not described since they can be covered or panelled with anything the purchaser can conceive of; wood, plastics, ceramics, fabric, leather or even sheet metal. Decorative designs are likewise infinite for a dilettante with the money to pay for his ideas.

**Autovalet Wardrobe (TL 9):** This marvellous item takes up a minimum of 10 square metres of floor space but being modular in nature it can be easily expanded and is usually built into a spare room or designated space. The autovalet takes clothing discarded into its pull out hopper, cleans and presses it, then carefully stores it in the hanging area. When the owner wishes to dress, they can stand in front of the wardrobe's mirror doors and verbally request a particular garment. The wardrobe's computer uses word matching to recognise the specified item and projects an image of it in the mirror. If the selection is correct, the article is retrieved from climate controlled storage and left hanging behind the wardrobe's door(s) along with a selection of footwear, undergarments and complimentary clothing. More sophisticated models access their owner's diary to refine their selections.

Autovalet Wardrobe Cost: Cr. 10,000

**Guardian Bookshelves (TL 9):** These storage shelves are protected behind crystal panelled doors. When the shelves' sensors detect environmental conditions which would threaten their contents, any opened doors automatically close, hermetically seal, turn heat reflective and flood the interior with

inert gas. The shelves are waterproof, crushproof and fireproof (although the decorative cladding material may burn away). As soon as the protective mode is triggered, the shelves alert the owner and emergency services via an internal comm link. The shelving manufacturer guarantees the contents against any disaster save theft.

Guardian Bookselves Cost: Cr. 3,000 per 6 m<sup>2</sup> of shelving area

**Floater Chairs (TL 12):** The ultimate in decadent luxury, floater chairs however are ergonomically designed armchairs with small antigrav devices built into them, allowing the recliner to move the chair whilst still sitting in it. Like other equipment, these armchairs can be augmented with additional equipment such as computers, communications, sensors and even weapons!

Some floater chairs have privacy screens preventing unwelcome snoopers from seeing the occupant, if and when the chair is taken into a public place.

*After dismissing his attendants for the night, Duke Joneath is listening to operatic music and reclining in his Xanth-Lion upholstered floater chair, when it notifies him with a soft buzz that an intruder has broken into the mansion. Placing an emergency summons to his private guard, the duke gently levitates up to the shadows of the high ceilinged room above the door. The assassin enters silently, poisoned blade in hand and fails to observe the chair hanging above his head. Joneath considers for a moment whether to crush the intruder under the bulk of the chair but decides to avoid staining the leather and instead activates the inbuilt Gauss Rifle...*

Floater Chair Cost: Cr. 15,000

**Massage Chairs (TL 7):** Although rather crude mechanical machines at low tech levels, massage chairs become increasingly more sophisticated as technology increases; eventually incorporating sonic resonators to reach deeper muscles and microwave projectors warm areas and increase blood flow. Sitting in a massage chair is often so relaxing that the user will fall asleep and many models automatically stretch out into a couch as part of the massage. Like other pieces of interactive furniture, massage chairs can be augmented with other comms, computer and even weapon technology.

Massage Chair Cost: Cr. 12,000

**Bio Carpet (TL 12):** An artificial form of life, the bio carpet is specifically designed to be the perfect underfoot experience. Not only self heating, the thick, springy pile also undulates subtly underfoot providing a gentle massage. The carpet is largely self supporting; gaining most of its energy via photosynthesis but it also digests any material which works its way down through the base matting. Thus it deals with small pests or dropped organic

material such as food. Particularly clean homes however sometimes need to supplement the bio carpet's nutrition.

Bio Carpet Cost: Cr. 5,000 per m<sup>2</sup>

**Image Frames (TL 8):** Extra large image displays capable of filling an entire wall, these ornate frames are a luxury version of the common image viewers available to the mass market. They are capable of cycling through any image stored in their memory, or even play movies. Viewers can tap the picture frame to get an audio component. Most dilettantes use them to portray images of past ancestors with sound files filled with the subject's biography, poems dedicated to their achievements and even sound bytes of quotes and advice given by them whilst still alive. More exclusive versions are generally far larger and have frames decorated with precious materials. At TL 14 the computer software is sophisticated enough to imitate the personage displayed in real time, allowing the viewer to hold conversations.

Image Frame Cost: Cr. 7,000

**Armoured Windows (TL 7):** Fashioned from laminated panes of transparent metals and ceramics, these windows provide enough protection to prevent anything short of artillery weapons from penetrating. Due to the difficulties of keeping the window see-through, the Armour value provided is limited to twice the TL of the manufacturer. Those wishing for additional protection cease using transparent windows and resort solid armour with internally mounted holowindows instead.

Armoured Window Cost: Cr. 5,000

**Holowindows (TL 13):** These windows can be made from most transparent materials and are sought after due to their ability to project lifelike holograms, fooling the eye into perceiving depth. The technology is so convincing that unless the viewer is aware of the real vista outside the window, they will be unable to discern the holographic illusion. The cheapest versions use a direct feed from external holocamera sensors and are often used in apartment block complexes or corporate work cubicles, where access to an outside wall is impossible. More expensive upgrades pipe in sound too, or can be linked to a planetary network to receive vistas from other, more beautiful and exotic locations.

Holowindow Cost: Cr. 13,000 per window

**Entertainment Suite (TL 10):** A full environmental holographic suite, this device is built into the walls or decorative features of an empty, dome shaped room. The suite contains multiple holographic projectors, complete surround sound, air blowers, temperature control and even electrical field generators. This sensual and projective overlap produces a fully immersive

illusion, even to the extent of fooling the viewer into believing they are outside or gazing into vertigo inducing space. The suite adds a new level of interaction with its ability to engulf those within the room, placing them *within* the holovid they are watching.

Entertainment Suite Cost: Cr. 100,000

**Atmospheric Conditioner (TL 10):** An air conditioner which is capable of replicating the smells, humidity, temperatures and gaseous mixture of any atmosphere from a human supportable world it is programmed with. Most atmospheric conditioners come with a small library of the most popular. Being quite bulky the device is often disguised as a large wardrobe and needs to be both interfaced with the ventilation system of the residence and regularly serviced to reload its scent compound cartridges. The benefit of these devices lay in the ability to feel at home in alien biospheres or subtly put guests arriving from different worlds at their ease. They can also be programmed to create exotic or perhaps narcotic atmospheres as the background to parties hosted in the residence.

Atmospheric Conditioner Cost: Cr. 135,000

**Inglesoot Fireplace (TL 10):** This amazing device can mimic any type of fire, with regards to the fuel being burned, temperature radiated and smell produced. The fire itself is a computer generated hologram with the heat being produced by induction filaments. Thus the Inglesoot Fireplace needs no chimney for fume extraction. Like the Atmospheric Conditioner, the fireplace requires cartridges of organic compounds which are used to give the particular odours, although the scent function can be turned off. The Inglesoot manufacturer prides itself on the comprehensive range of fires it can mimic, from dried animal dung and peats, to coal-like carbonates and exotic woods. Owners can quite literally have a different sort of fire every week for the rest of their lives. Increasing price improves the size and quality of the mantelpiece, the most exclusive editions are carved from precious materials and engraved with the purchaser's arms.

Inglesoot Fireplace Cost: Cr. 30,000

**Antigrav Bed (TL 12):** The ultimate in sleeping comfort, these beds provide a region of null gravity, allowing the sleeper to simply float in mid air. For those not used to micro gravity the experience can be disconcerting or even nauseating. Those who can adjust however, never suffer from bed sores or trapped circulation. The cheapest versions use the four poster bed design to provide a safety net around the sleeper so that aberrant air currents do not waft them out of the field to fall out of bed. The most exclusive models have grav pushers to keep sleepers centred, wave settings to massage or rock the user to sleep, inbuilt entertainment systems and induction or air heating.

Antigrav Bed Cost: Cr. 70,000

**Grav Tubes (TL 13):** In homes which span several floors, discerning owners replace stairs and lifts with the far more practical grav tubes. Simply stepping into the tube will whisk you up to the top or lower you gently to the bottom. In tube systems which connect more than one floor, the user simply states which one they would like to disembark from. Whilst rather simple in ergonomic design, grav tubes can be decorated and lighted in a myriad of styles. They can even play soothing background music whilst the occupant is being carried along. If power is cut to the grav generators, standby capacitors retain enough power to complete the current occupant's trip and seal all the access portals before anyone else can enter. A battery powered emergency system can also be triggered which extrudes normally hidden ladder rungs lining the tube for manual descent.

Grav Tubes: Cr. 40,000

**Autodoc Bathroom (TL 9):** A useful system for catching medical problems at an early stage, the autodoc bathroom uses specialised sensor equipment to scan the faecal, oral and other excreted wastes for signs of infection or metabolic difficulties. Since the source of the waste is easily identified via genetic scanning, the bathroom can maintain analysis on as many people as use the bathroom. When possible difficulties are detected, the bathroom alerts the user and sends relevant information to the user's doctor. If the bathroom's occupant is displaying difficulties, the normally passive expert system then scans them for signs of injury or organ failure. Depending on its analysis the autodoc prescribes any necessary medicines it has available in its own pharmacy and calls the emergency services. Particular analysis methods, substance triggers and privacy modes can be overridden by the owner, although suppliers do not recommend such actions.

*Worried about Matt Bender's recent appearance of being run down, his manager purchases an autodoc bathroom and has it installed in Matt's opulent mansion. Unaware of the real reason for the recent renovation, the rock star decides to go on a bender. Rapidly drinking himself nearly insensible, Matt crawls into the bathroom to throw up. From the vomit the autodoc immediately detects a looming liver failure problem and scanning the rock star's faltering heart rate, places an emergency call to the nearest hospital. After an embarrassing stay to purge his system Matt returns home to begin hacking the autodoc's alert settings, foolishly ignoring the fact that it has potentially saved his life.*

Autodoc Bathroom Cost: Cr. 120,000

**Ultrabath (TL 8):** The ultimate in personal hygiene, the ultrabath can keep the bath water at a specific temperature, run massaging power-jets and bubbles to relax the user's body, add perfumes, oils and detergents to the water and even fill itself with any fluid it has a connection to – anything from asses milk to champagne. It also fills itself in advance and self cleans after. More luxurious models incorporate communicators, computers and entertainment links. Expense is based upon the materials used to build the bath and its final size.

Ultrabath Cost: Cr. 80,000

**Artworks**

Many things can be considered art. An artwork can be a simple hand crafted tea cup or a 3,000 year old wall mural. Most dilettantes collect art as part of their financial estates, assuming that artwork increases in value with age. Possession of a very rare or valuable piece can increase the reputation of the owner. A few even patron the arts, using their own wealth to boost the fame of a particular artist.

Since art is a very subjective subject, its value is dependant on the eye of the beholder. Artwork which has a popular following but limited available examples will be more valuable than niche artworks from an over productive artist. Like jewellery, artwork cannot be given a base cost due to the tenuous factors involved with its value. Instead, dilettantes who wish to purchase jewellery simply decide how much money they wish to spend.

The gift or purchase of a particularly valuable piece of artwork gains the owner the following temporary Situational Modifiers to a **relevant** use of a social skill. A dilettante who wished to hire the metropolitan museum for a private function and made them a gift of a 50,000Cr painting of the 2<sup>nd</sup> Interstellar War, would gain a +1 situational modifier to his Persuade skill at the presentation that evening.

*In auction Duke Joneath pays 324.7MCr for a large oil painting immortalising the famed sword of Sir Joseph Makitosh, an ancient hero of the Star Marines, and places it in his private collection, along side the actual sword, which he had purchased a few years earlier. Sensing the potential influence of such a piece, the duke publically announces free admittance to his gallery for Marine Corps officers. Three years later, Joneath approaches Commander Syrix of the 104<sup>th</sup> division, the very unit in which Sir Joseph Makitosh served and requests the 'loan' of*

Artwork Value	Situational Modifier	Duration
Over 10,000Cr	+1 DM	1 Day
Over 100,000Cr	+2 DM	1 Week
Over 1MCr	+3 DM	1 Month
Over 10MCr	+4 DM	1 Year
Over 100MCr	+5 DM	1 Decade



a squad for a personal mission. Normally such a request would be refused but Joneath as the owner of the famed sword and its painting, gains a +5 situational modifier to his request and soon the troops are his.

Almost all art worth purchasing is physical in nature. Electronic images, recordings and the like are inherently capable of being copied, thus undermining their worth as a unique item.

### **Serving Staff**

In the world of high society, service is paramount. Although the use of increasingly sophisticated robots by wealthier members of society seems an obvious trend, in some cultures it is in fact a non-sequitur. The higher the Social Standing, the more that serving staff are used instead.

The reasons are twofold. Firstly robots have a limited ability to interpret orders and innovate complex solutions. Although Artificial Intelligence exists from TL 11 onwards, it is not until TL 15 that it becomes possible to incorporate AI into robots of human size. Secondly, although robots are not really capable of voluntarily gossiping about household life, they are technically prone to being bugged, remotely controlled or even pre-programmed to betray or kill an owner with no warning.

Serving staff on the other hand are easier to manipulate, whether by money, loyalty or threats; and usually let slip any impending infidelity by recalcitrant speech, nervous body language or unusual behaviour. In addition, serving staff are expensive to employ and are thus a more significant sign of conspicuous wealth than a potentially mass produced robot whose value was its initial purchasing price.

Technically there are no hard and fast rules on how many serving staff a dilettante should hire but as a general guideline the minimum expected is equal to the dilettante's Social Standing minus 10. Thus a baron usually supports at least two full time staff. Of course, there are no limits to the maximum number of staff that can be retained, save for the income of the dilettante.

The prices for the serving staff given here are the base monthly costs for a member of staff suitable for an employer of Social Standing 10 or less. Increase the wages requirement using the Social Standing Price Modifier table at the beginning of the chapter for personnel trained to serve higher status employers. The higher the quality of the staff, the more competent they are. Use the Social Standing modifier of the standing they are trained for as a bonus to their skill level.

*Matt Bender hires a bodyguard for a little protection when he goes out clubbing. Since Matt has a Social Standing of 11, he must pay for a guard trained for that level of etiquette. Thus his monthly wages are 125% of a base bodyguard and he adds +1 (the Social Standing modifier) to his skills of Gun Combat,*

*Melee and Recon, giving him 2 in each. When Duke Joneath searches for bodyguards he only hires the very best. His guards cost five times normal but all have skills of 4.*

Most staff are hired to fulfil one of the following positions, although if they possess the correct skills they can potentially perform two roles. Double trained staff cost 1.5 times the cost of their highest paid skill set.

**Bodyguard:** A bodyguard protects his employer from intimidation and injury. Trained in Gun Combat, Melee and Recon.

Bodyguard Monthly Cost: Cr. 4,000

**Butler:** A personal valet, trained in Admin, Diplomat and Steward.

Butler Monthly Cost: Cr. 5,000

**Chauffeur:** A professional vehicle operator who transports his employer around. Trained in Drive, Flyer and Mechanic.

Chauffeur Monthly Cost: Cr. 3,000

**Cleaner:** A servant who performs all the household chores from laundry to making the beds. No specific skills required.

Cleaner Monthly Cost: Cr. 1,500

**Cook:** An expert in the preparation of food for meals and parties. Trained in Art (Cooking) and Steward.

Cook Monthly Cost: Cr. 2,000

**Gardiner:** The person who maintains the gardens. Sometimes trained in Science (Horticulture).

Gardiner Monthly Cost: Cr. 1,500

**Gillie:** A personal hunting assistant. Trained in Gun Combat, Recon, Stealth and Survival.

Gillie Monthly Cost: Cr. 4,000

**Personal Trainer:** Someone who ensures the dilettante keeps in shape by joining and guiding his exercise regimen.

Personal Trainer Monthly Cost: Cr. 2,000

**Psychiatrist:** The person who listens to your problems, treats your obsessions and addictions and makes you feel good about yourself. A must for any dilettante of low self esteem. Trained in Medic and Science (Psychiatry).

Psychiatrist Monthly Cost: Cr. 4,000

**Secretary:** An assistant who controls the social and professional schedule of his employer. Trained in Admin, Computers and Diplomat.

Secretary Monthly Cost: Cr. 3,000

**Steward:** The manager of an employer's estate. Trained in Admin, Broker and a Science suitable to the estate's production.

Steward Monthly Cost: Cr. 5,000

**Weapon Master:** Similar to a bodyguard but possessing more importance and skill, the weapon master teaches the skills and secret techniques of many different weapon forms. If the employer has a small army at his disposal, the weapon master can also train the men in battlefield tactics. The skills of Weapon masters start at 2.

Weapon Master Monthly Cost: Cr. 7,500

**Residences**

Dilettantes need somewhere to live. Few spend all their time in hotels or aboard starships and property can be a good investment. Having the funds to pay for it, most dilettantes build their own unique homes, many of which can be quite eclectic in style, grandeur and decoration.

Luxury residences are not all just simple houses with a garage and a view. They can be located just about anywhere a mind can conceive of. A few examples of more unusual concepts are:

- A glassed over meteor crater on an airless moon.
- A dome at the bottom of an ocean.
- Suspended over the caldera of an active volcano.
- The excavated face of a waterfall.
- A tunnelled out, still living giant tree.
- A never stopping motor home which circles the planet's roads.
- Built under a free floating high altitude balloon.
- A modified submarine.
- Floats about the planet on grav plates.



- Is built into or onto the carapace of a gargantuan creature.

Most residences, if built on normal terrestrial worlds, usually incorporate landscaped gardens for beauty, high opaque walls for privacy, state of the art alarm systems for security and sometimes pools for relaxation. Other than that, the design is in the hands of the dilettante's imagination.

Assigning a price for a residence is an exercise in subjectivity, as land values, location, building size, materials and so on all affect the final cost. For the sake of convenience however, several tables are included to help Referees work out a ballpark figure.

Bear in mind that the values presented here only represent the basic land, shell and structure of the house. The house

**LAND VALUE**

Land Value per Square Km	Desirability	Examples
1d10 x 10,000Cr	Reasonable	Open residential or wilderness land near to a city, apartment.
1d10 x 100,000Cr	Good	Cultivable lands with established orchards and fields.
1d10 x 1MCr	High	Landscaped grounds with scenic views, private crater penthouses in suburbs.
1d10 x 10MCr	Very High	Private beach, secluded tropical valley, mountain top, penthouses in towns.
1d10 x 100MCr	Extremely High	City centre in the capital, hollowed out asteroid, waterfall, volcano.

**BASE HOUSE VALUE**

Base House Value	Size	Examples
Over 10,000Cr	Tiny	One bedroom apartment 50m <sup>2</sup>
Over 100,000Cr	Small	Two bedroom cottage or apartment 100m <sup>2</sup>
Over 1MCr	Large	Four bedroom house or penthouse 250m <sup>2</sup>
Over 10MCr	Huge	Twelve bedroom mansion 1000m <sup>2</sup>
Over 100MCr	Vast	A palace with as many rooms as desired 5,000m <sup>2</sup> and over

**HOUSE MATERIALS VALUE**

House Materials Value per Square Metre	Size	Examples
Over 1Cr	Crude	Unseasoned wood, local vegetation, adobe mud.
Over 10Cr	Average	Bricks, plaster, local stone.
Over 100Cr	Nice	Cut stones, carved wood panelling, titanium steel.
Over 1,000Cr	Excellent	Rare off planet etched stone, crystal, exotic woods, carbon fibre.
Over 10,000Cr	Exquisite	Fossilised bones, unique alien woods, precious stones, platinum, vat grown gemstone sheets, bonded superdense.

itself must still be decorated in a fashion suitable to the status of the owner.

Multiply the house cost (not the land cost) by the value indicated on Social Standing Price Modifier table at the start of the chapter.

*Playboy Rudolph Fitzwilliam has just inherited his aunt's entire estate and has liquidated it into cold, hard credits. With this windfall he decides that it is time he invested in a serious pad for when he is about town. He locates the penthouse of a modern skyscraper in the capital with a view he really likes. The penthouse is 250 square metres which is plenty for him and his butler. However, penthouse space in the capital is very expensive, so the freehold (land) he purchases costs 800MCr per square kilometre, or 200,000Cr for his little bit. The penthouse volume itself costs a flat 1MCr but it is a fairly high tech building made from Excellent materials which adds another 250,000Cr. Redecorating it to meet his Social Standing of 12 will multiply the penthouse cost (not the freehold) by half again. So in total Rudolph pays a fairly reasonable price of  $200,000 + ((1MCr + 250,000) \times 1.5) = 2.075MCr$ . His aunt's legacy covers the cost, leaving a little spare for his next aircar.*

**Drugs**

There are many types of narcotics available, legally and illegally, depending on the Law Level of the world. Most narcotics are taken, at least initially, to induce a pleasurable feeling. In some situations the substance is originally used as a preventive against some debilitation, such as pain or depression for instance. Overuse of narcotics can quickly lead to dependency then full blown addiction.

The majority of narcotics have few benefits save that they temporarily make you feel good, whether that be euphoria or relaxation. Others however have useful side effects or are taken to help the user in specific situations. Using or over imbibing tailored drugs generally has a downside, a loss of concentration or coordination for example. This negative effect is represented as a situational penalty called Intoxication. Taking further doses of a narcotic when already under the influence has no effect on its beneficial effects but increases the intoxication penalties.

Each drug also has an addictiveness rating. This can be used in two ways.

- If the character develops an Addiction as part of a Mishap or Event during character generation, or from a monthly Pitfall, then the addictiveness value of the substance is used as a modifier to the roll on the Addiction Strength table.
- If the character is simply taking the drug for its beneficial effect, then he must make a Characteristic Check against Endurance. The difficulty rating of the check depends on the addictiveness value

The following drugs are mainly recreational narcotics, although some are highly addictive. Most are taken because of social conformity and they are considered harmless fun. The Referee must decide whether any particular drug is considered illegal on the world in question. Since most narcotics have a way of finding their way to every level of society, no matter how or where they are manufactured, the example drugs have no associated TL.

Addictiveness DM	Resisting Addiction Task Difficulty
-3	Simple
-2	Easy
-1	Routine
0	Average
+1	Difficult
+2	Very Difficult
+3	Formidable

Each drug is named with an innocuous short word to disguise references to it in general conversation. Referees can rename them with their own more evocative colloquial or street identity. *Matt Bender is addicted to a psychedelic known on his home world as Spangle Dust. During a tour of the next sector, he decides to restock his stash and hits the streets incognito. Asking about he uses his Streetwise skill to locate a drug pedlar but the man does not recognise the name Spangle Dust. After describing the effects Matt is offered Sparkle as an alternative. Already suffering some withdrawal jitters Matt decides to take a gamble and purchases this alternative. To his relief, Sparkle turns out to be the exact same substance that he gets from his dealer back home.*

**Analgesics:** More commonly known as pain killers, they are normally taken to reduce the sensation of chronic pain due to illness or injury. Taking them recreationally induces a pleasant numbness and a sense of euphoria. Analgesics allow the taker to ignore some of the effects of damage, preserving their Characteristic DM until the damage taken exceeds the strength rating of the pain killer.

- **Ease:** An artificially tailored opiate, Ease has a strength rating of 24 as a pain killer. When taken recreationally it grants a +1 DM situational modifier to any social interaction task attempted, due to a feeling of intense self confidence. The euphoric effects last three hours, the analgesic effects twice that.
- **Joy:** In addition to acting as a strength 30 pain killer, when taken in sufficient quantities the drug also instils an overwhelming feeling of rapture. For six hours the user experiences a constant sense of joyousness and elation no matter what duty he is faced with, be it collecting the bodies of plague victims or amputating his own leg. The drug is normally taken by those facing horrific tasks or religious fanatics and is frighteningly addictive.

**Hallucinogens:** These drugs alter the mind and perceptions; producing hallucinations, synaesthesia, or an altered state of awareness. The primary reason for taking them, other than entertainment value, is to increase artistic ability or allow

religious or spiritual communion. There are generally few advantageous effects from imbibing such narcotics but equally there are few withdrawal symptoms to speak of.

- **Bliss:** Enhances the senses and cross-links them in a minor form of synaesthesia. This magnifies any pleasure experienced during the high, causing the imbiber to be able to climax from listening to a concerto or by stroking a piece of velvet. Needless to say the possibilities of this drug makes it one of the most sought after narcotics in space. However the origin of the drug is a closely guarded secret and rumours abound that it is refined from the glands of a particularly deadly alien species.
- **Freak:** A designer drug with a very psychedelic effect, its name comes from the hallucinations experienced, either freaky as in weird, or freak out if a bad trip occurs. The user experiences a waking dream, unaware of the reality of his surroundings. The Referee should roll a dice. On an odd number the character experiences an epiphany during his altered state of consciousness and is granted a significant insight to whatever is his major problem is at that time. On an even number he simply experiences nightmarish visions drawn up from his subconscious, causing a panic attack.
- **Heaven:** Taken by those who wish to feel closer to the divine, this drug instils a sense of spiritual omnipotence. Whilst under its influence the user feels as if they know and understand everything. Oddly enough if forced to concentrate on a particular problem, they do seem to possess an unusual insight, permitting them to act as if they had a Skill Level of zero in any Int or Edu based skill check! However, such tasks take five times longer than normal as the imbiber basks in the oneness of the universe. After the drug runs its course, the user suffers a period of depression as the omnipotence slips from his grasp.
- **Sparkle:** Used by artists and performers, the drug increases their talent by expanding their perceptions and empathy. During the trip, the character gains a +1 DM situational modifier to their Art skills but becomes very self-involved, focussed on the item or performance. Until the effect finishes, the user is oblivious to anything around them.

**Sedatives:** Narcotics which provide a calming effect. Although normally designed to reduce emotional stress, some medicinal sedatives are used recreationally to promote relaxation. Sedatives are prone to becoming addictive if used over an extended period of time. Withdrawal symptoms include restlessness, insomnia and emotional outbreaks.

- **Alcohol:** The most common form of non-medicinal sedative, alcohol is ubiquitous on most worlds. Some planets produce beers, spirits or liqueurs with rarefied flavours in much demand. Becoming mildly intoxicated

on alcohol grants a +1 DM situational modifier to any social interaction task. If heavily intoxicated, the modifier turns into a -1 DM penalty.

- **Chill:** A powerful tranquiliser normally used to treat traumatic stress or those with psychopathic tendencies. Those taking the drug become inhumanly calm and are immune to the effects of stress and fear for three hours. Although this allows the user to perform tasks with no psychological difficulty modifiers, it reduces self preservation instincts potentially leading to unwittingly suicidal acts.
- **Serene:** Chewed in its natural form of small orange leaves, Serene is a mild calmative which suppresses the user's feelings of anger. It is commonly taken by bureaucrats, diplomats or politicians who face stressful provocation as part of their work. Whilst under the six hour influence of the drug, the user is incapable of feeling angry and cannot perform any violent act.

**Soporifics:** Sleep inducing drugs to help those with insomnia, soporifics are not taken as recreational narcotics. Rather they are sometimes used to counteract the after-effects and withdrawal symptoms of other drug habits. If used for longer than a brief period, soporifics are habit forming. Withdrawal incurs extreme sleep disorder and an associated emotional breakdown.

- **Purge:** Gets rid of narcotic after-effects such as hangovers or tremors. Although not a narcotic in itself, the alleviation it provides is habit forming and constant use causes a gradual toxic build up. Purge requires a normal sleep period in which to work its magic. The highly complex nature of the drug limits its manufacture, making it very expensive.
- **Snooze:** Designed to induce a short but rapid sleep period, so that the user gains the apparent rest of a full night's sleep in several hours. Repeated use causes damage to the taker's Int characteristic, an incremental one point of damage per dose, subsequent to the first.

**Stimulants:** Drugs which bring temporary improvements to mental or physical function, such as alertness, coordination or endurance. These benefits usually have significant after-effects and withdrawal symptoms such as weight loss, anxiety, jitters and psychiatric deterioration.

- **Bull:** A physical stimulant which briefly increases physical strength and endurance. Taking the drug improves the Characteristic Modifiers for Str and End by one step for an hour. However, the effects strain the user's physique, inflicting 2d6 damage.
- **Crunch:** A mental stimulant, the drugs grant a +2 DM situational modifier to solving a single mental

problem, on which the user fixates on for the duration of the intoxication. It is sometimes used to calculate solutions for skills such as Science, Tactics or Astrogation. After the beneficial effect ends, the taker suffers a -2 DM penalty to all skill attempts for the rest of the day, their mind being unable to disengage itself from the original problem or its answer.

- **Focus:** A mental stimulant which sharpens the user's alertness. When taken it grants a +1 DM situational modifier to perception skill checks using Recon or Investigate. Under the effect users act in a noticeably manic manner.
- **Recall:** A memory enhancer normally used during psychotherapy; the drug is sometimes taken illicitly to pass tests or remember fond memories. As a side effect it allows a character to make a follow up Education based skill check if the first failed. Its side effects are that, unless administered in a controlled environment, it causes distractions from random flashbacks increasing the Task Difficulty of Int based skill checks by one step.
- **Sharp:** A physical stimulant which increases coordination. For its brief duration the narcotic adds a +1 DM situational modifier to all Dex based skill checks. When the drug concludes the user takes 1d6 damage, due to abusive effects on the central nervous system.
- **Zap:** Another physical stimulant taken to dismiss feelings of tiredness. Whilst the drug effects last, any penalties suffered due to Fatigue are dismissed. At the end of the period the user crashes, suffering double the normal penalty for being fatigued.

**Stupefacients:** A type of drug used to cease conscious coherent thinking, without causing sleep. Normally used to treat and control extreme psychopaths, some stupeficient drugs are tailored to produce specific effects. Most addicts use stupefacients to escape from feelings of guilt or depression. Recreational taking of these drugs usually ends with the death of the user, either from dehydration or by taking the narcotic whilst performing a potentially dangerous activity, driving an aircar for example.

- **Fugue:** This drug targets the user's short term memory, granting them complete amnesia of anything they did or experienced in the previous 24 hours. Although normally used to treat combat troops or victims of a violent crime, addicts take it to forget embarrassing or painful memories. Unfortunately this can lead to a cyclic behaviour pattern where the addict, not remembering the previous time, repeats the exact same act and incurs even greater ridicule. This drug is often sought after by people wishing to

**COMMON DRUGS**

Type	Name	Intoxication	Duration	Addictiveness DM	Base Cost
Analgesic	Ease	-2 Edu	3 hours	+1	1,250Cr
Analgesic	Joy	-2 Int	6 hours	+3	4,000Cr
Hallucinogen	Bliss	-2 Edu	1 hour	+3	5,000Cr
Hallucinogen	Freak	-2 Dex	2 hours	—	750Cr
Hallucinogen	Heaven	-2 Edu	3 hours	+2	2,500Cr
Hallucinogen	Sparkle	-2 Int	3 hours	+1	2,000Cr
Sedative	Alcohol	-2 Dex	2 hours	-3	1Cr
Sedative	Chill	-2 Edu	3 hours	+1	2,000Cr
Sedative	Serene	-2 Dex	6 hours	-2	500Cr
Soporific	Purge	—	—	+2	3,000Cr
Soporific	Snooze	—	2 hours	-1	800Cr
Stimulant	Bull	-2 Int	1 hour	+2	3,000Cr
Stimulant	Crunch	-2 Dex	3 hours	+1	1,500Cr
Stimulant	Focus	-2 Dex	2 hours	—	1,100Cr
Stimulant	Recall	-2 Dex	1 hour	-1	850Cr
Stimulant	Sharp	-2 Edu	3 hours	+2	2,500Cr
Stimulant	Zap	-2 Int	6 hours	—	1,000Cr
Stupefacient	Fugue	-2 Int	24 Hours	-2	500Cr

perform a crime, who wish to pass mechanical or psychological lie detection tests later.

**Flora and Fauna**

Many dilettantes like to purchase rare or exotic plants and creatures. Normally their value depends on beauty or ferociousness but some flora or fauna can possess a peculiar usefulness such as excreting a narcotic substance or having an extremely sharp sensory perception. Rarity as always, is the major factor.

Plants are normally displayed and planted in and about the residence of the collector. Specifically hazardous plants, such as carnivorous or poisonous species, must be kept away from accidental contact in special areas. Some flowers are actually used as subtle methods of influencing or killing rivals depending on their chemical properties.

Amongst plant collectors there is an ever present competition to find the most unusual, exotic, beautiful and nicest smelling plants and flowers. Use the following tables to generate entertaining plants suitable for gifts or collections.

*Rudolph Fitzwilliam is planning a visit to an old paramour. He decides to bring a unique gift to help insinuate himself back into her good graces and, knowing she loves flowers, decides to visit the classiest florist on the planet. After being shown*

*innumerable different types of exotic, yet passé orchids, he makes a dramatic selection of an Ilithian Orange Tree, famed for its sweet tasting and softly luminous fruit. The only one available however, is the display tree which the shop uses as its centre piece. Fitzwilliam pays a small fortune; the base price of 20,000Cr for the 20 ton tree is multiplied by 3 for its tasty fruit, 3 for its luminosity and 4 for its exquisitely beautiful foliage. The total price is 20,000 x 10, or 200,000Cr, plus a little extra for delivery! When Rudolph pays his call, Lady Catherine is very surprised to find an industrial digger and large tree on her front lawn...*

Animals are normally kept as pets. If the animal is tame, or at least controllable, then the dilettante may use it as a fashion accessory. Depending on the Law Level of the planet, wild or dangerous animals are usually kept in special enclosures, although some collectors establish their entire zoos for their animals.

Some dilettantes collect animals to provide additional security, letting the creatures roam around their homes as a deterrent to thieves, assassins and paparazzi.

Since there are a near infinite number of creatures, use the following rules for pricing creatures. First calculate the animal's

**PLANT BASE PRICE**

Plant Type	Seed	Small Plant	Bush	Tree (per ton)
Flower	100Cr	200Cr	500Cr	1,000Cr
Fruit	75Cr	150Cr	300Cr	800Cr
Shrub	50Cr	100Cr	250Cr	500Cr

**PLANT PRICE MODIFIERS**

Modifier	Distinction
x 2	Prickly – plant has long spines or spiky leaves
x 2	Floating – plant may need special gravity and pressure controlled greenhouse
x 3	Motile – plant has movable foliage or may uproot itself and travel
x 4	Carnivorous – eats animal life
x ½	Stench – it stinks badly
x 2	Scented – has a subtle pleasant odour
x 3	Perfumed – wafts a powerful exotic perfume
x 4	Narcotic – drips, wafts, or manufactures a narcotic substance
x 5	Poisonous – part of the plant is poisonous
x 3	Tasty – the fruit, foliage or roots taste good
x 3	Spicy – part of the plant can be used as an exotic spice
x 2	Pretty
x 3	Beautiful
x 4	Exquisite
x 5	Resplendent
x 3	Explosive – plants seeds, pods or tubers explode when touched
x 3	Electric – plant can shock things which touch it
x 3	Luminous – plant glows in the dark
x 6	Empathic – plant changes colour in response to emotion
x 4	Comes from world over 10 parsecs distant
x 5	Comes from world over 50 parsecs distant

**ANIMAL BASE PRICE**

Weight (Kg)	Carnivore	Omnivore	Herbivore
1 or less	100Cr	50Cr	25Cr
3	250Cr	100Cr	50Cr
6	500Cr	250Cr	100Cr
13	1,000Cr	500Cr	250Cr
25	2,000Cr	1,000Cr	500Cr
50	4,000Cr	2,000Cr	1,000Cr
100	8,000Cr	4,000Cr	2,000Cr
200	15,000Cr	8,000Cr	4,000Cr
400	30,000Cr	15,000Cr	8,000Cr
800	60,000Cr	30,000Cr	15,000Cr
1,600	125,000Cr	60,000Cr	30,000Cr
3,200	250,000Cr	125,000Cr	60,000Cr
5,000 or more	500,000Cr	250,000Cr	125,000Cr

Generally, the bigger the animal the more difficult it is to feed and transport.

## ANIMAL PRICE MODIFIERS

Modifier	Distinction
x 1.5	Hexapod, it has six limbs
x 2	Octopod, it has eight limbs
x 3	Decapod, it has 10 limbs
x 4	Unusual structure – non bilateral design or gelatinous body
x 1.25	Floats – requires a gravity and pressure controllable cage
x 1.5	Flies – winged
x 2	Swims – requires fluid environment, possibly pressured
x 3	Unusual Call – strikingly loud, melodious or shocking cry
x 4	Mimic – reproduces sounds it hears
x 5	Musical – produces delightful or soothing music
x 3	Smells Nice – creature's perfume is pleasant or even cultivatable
x 5	Excretes Narcotic – creature produces a narcotic as part of symbiotic relationship
x 2	Vividly Coloured – bright coloured iridescent scales, feathers, fur or some such
x 3	Beautiful Pelt – soft, silky smooth or prettily patterned fur or skin
x 3	Chameleon Skin – changes colour due to environment or emotional state
x 2	Repugnant Feeding Habits – cannibalistic, live consumption, vomits and sucks
x 3	Frightening Appearance – toothy, spiky, dangerous posturing
x 4	Vicious Killer – kills prey in a dramatic, brutal manner
x 5	Venomous – excretes toxin or has venomous teeth, claws, spittle, breath
x 2	Trainable – can be trained to follow orders
x 4	Loyal – bonds to a single master
x 5	Empathic – communicates and comforts owner empathically, or detects other's emotions
x 6	Telepathic – communicates with owner or controls prey
x 3	Comes from world over 10 parsecs distant
x 4	Comes from world over 50 parsecs distant
x 5	Cannot breed away from native world

base price, defined by its mass. Then multiply that amount by one or more applicable factors from the modifier table.

The price of an animal is a combination of different factors; the rarity of its form, its native environment, entertainment value, looks, bonding ability and rarity. Total all the factors before multiplying the base price with them.

*Duke Joneath hears of a rare animal brought back by a hunting expedition. The creature is a beautiful cat-like predator which weighs about 100kg. The beauty belies a deadly killer, which likes to stalk its prey by using its vocal skills to mimic calls the target makes. Coming from several sectors away, nobody knows of the creature or its talents but after interviewing the hunter carefully on its homeworld the animal is apparently trainable. The duke sees a great deal of potential with such an animal, which could become an excellent assassination tool. However, the cat is not cheap. The base price of 8,000Cr is multiplied by 3 for its pelt, 4 for the mimic ability, 2 for being trainable and 4 for coming over 50 parsecs away. The final price is 8,000 x 13, or 104,000Cr.*

### Vehicles

One of the best ways of flaunting wealth is by driving or flying the latest vehicles. Those available in the *Traveller Core Rulebook*

are standard models, used by people unable to afford the latest technology, power and fashion.

For a more comprehensive collection of vehicles refer to *Traveller Supplement 5: Civilian Vehicles*. However, for those without that book, the following tables give alternate examples of common vehicles with increased performance values. In many cases these extreme machines are small production runs for hobbyists and collectors, since ground vehicles for example are superseded by grav drives after TL 9. Of course driving high performance ground vehicles at top speeds requires very precise roads, which may be non-existent on primitive and high tech worlds.

All models have Autopilots, On-board Computers and customised exteriors by default. Multi-passenger vehicles capable of reaching high altitudes are also Sealed and have Extended Life Support. For more exclusive models suitable for higher Social Standing use the price modification table at the beginning of this Chapter.

Although most dilettantes are only interested in the latest fashion, some collect and renovate historical models as a



## GROUND BIKES

TL	Agility	Top Speed	Seats	Open/ Closed	Armour	Hull	Structure	Base Cost
10	-2	500 kph	1 rider	Either	—	—	1	40,000Cr
11	-2	600 kph	1 rider	Either	—	1	1	50,000Cr
12	-1	700 kph	1 rider	Either	1	1	2	60,000Cr
13	-1	800 kph	1 rider	Either	2	1	2	80,000Cr
14	+0	1000 kph	1 rider	Either	3	1	2	120,000Cr
15	+0	1200 kph	1 rider	Either	4	1	2	200,000Cr

## SPORTS CARS

TL	Agility	Top Speed	Seats	Open/ Closed	Armour	Hull	Structure	Base Cost
10	+0	600 kph	1 driver, 1 passenger	Either	2	1	1	60,000Cr
11	+0	800 kph	1 driver, 1 passenger	Either	2	1	2	75,000Cr
12	+0	1,000 kph	1 driver, 1 passenger	Either	3	2	2	90,000Cr
13	+2	1,200 kph	1 driver, 1 passenger	Either	3	2	3	120,000Cr
14	+2	1,500 kph	1 driver, 1 passenger	Either	4	3	3	180,000Cr
15	+2	2,000 kph	1 driver, 1 passenger	Either	4	3	4	300,000Cr

## LIMOUSINES

TL	Agility	Top Speed	Seats	Open/ Closed	Armour	Hull	Structure	Base Cost
10	+2	300 kph	1 driver, 3 passengers	Closed	10	2	3	60,000Cr
11	+2	400 kph	1 driver, 3 passengers	Closed	12	3	3	75,000Cr
12	+2	500 kph	1 driver, 3 passengers	Closed	14	4	4	90,000Cr
13	+4	600 kph	1 driver, 3 passengers	Closed	16	5	4	120,000Cr
14	+4	700 kph	1 driver, 3 passengers	Closed	18	6	5	180,000Cr
15	+4	800 kph	1 driver, 3 passengers	Closed	20	7	5	300,000Cr

pastime. Since the prices of ancient or classic vehicles can be astronomically expensive, use the Antique rules (page 66).

**Ground Bikes:** Bikes can be one wheeled (unibikes) or two wheeled. After TL 9 ground bikes can technically reach near supersonic speeds but controlling ground bikes safely at that velocity requires increases in computer aided steering, streamlining and gyroscopic technology.

Since airflow also becomes a problem, extreme bikes possess dynamic fairings which gradually enclose the rider as his speed increases and also act as spoilers when breaking. Ground bikes require Drive (Wheeled) to control them.

**Ground Cars:** Ground cars come in a variety of functional forms but only two are of interest to most dilettantes; sports cars and limousines. The first are built for extreme speed, the latter focuses on comfort and protection. Ground cars are operated with Drive (Wheeled).

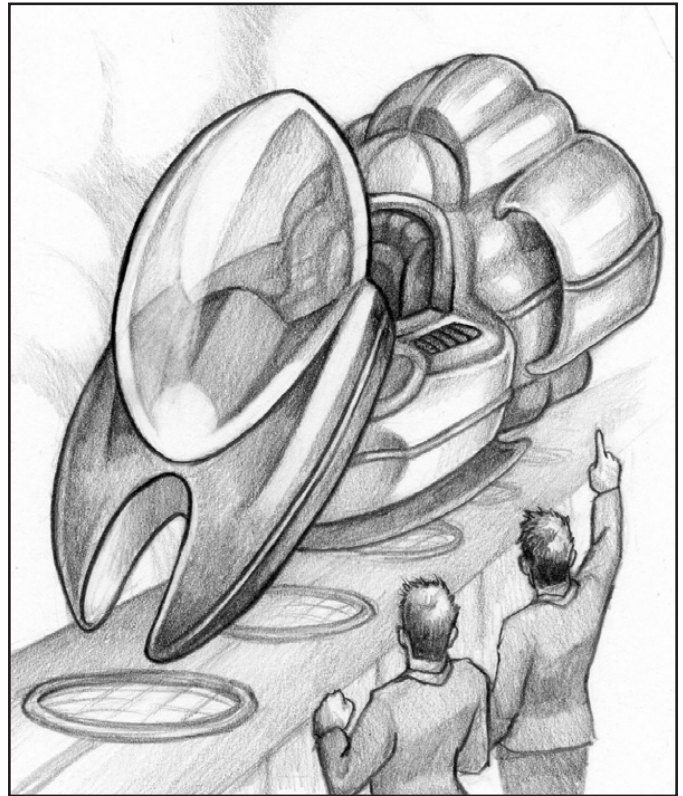
Sports cars are usually hard tops to be able to cope with aerodynamic flow. But when used at slower speeds the roof can retract or be removed entirely. Like performance ground bikes, these cars require extensive terrain sensors and computer aided steering to handle them safely at transonic and supersonic speeds. The dynamic body shell shapes itself to reduce drag and act as a spoiler when breaking. Driving at supersonic

speeds is illegal on most worlds, due to noise pollution and the disruption caused to other traffic by the shock wave.

Limousines are covered luxury vehicles designed to grant passengers comfort and protection. With security in mind, top models are as heavily armoured as tanks and are often augmented with a number of weapon systems. Up to two slug throwers or energy weapons can be built into the chassis, front and back. Weapons can only be fix mounted and must be aimed by using the Drive skill. Limousines can also mount a special grenade dropper at the rear, which is normally loaded with Aerosol or Smoke grenades, although Frag grenades are not unknown.

**Grav Bikes:** The speed-freak's dream, grav bikes are both fast and insanely manoeuvrable. Like ground bikes their fairings dynamically reshape to control aerodynamic flow and act as spoilers for slowing or rapid changes of direction. However the light chassis and limited space prevents the inclusion of life support, so they are unable to sustain riders at high altitudes. Grav bike racing is a popular sport amongst those who can afford such performance machines and many illegal races occur in urban or mountainous areas which lack override capable traffic control systems.

**Aircars:** Most aircars are supersonic and hypersonic vehicles capable of reaching orbit, with massively over



**GRAV BIKES**

TL	Agility	Top Speed	Seats	Open/ Closed	Armour	Hull	Structure	Base Cost
10	+2	800 kph	1 rider	Either	—	1	1	80,000Cr
11	+2	1,000 kph	1 rider	Either	—	1	2	100,000Cr
12	+2	1,200 kph	1 rider	Either	1	1	2	120,000Cr
13	+2	1,600 kph	1 rider	Either	2	2	3	160,000Cr
14	+2	2,000 kph	1 rider	Either	3	2	3	240,000Cr
15	+2	2,400 kph	1 rider	Either	4	2	4	400,000Cr

**AIRCARS:**

TL	Agility	Top Speed	Seats	Open/ Closed	Armour	Hull	Structure	Base Cost
10	+0	2,000 kph	1 driver, 3 passengers	Closed	6	2	3	100,000Cr
11	+0	4,000 kph	1 driver, 3 passengers	Closed	8	3	3	125,000Cr
12	+0	6,000 kph	1 driver, 3 passengers	Closed	10	3	4	150,000Cr
13	+0	8,000 kph	1 driver, 3 passengers	Closed	12	4	4	200,000Cr
14	+0	10,000 kph	1 driver, 3 passengers	Closed	14	4	5	300,000Cr
15	+0	12,000 kph	1 rider, 3 passengers	Closed	16	5	5	500,000Cr

engineered grav drives to provide the thrust necessary to reach such speeds. Most are dart or wedge shaped to minimise drag and built of advanced ceramics. Hypersonic flight is normally only possible at high altitudes due to the extreme temperatures generated from atmospheric friction. Like limousines, aircars can be mounted with weaponry for defence, usually rocket launchers and chaff (imposes a -4 DM on guided weapon attacks).

## STARSHIPS

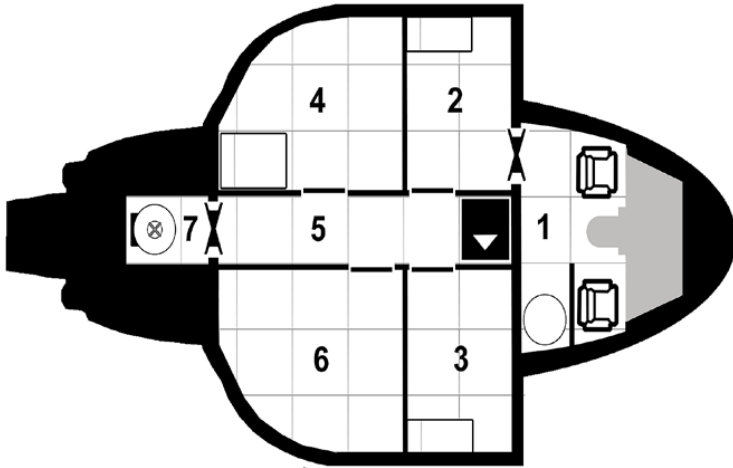
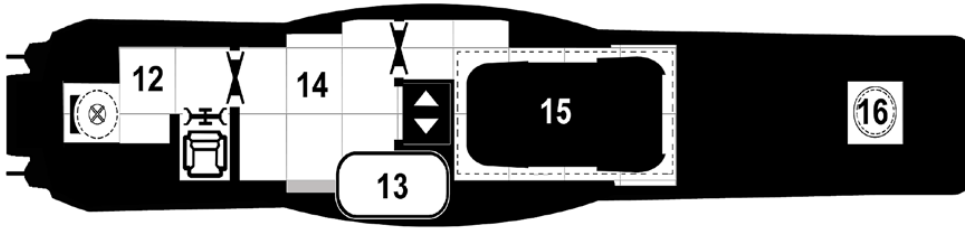
For the very rich, starships are affordable purchases. Although a starship may be bought as an investment, then hired out to other organisations or used for mercantile operations, the ships described in this chapter are examples of what wealthy clients do with their *personal* vessels. Most have been

specially commissioned or refitted to fulfil a specific purpose and should provide some inspiration of what can be done with an open-ended budget without simply sinking the money into armaments.

### **Sprint – 100 ton, Custom Built Yacht**

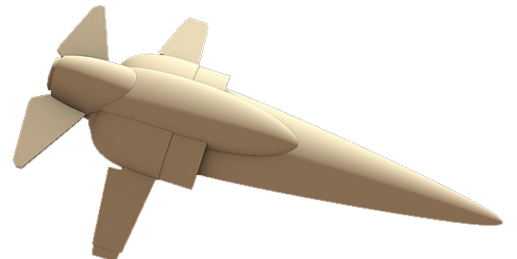
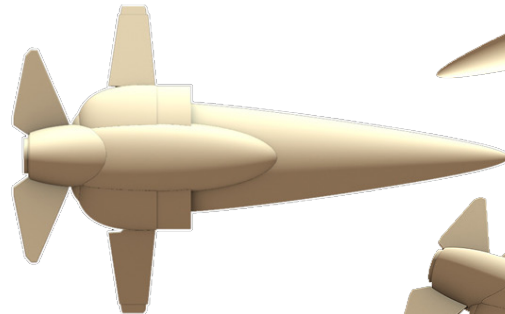
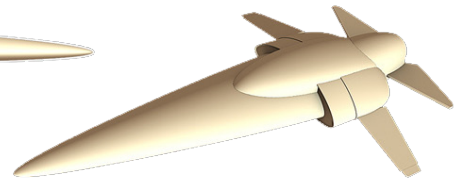
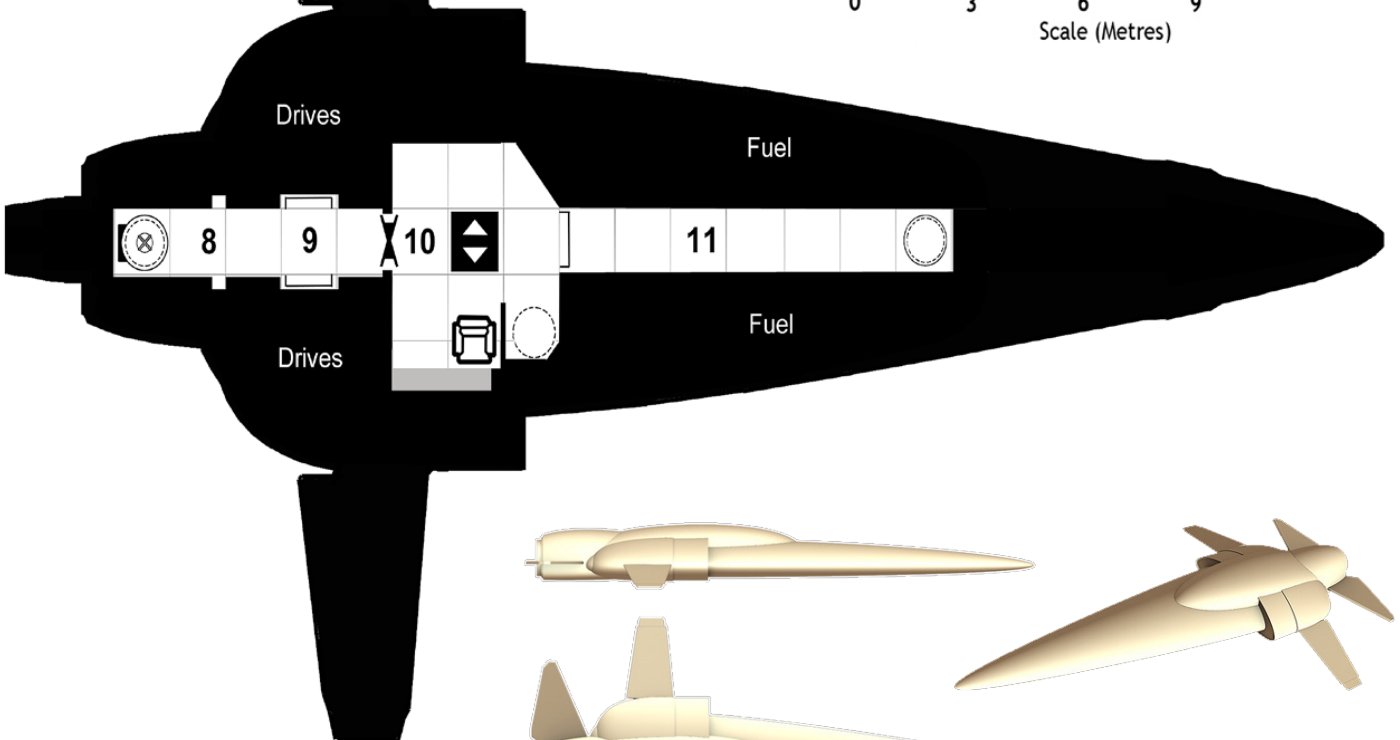
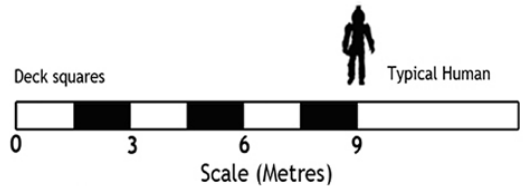
A souped-up executive yacht, the **Sprint** was custom built to suit the needs of Samik Bindenwart, a retired yachting champion and co-owner of Binndee Astrosystems. The ship has oversized engines, for the highest possible in-system speeds and is still capable of respectable jumps. Although designed for very rapid executive travel, the interior is luxuriously appointed with polished wooden panelling and a full virtual reality lounge. Minimum crew is one pilot/navigator and one engineer/steward who share a double occupancy stateroom. Bindenwart uses the double sized stateroom for himself. The remaining double

Executive Yacht			Tons	Price (MCr.)
<b>Hull</b>	100	Hull 2 Structure 2		2
		Streamlined		0.2
<b>Armour</b>	None	Self Sealing		1
<b>Jump Drive</b>	J-Drive A	Jump 2	10	10
<b>Manoeuvre Drive</b>	M-Drive C	Thrust 6	5	12
<b>Power Plant</b>	Power Plant C		10	24
<b>Bridge</b>			10	0.5
<b>Computer</b>	Model 5 / bis	Rating 25 (30)		15
<b>Electronics</b>	Basic Civilian	Radar, Lidar	1	0.05
<b>Weapons</b>	1 Hardpoint	Triple Turret	1	1
		2 x Beam Lasers		2
		Sandcaster		0.25
<b>Ammunition</b>		20 sandcaster barrels	1	0.01
<b>Fuel</b>	32 tons	One Jump 2 plus four weeks of operation	32	
<b>Cargo</b>	2.8 tons		2.8	
<b>Staterooms</b>	4	One double sized single and two double occupancy	16	2
<b>Low Berths</b>	1	Emergency low berth	1	0.1
<b>Extras</b>	Fuel Scoops			1
	Fuel Processor	20 tons per day	1	0.05
	Luxuries	Full virtual reality lounge	4	0.4
<b>Vehicles</b>	Air/raft Bay	Full hangar	5.2	1.04
<b>Software</b>	Auto Repair/1	Rating 10		5
	Evade/2	Rating 15		2
	Fire Control/2	Rating 10		4
	Intellect	Rating 10		1
	Jump Control/2	Rating 10		0.2
	Library			—
<b>Maintenance Cost (monthly)</b>				0.007
<b>Life Support Cost (monthly)</b>				0.01
<b>Total Tonnage &amp; Cost</b>			100	84.4



DECK LEGEND

- |  |                          |  |                          |
|--|--------------------------|--|--------------------------|
|  | Iris valve door          |  | Hatch door               |
|  | Iris valve (down)        |  | Hatch (down)             |
|  | Iris valve (up)          |  | Hatch (up)               |
|  | Iris valve (up and down) |  | Hatch (up and down)      |
|  | Bulkhead                 |  | Partition / sliding door |
|  | Elevator                 |  | Crew workstation         |
|  | Maintenance panel        |  | Console/work surface     |



occupancy stateroom is for his personal secretary and bodyguard when travelling on business trips, or a couple of guests if only taking a recreational in-system trip.

### ADVENTURE SEEDS ON THE *SPRINT*

The *Sprint* is returning from a tour of the inner system when it starts broadcasting a distress call. The character's ship (whether they are the owners of just passengers) being the closest vessel capable of interception is requested to attempt a rescue. It takes 12 hours to match trajectories and the yacht must be boarded using vacc suits.

### *The Iridium Lion – 300 ton, Custom Built Safari Ship*

Designed by Frank Dhatz, a wealthy naturalist who constantly seeks new species to add to his private zoo, the *Iridium Lion*

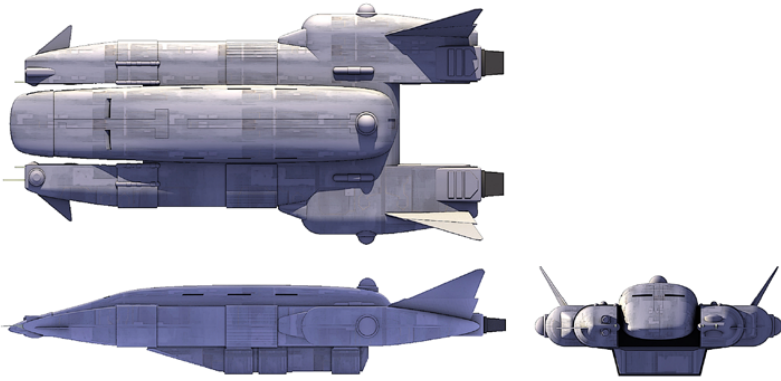
is a luxurious hunting ship based on the frame and drives of a Wanderer class deep space scout. Beyond that there is very little similarity between the vessels.

With much of its storage area sacrificed for more comfortable living quarters, the remaining volume is devoted to animal holding bays and a hangar for a custom G-Carrier. There is also a compartment for 10 drone probes, used to survey planetary surfaces for interesting species, before the ship chooses where to land.

The G-Carrier is used to take live specimens back to the *Iridium Lion* for analysis, recording and possible transport. With its full crew the ship can feel a little crowded but provision is made for a large lounge and a trophy/study area to help give a little more room. The animal storage compartments have specially designed fold out furniture so that they can be used as extra recreational space on the trip out. These lock down once creatures are placed in the areas.

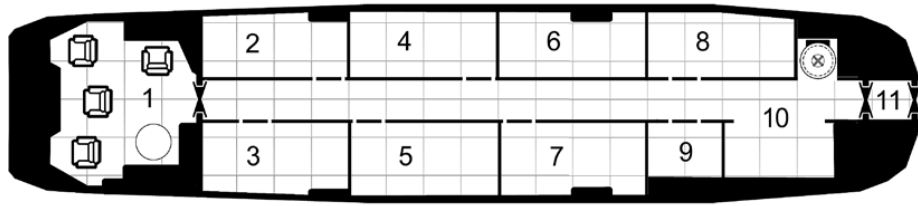
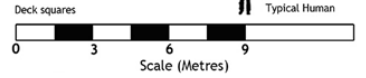
#### Roll Scenario

- 1 On entering the *Sprint* they find it deserted. Suspicious blood stains are splattered over several bulkheads but no bodies are present. If the characters think to replay the internal sensor record, they see Branth Dee, Samik Bindenwart's business partner exit from a hiding place under the decking and go berserk, gunning down the whole crew save for Bindenwart who jumps into the airlock and dons a suit. When Dee attempts to shoot his way through the inner door, Bindenwart grabs some items and blows both doors, sucking everyone into space. A successful Vacc Suit check will recognise the items taken as spare air tanks, indicating that the *Sprint's* owner might still be alive (he is but his comm unit was damaged in the explosive decompression). A difficult Navigation check can calculate where Bindenwart currently is and an average Pilot check can rescue him before he suffocates.
- 2 The *Sprint* has just completed a dangerously close slingshot around the local star and was caught out by an unpredicted solar flare. When the characters board they find the entire crew except Bindenwart have been stuffed into the low berth, suffering from extreme radiation sickness. The owner has courageously decided to take the heroic path and must receive immediate medical treatment. The only way of getting to a medical centre in time is to fly the *sprint* itself, which because of the damage is now difficult to pilot.
- 3 As previous but the radiation was not from the solar flare. It is coming from a strangely pitted object which was the reason for the dangerous slingshot and has been stuffed into the cargo hold. After an hour, the characters discover they are all suffering intense radiation poisoning too. The strange metal item is an alien mechanism packed full of ultra rare, transuranic elements.
- 4 When they board, the characters discover the engineer desperately trying to override the bridge bulkhead door. Bindenwart has locked himself in and plotted a course to crash into the headquarters of Binndee Astrosystems. The engineer managed to trip the emergency SOS system but has been locked out of engineering and avionics. Communicating with the crewman reveals that Bindenwart's partner has been having an affair with his wife. The characters must either talk the owner out of his suicide dive, or use their skills and equipment to take back control of the ship.
- 5 The ship has been taken out by Bindenwart himself who has died at the helm of his beloved ship from natural causes. A special monitoring program triggered at his death has a message waiting for the PCs when they board. It is a video message from the owner requesting that if he is found dead, the ship should be programmed to dive into the sun and his private database be returned to his family. If the characters decide to claim salvage, they gain the ship legitimately but it soon starts to exhibit glitches as though it is haunted. If they complete the dead man's request, they are contacted a month later and given 200MCr to share, a bequest from his estate.
- 6 The *Sprint* was in first place in the system's biggest yacht race, the Pyrite Cup challenge. However, all of the crew save Bindenwart have been taken sick from eating sabotaged ship rations. If the characters agree to substitute for the poisoned crew they must try to catch up and win using risky slingshot manoeuvres. Near the end of the race, neck-and-neck with Bindenwart's racing rival, the devious cheats launch a boarding party in vac suits to damage the *Sprint's* engines and must be fought off in zero-g combat on the hull.

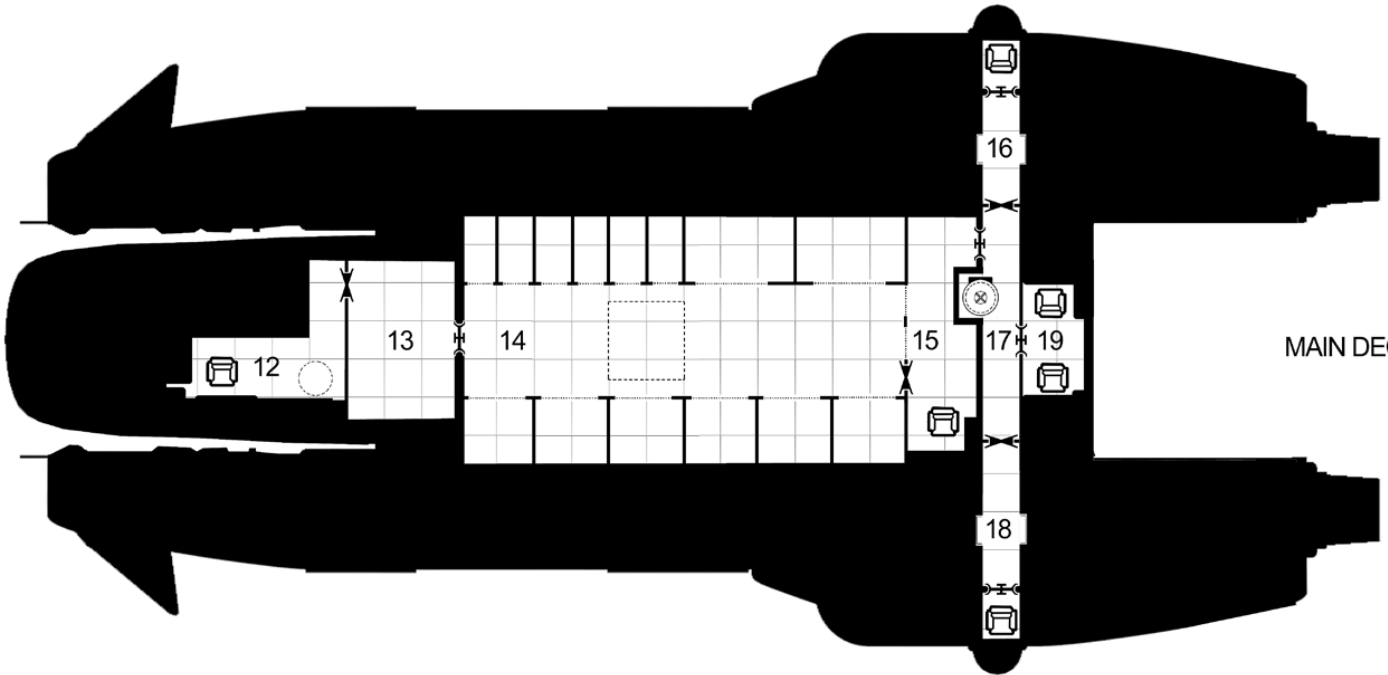


DECK LEGEND

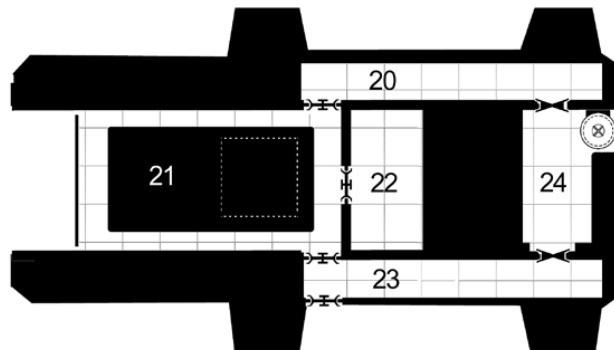
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|--|--------------------------|--|--------------------------|
|  | Iris valve door          |  | Hatch door               |
|  | Iris valve (down)        |  | Hatch (down)             |
|  | Iris valve (up)          |  | Hatch (up)               |
|  | Iris valve (up and down) |  | Hatch (up and down)      |
|  | Bulkhead                 |  | Partition / sliding door |
|  | Elevator                 |  | Crew workstation         |
|  | Maintenance panel        |  | Console/work surface     |



TOP DECK



MAIN DECK



HANGER DECK

Safari Ship			Tons	Price (MCr.)
Hull	300	Hull 6 Structure 6		12
		Streamlined		1.2
Armour	None	Self Sealing		3
Jump Drive	J-Drive E	Jump 3	30	50
Manoeuvre Drive	M-Drive B	Thrust 1	3	8
Power Plant	Power Plant E		16	40
Bridge			20	1.5
Computer	Model 2 / bis	Rating 10 (15)		0.24
Electronics	Advanced	Radar, Lidar, Densitometer, Jammers	3	2
Weapons	3 Hardpoints	1 x Triple Turret	1	1
		2 x Beam Lasers		2
		Sandcaster		0.25
Ammunition		20 sandcaster barrels	1	0.01
Fuel	115 tons	One Jump 3 plus five weeks of operation	115	
Cargo	4 tons	Passenger Cargo	4	
	60 tons	Animal Cargo and Trophy Display	60	
Staterooms	7	One single and six double occupancy	28	3.5
Low Berths	2	Low berths	1	0.1
Extras	Fuel Scoops			1
	Fuel Processor	60 tons per day	3	0.15
Vehicles	G-Carrier	Full hangar	13	2.6
	2 Probe Pods	10 Probes in Total	2	1
Software	Auto Repair/1	Rating 10		5
	Evade/1	Rating 10		1
	Fire Control/2	Rating 10		4
	Intellect	Rating 10		1
	Jump Control/3	Rating 15		0.3
	Library			—
Maintenance Cost (monthly)				0.0117375
Life Support Cost (monthly)				0.0202
Total Tonnage & Cost			300	140.85

The *Iridium Lion* has the following crew:

- Owner/Captain
- 2 Pilots
- 1 Navigator
- 3 Engineers
- 1 Air/raft Pilot
- 1 Electronics/Sensor Operator
- 1 Assistant Xenobiologist
- 1 Security Officer

### ***The Stray – 400 ton, Modified Touring Ship***

A converted modular cargo carrier of the Azkallaylans class, *The Stray* is the ultimate tour ship. Purchased by the widely famous thrash rock group, The Mong, it has been gutted and rebuilt from the ground up. Several series of architectural

plans were commissioned and tossed before one of the band members decided to sketch up the interior designs himself.

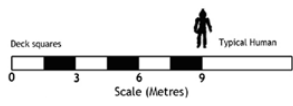
To say that *The Stray* is unusual would be an understatement of epic proportions. For a start, the entire hull is a giant psychedelic paint job, using the electroplating properties of titanium to produce rainbow swathes of metallic colours. The nature of such decorations is best left unsaid but needless to say the same artist also did most of the etching and electroplating on the interior also.

The internal layout is somewhat eclectic. Save for the engines and bridge, which remain in their original configurations, everything else has been shifted about in nonsensical places. Staterooms are squeezed into nooks and crannies, several

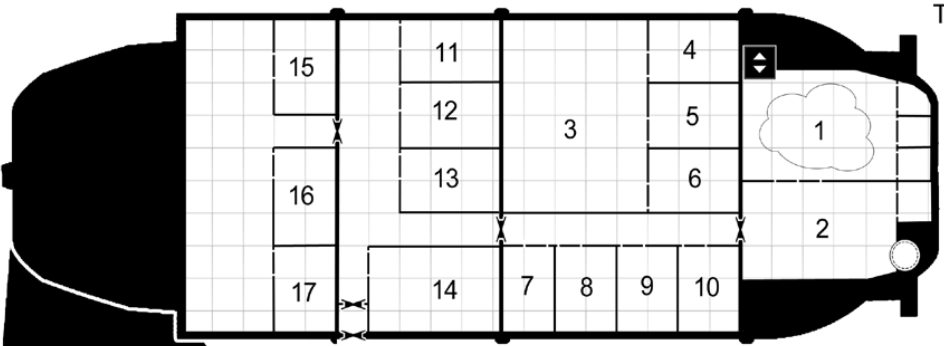


DECK LEGEND

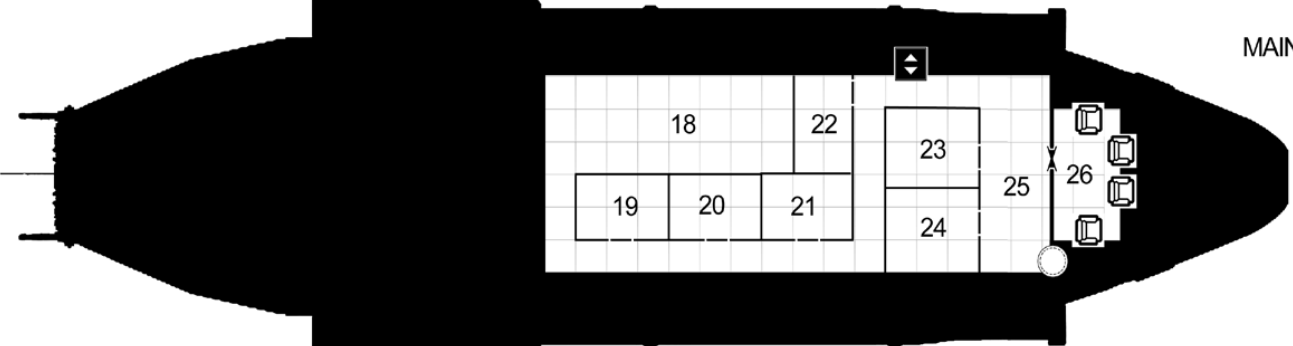
- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface



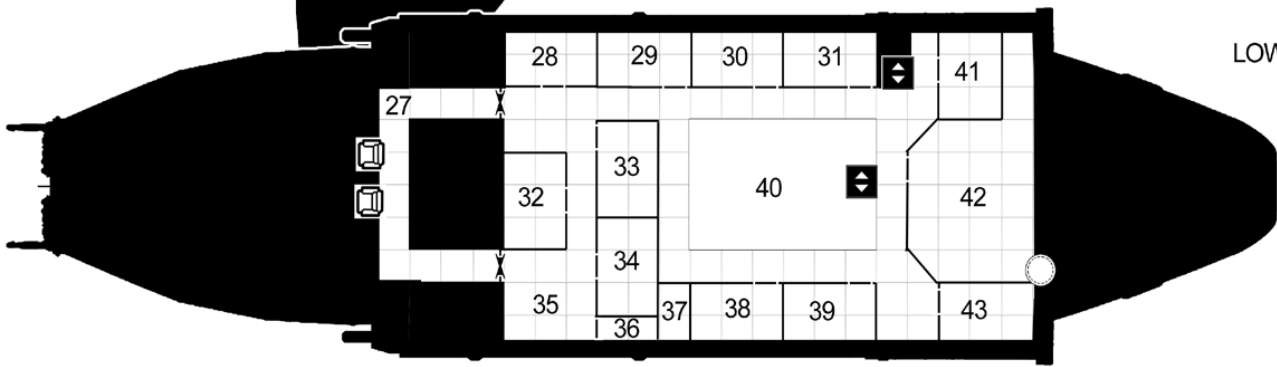
TOP DECK



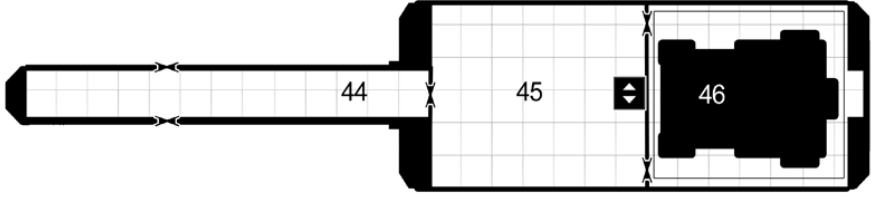
MAIN DECK



LOW DECK



BELLY DECK





Touring Ship			Tons	Price (MCr.)
<b>Hull</b>	400	Hull 8 Structure 8		16
		Streamlined		1.6
<b>Armour</b>	None	Self Sealing		3
<b>Jump Drive</b>	J-Drive D	Jump 2	25	40
<b>Manoeuvre Drive</b>	M-Drive D	Thrust 2	7	16
<b>Power Plant</b>	Power Plant D		13	32
<b>Bridge</b>			20	2
<b>Computer</b>	Model 2	Rating 10		0.16
<b>Electronics</b>	Basic Civilian	Radar, Lidar	1	0.05
<b>Weapons</b>	4 Hardpoints	4 x Triple Turrets – No weapons	4	4
<b>Fuel</b>	104 tons	One Jump 2 plus six weeks of operation	104	
<b>Cargo</b>	50 tons	Instruments, Props, Luxury Consumables	50	
<b>Hidden Compartment</b>	1 ton	Illegal hydroponics garden growing narcotics	1	
<b>Staterooms</b>	30	10 single and 20 double occupancy	120	60
<b>Low Berths</b>	2	Emergency Low berths	2	0.2
<b>Extras</b>	Fuel Scoops			1
	Fuel Processor	60 tons per day	3	0.15
	Luxuries	Pool, Holo-Studio, Gym, Extra Space	40	4
<b>Vehicles</b>	Air/Raft	Air/Raft Stage, Minimum Hangar	10	0.75
<b>Software</b>	Auto Repair/1	Rating 10		5
	Intellect	Rating 10		1
	Jump Control/2	Rating 10		0.2
	Library			—
<b>Maintenance Cost (monthly)</b>				<b>0.01555</b>
<b>Life Support Cost (monthly)</b>				0.08
<b>Total Tonnage &amp; Cost</b>			400	187.11

even incorporate the decommissioned empty turrets as odd shaped bay windows. Also shoehorned into the vessel are communal living areas, a gym, a fully equipped holo-studio and even a swimming pool!

One large volume remains on the bottom deck, which has a set of hangar doors in the floor for a heavily modified aircraft stored there. The compartment is much bigger than necessary for just a hangar. Around the walls are seats, swings, cargo netting and yet more small secluded cubbyholes, since this is the band's performing area for their private gigs. They use the aircraft as their stage both onboard and for the planetary concerts they perform at, where it drops down out of the sky from the belly of **The Stray**. The raft has massive speakers and lighting systems incorporated into its hull, sacrificing manoeuvring speed for enough electrical power to run the stage equipment.

Due to the ship's odd configuration, it is very easy to become misplaced in its dark, twisty and often narcotics filled passageways. The normal complement comprises of the flight

crew to run the ship, the band, their roadies, security staff and any number of groupies and fans who manage to wrangle a backstage pass on board. **The Stray** is an infamous party location but is only used for such entertainments if landed on planet or connected to a space station, since the life support systems quickly become overloaded.

**The Stray** has the following crew:

- 1 Captain
- 2 Pilots
- 1 Navigator
- 3 Engineers
- 1 Medic
- 3 Stewards (usually attractive groupies)
- 3 Sound/Light Engineers
- 5 Roadies
- 2 Security Guards
- 1 Manager
- 5 Band Members
- Up to 23 Guests

# CAMPAIGNS

The traditional trope of many *Traveller* campaigns is starting off with a group of characters who have a little mustering out money to burn, then hitting the universe hard in an effort to carve their own path to fame and fortune.

Fame and fortune – the very essence of a successful dilettante.

Whether you use the culture of high society as a backdrop for scenarios or the giddy pinnacle of ambitious achievement, adding dilettantes to campaigns can provide a great deal of entertainment, fun and, in some situations, serious challenges.

## ***DILETTANTES AS PATRONS***

The most well known dilettante is the patron. Retired businessmen, anxious nobles and absentminded emeritus professors always seem to need the help of free lancing adventurous types; and never appear to lack the funds to loan ships or pay passage. The role of patron is often filled by a dilettante.

Running a scenario where the characters are hired by a wealthy dilettante can be a tantalising insight into the upper levels of society. A Referee should use the opportunity to describe the fabulous wealth and frivolous entertainments which they can briefly interact with. Allow one character to bag a mega-carnivore during a once in a lifetime Safari, have his social superiors fawn all over him and plant the seeds of desire in him to find a way to do it again.

How a dilettante patron uses the characters is a point to be considered. If he sends them off on missions to act as free agents then their exposure to the high life is going to be strictly limited; usually to those moments when they are given their task and when they return for debriefing. This can be entertaining in its own right, especially if the Referee makes each meeting a novel experience, playing up the wacky nature as each one trumps the last.

A better way of getting the characters involved in a high society environment is by assigning them as part of their patron's entourage. Ostensibly acting as servants they could gain access to many places normally barred to them. They need not take such a subservient role. There are many legitimate positions as companions, employees or friends in an entourage.

The recurring long term dilettante patron can be useful in showing characters there is more to money than just buying a spaceship, battle dress and a FGMP. Wealth can be fun and not a means to greater levels of mass destruction!

## ***DILETTANTES AS ANNOYANCES***

Imagine a campaign where one character's rival is a rich dilettante who always shows him up with sarcastic repartee and having a bigger, faster grav bike. When the characters attempt to negotiate a deal renting their ship and services, the dilettante turns up and offers his yacht gratis. Later, at the penultimate moment of a character successfully seducing the heiress of his dreams, *that damn dilettante* turns up again and charms her with a private drive in his brand new TL 15 aircar. The supercilious rival can drive characters to murderous rages, yet be unable to act against him in polite society.

Some dilettantes can be annoying in other ways. A befuddled dilettante who unerringly turns up drunk and gets the characters into trouble by mistaking their identities or asking them to help him with a 'little problem' which is never real. Dilettantes with posh accents or speech impediments can be a great source of entertainment, especially if they always accidentally turn up at the same social events as the characters and never leave them alone, ruining any chances of subterfuge or negotiation. Even better is if the dilettante feels slighted by their rebuffs, makes the characters feel guilty for their discourteous behaviour but then forgives them and does it all again!



*The dulcet tones of 'Why darling, what are you doing here?' heralded the arrival of Lady Penelope, sending shivers down Rudolph Fitzwilliam's spine. No matter where he went, the old woman still managed to turn up. He'd travelled 13 parsecs incognito, even locking himself in his staterooms on each liner in order to avoid leaving a media trail. How on earth did she find him this time? The octogenarian winked saucily up at his chiselled good looks and pinched his buttock for good measure. 'Darling I had no idea you were following me, I thought I was the only one who knew Amanda. She's my second cousin by marriage you know.' Rudolph wilted perceptively. It must be fate he decided, what deity had he annoyed to deserve this...*

Another excellent type of annoying dilettante is the officious snob, who always picks up on social faux pas and tries to get the characters expelled from any high society event, at which they too are present. It can be a great moment in a campaign when a character gets his Social Standing raised above the snob's and receives preferential treatment, or better still is promoted to a higher Order of Knighthood.

### ***DILETTANTES AS ENEMIES***

A dilettante enemy is a very dangerous foe due to the money or social contacts available to them. If the enemy's Social Standing or wealth is very high, he may be able act with impunity, beyond the reach of the law.

Such foes can be excellent in a campaign, since they can cross verbal swords with characters at social events, immune to censure or attack, whilst gloating their successes to the character's face. This allows a great deal of direct roleplaying interaction without the enemy being gunned down at first sight whenever they meet.

Dilettantes can draw on extensive resources. Their wealth can purchase mercenaries, high tech weaponry, cutting edge intruder software and the like. They can even afford to build secret bases akin to those glamorised in James Bond movies. Conversely they can bribe or intimidate bureaucrats into setting police or custom inspectors on the characters, so that they must fight their battles on two fronts; the civil authorities on one hand and the foe's hirelings on the other.

Even at the conclusion of a campaign when the characters overthrow the dilettante's plans, he may still have a private starship on hand to whisk him to safety several sectors away, or be wealthy enough to buy his innocence from a law court. Truly a dilettante enemy is a man to be feared.

*Duke Joneath shook with rage. Right at the very moment of his triumph, those meddling adventurers had somehow linked the death of his personal secretary with his plans to overload the colossal planetary power generators. Years of pretending to be a semi-senile old fool and billions of credits spent purchasing*

*the votes and support of the discontented nobility, all wasted. Even the supposedly crack mercenary unit sent to ensure the nuclear devices were planted correctly and guarantee the Emperor's death, had all been defeated in the inevitable gun fight. Fortunately Joneath held much of his fortune outside of the system, hidden in secret accounts and portfolios, since it was now time to flee. But he would return and those who'd opposed him would pay dearly. The sadistic old duke settled back in the leather seats of his private yacht and dreamed of vengeance as it entered jump.*

### ***DILETTANTE CHARACTERS***

By the very nature of some campaigns, characters tend to build up copious amounts of wealth. Over time, with growing reputations and healthy bank accounts, characters can themselves become dilettantes. This sort of development is straightforward for a Referee since all the characters increase in affluence and status at the same time.

Introducing a lone dilettante character at the beginning of a campaign can initially look like a challenge. A hugely wealthy character can technically purchase a ship outright from the start, or at least cover the mortgage payments with his portfolio's monthly income. In addition he can basically pay the equipment and living costs of the entire party. Although possessing financial independence appears to remove the characters primary drive, the Referee should easily be able to replace greed with a different motivation. Revenge, exploration, solving mysteries, locating lost friends, aiding allies and so on.

Money and the dilettante character's lifestyle can also be used by the Referee to spice up the campaign. Instead of hanging about dingy starports with low life smugglers and living hand to mouth between cold sleep trips, the characters may instead be fighting in a monster machine tournament, lava rafting or trying to comprehend the etiquette of a Grand Ball aboard a five star cruise liner!

To ensure a dilettante character does not have everything falling into his lap, the Referee can set scenarios based on or around his sources of wealth; a murder at his planetary estate or mysterious attacks against his asteroid mining company for example. Maintaining Social Standing can be even more important than portfolio wealth and recovering lost standing due to being falsely accused of a crime can be a powerful incentive.

Setting up the party relationships between a wealthy or famous dilettante and the other characters is important. Are they family, friends, supporters, employees or serving staff? The simplest way of melding the entire group is by having all the characters act as members of the dilettante's entourage. Although it can be great fun to play a rebellious or contrary

servant, some limits should be set first for those players who do not like the idea of playing an underling.

*After many adventures, Matt Bender the infamous thrash rock star is now a subsector superstar. His closest companions are Kelly Gorge his manager, Charlotte Justice his severe and dominating personal aid, Nick Robespierre his songwriter, Will Chaperone his bodyguard and Peter Narh, a distant relation who works as a roadie despite his inability to follow orders. Although Matt has all the fame and Kelly all of Matt's money, the others still treat Matt more as a friend than an employer, since it is difficult to maintain decorum when you have all gotten drunk in the same jacuzzi together!*

## **DILETTANTE CAMPAIGNS**

The average dilettante has to find a purpose in life. Not needing to work and having a luxuriant lifestyle ultimately leads to boredom. Too much boredom and the dilettante will start to suffer psychological difficulties, seek solace in some obsession or narcotic and eventually suffer an addiction fed spiral to self destruction. Once the life extending properties of anagathics rear their two edged head, a dilettante may repeat the cycle of boredom, addiction and recovery many times.

To break free a dilettante must find something to do, which is both a distraction and breaks them free of their ultimately selfish attitudes.

The following ideas give some *raison d'être* for a dilettante to put aside his superficial lifestyle and do something worthwhile.

### ***The Quest for Knowledge***

Seeking answers to the never ending questions of scientists and historians is often beyond the skill of an educated dilettante. Yet throwing oneself into a new area of study can bring unexpected rewards. Amateurs can focus on areas of knowledge which, not being mainstream, lack the funding of universities or corporate research. The professions of archaeologist, anthropologist, botanist, historian and xenologist benefit especially from ship owning dilettantes who have the time and resources to personally explore regions that an employed specialist cannot.

Even if the dilettante merely dabbles in the subject, they can still provide their resources to fund professional expeditions, with the tacit understanding that they too accompany it and be allowed to append their name to any significant discoveries. Such ventures are an excellent distraction and can grow into a love of the knowledge they pursue.

### ***Philanthropic Mercy Missions***

Possessing too much money can often feel like a millstone around your neck. Throughout history men who have earned excessive wealth have often become philanthropists to salve their feelings of guilt or injustice. Simply donating money to a good cause and forgetting about it rarely brings the same feeling of satisfaction that actually going and getting your hands dirty does. In addition, much of the money donated is lost through mismanagement or outright corruption. Thus serious philanthropists personally visit the worlds and places which need their aid, to see what can be done and feel that their good deeds are actually helping.

Philanthropic dilettantes sacrifice a major part of their income on disaster relief, building new infrastructure and education. For projects they cannot finance out of their own pocket, they instead run media campaigns and fund raisers to raise public awareness. Being at ground zero to make decisions and participating in the inevitable physical labour can be both frustrating and dangerous, yet the rewards for a philanthropist are innumerable friends, allies and the love of the thousands or millions they have saved.

### ***Snooping and Solving***

There are dilettantes who are cursed with inquisitive minds and sharp perception. Rather than throwing themselves into forwarding a particular area of knowledge, they instead prefer to unravel problems and solve mysteries. This can be a curse, since being presented with evidence or clues can cause the dilettante to cogitate furiously to achieve the correct solution. For some, the addiction of solving apparently insurmountable puzzles can become an addiction in itself.

Inquisitive dilettantes often offer their services as consultants or detectives, requiring no pay but simply the thrill of the mystery. They need not be crime related; they are often called upon to provide a new perspective into historical, engineering or governmental problems. Nevertheless, most inevitably end up involved in solving cases of an illegal or immoral nature and as their reputation spreads, so does the number of mysteries brought to them.

*Lady Marble looked utterly shocked as the police officer snapped closed the binders around her wrists. 'But inspector, I've explained the clues perfectly. I solved the case.' The inspector gazed sternly back at the seemingly innocent wrinkled face. 'Yes madam, just like you solved those previous murder cases. However, we are beginning to wonder at the number of deaths which occur at social events where you are personally present. It took us some time, but the computer analysis is irrefutable. Seventeen sequential deaths are a tad suspicious.'*

### ***Harbinger of Justice***

In a corrupt society, those with wealth and status can avoid prosecution or censure. In such a world justice can be a dream

for the common man. A dilettante with a strong sense of ethics and the resources to back him, can seek to correct injustice and hunt down those criminals who escape the law.

Vigilante dilettantes must either have an unassailable portion of power or use deception and false personas, else be attacked by those they threaten. Such campaigns do not need to be overtly brutal and violent. They can emphasise elegance and courtesy instead, using subterfuge and the gossip of high society to hear of misdeeds and bring evidence to light. A dilettante could alternatively work as an amateur lawyer, offering their services wherever they travel.

### ***Social Rebellion***

Not all dilettantes conform to the expectations of polite society. Some go out of their way to rebel against the status quo, breaking conventions only to become gradually ostracised by their peers. A dilettante who begins to question the rights of a few to enjoy unadulterated pleasure, whilst the masses slave to provide the wealth they subsist on, can be a direct threat.

The theme of such a campaign is to bring about change, either to the privileges of those of very high Social Standing or to the entertainments they enjoy. If the government is based on a ruling class of dilettantes, nobles or otherwise, scenarios could orientate around undermining or toppling the system.

### ***An Unforgivable Slight***

Some travelling dilettantes are those who have been ostracised by their own world or system due to a deplorable act they performed in the past. Paid off with a remittance they are exiled never to return. Campaigns can centre on the path of the exile and, if it was baseless, the eventual clearing of his name. On the other hand, if the exile was warranted the dilettante may seek revenge and try to work his way back to the homeworld to attain it.

Twisting the idea around, the dilettante may be hiding from a rival seeking vengeance for a deed the character or one of his family members performed. In this case the dilettante may be constantly on the move, pausing only briefly at high tech worlds to collect their potentially traceable monthly allowance.

Criminals and nobility especially are susceptible to the principles of vendetta and nobles embrace the custom of duelling as a method of enforcing courtesy and preventing loose lipped slander. An exciting scenario can revolve around a slight, either taken or given by the dilettante and its resolution via a formal combat.

### ***Bringing Peace and Cooperation***

Dilettantes are often called upon to act as ambassadors to foreign worlds or empires. Whilst normally this would be the province of professionals from the diplomatic corps, some

powers view these political officers as spies or provocateurs, often quite rightly. Famous holoivid personalities, beloved singers or sports stars are more capable of crossing cultural boundaries and so are sometimes selected to be emissaries of peace and cooperation.

Of course dilettantes assigned to these diplomatic expeditions could well be spies or analysts sent to investigate the society of the enemy and sound out potential malcontents. Thus ambassadorial campaigns can be a heady mixture of stressful negotiations and nefarious deeds in one scenario and a humorous parody of foreign exchange in the next.

*Roberto Clup threw his grav belt and racquet onto the bed whilst his ostensive personal trainer, Alexi Skott, checked the room for electronic bugs. 'It's clear' he said in a soft voice. Roberto stripped off his sweat soaked sports shirt and sent an acid glance towards his partner. 'There has got to be a better way of penetrating the Zhodani Consulate than pretending to be null-g tennis playboys' he complained. Alexi grinned, 'But you know they are forbidden to read the minds of sportsmen during a tournament, it'd be cheating!'*

### ***Betraying your Class***

An unusual idea for a campaign is where the dilettante deliberately turns his back on being rich and famous, preferring instead to be a common, everyday person isolated from privilege. The character could be a young noble disillusioned with court life who flees to obscurity several systems away, attempting to hide from the agents sent after him by his family. Another example is the self made man who had everything but deliberately threw it all away because he was unhappy.

In such cases the dilettante in question would lack the advantages granted by a high Social Standing and deliberately avoid drawing on the financial sources available to them. By definition this stops them from being a dilettante per se but the campaign could develop in such a way that their past eventually catches up with them, despite their best efforts.

Taking it from another angle, all of the characters in a campaign could be dilettantes or the dilettante's retainers who have all had their long term memory wiped, preventing them from remembering their exalted status. Over the course of several scenarios, they could begin to suffer flashbacks of their past lives and eventually discover that they were the victims of a cruel trick played by a rival, or deliberately hidden away to protect them from an assassination plot by a law enforcement agency.

Whilst there is an obvious place for dilettantes in the *Official Traveller Universe* of the 3<sup>rd</sup> Imperium, what happens in alternate settings?

### ***Thrill Seeking***

Seeking the ultimate high, these dilettantes spend their time seeking and attempting the most suicidal challenges in known space. Whether creeping into an alien satrap's fortified palace and seducing the chief houri of his harem, attempting to scale the viper filled cliffs of Beyar IV or attempting the Sodouki cross desert footrace with no communicator, the thrill seeker spends his life travelling from one to another, always in search of novel, deadly adventures.

Since many legendary tests and trials involve cultural or historical elements, a dilettante may be an amateur anthropologist or archaeologist on the side, opening interesting possibilities for thrill seeking expeditions which develop into full scale treasure hunts. Equally, other dilettantes may be addicted to speed, extreme sports requiring control of a machine or vehicle, demonstrations of strength, endurance, combat prowess or wits.

A thrill seeking campaign can be an epic trek somewhat akin to a Grand Tour, where the dilettante attempts to complete all his challenges within a set period of time. Failing to complete it in time may cost him some Social Standing, or perhaps the ability to assume a hereditary seat of nobility. Whatever the ultimate purpose behind it, the series of adventures will be an unforgettable experience.

### ***Return to Power***

A wastrel on the verge of blowing out his own brains for the lack of anything else to do is suddenly accosted by agents sent to bring him back to the family estates. Upon his arrival he discovers all of his siblings are dead and he has inherited his father's position. Now he must take over the reins of authority.

This style of campaign has huge potential, with the dilettante being deceived by corrupt officials, given bad advice by treacherous viziers and threatened by neighbouring powers or jealous would-be replacements. The characters must hit the ground running and use their wit and base cunning to bluff their way through the first couple of years.

An extra twist could be that the wastrel is the wrong sex for ruling, forcing them to either hide the condition or fight for recognition against the prejudice.

### ***Utopian Cultures***

In civilisations with higher technology, cheap replication of materials and unlimited energy could potentially bring an era of utopia, where anyone can have anything they want. In this case everybody would effectively be a dilettante, no need to work and could do anything they wanted. In such a society the focus would not be about personal status and wealth but rather a desperate search for new distractions and ideas.



# Book 8: Dilettante

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