TRAVELLER®

Science-Fiction Adventure in the Far Future

T20

The Traveller's Handbook
Lite Edition • Abridged by Martin J. Dougherty

RPG REALMS

d20 system

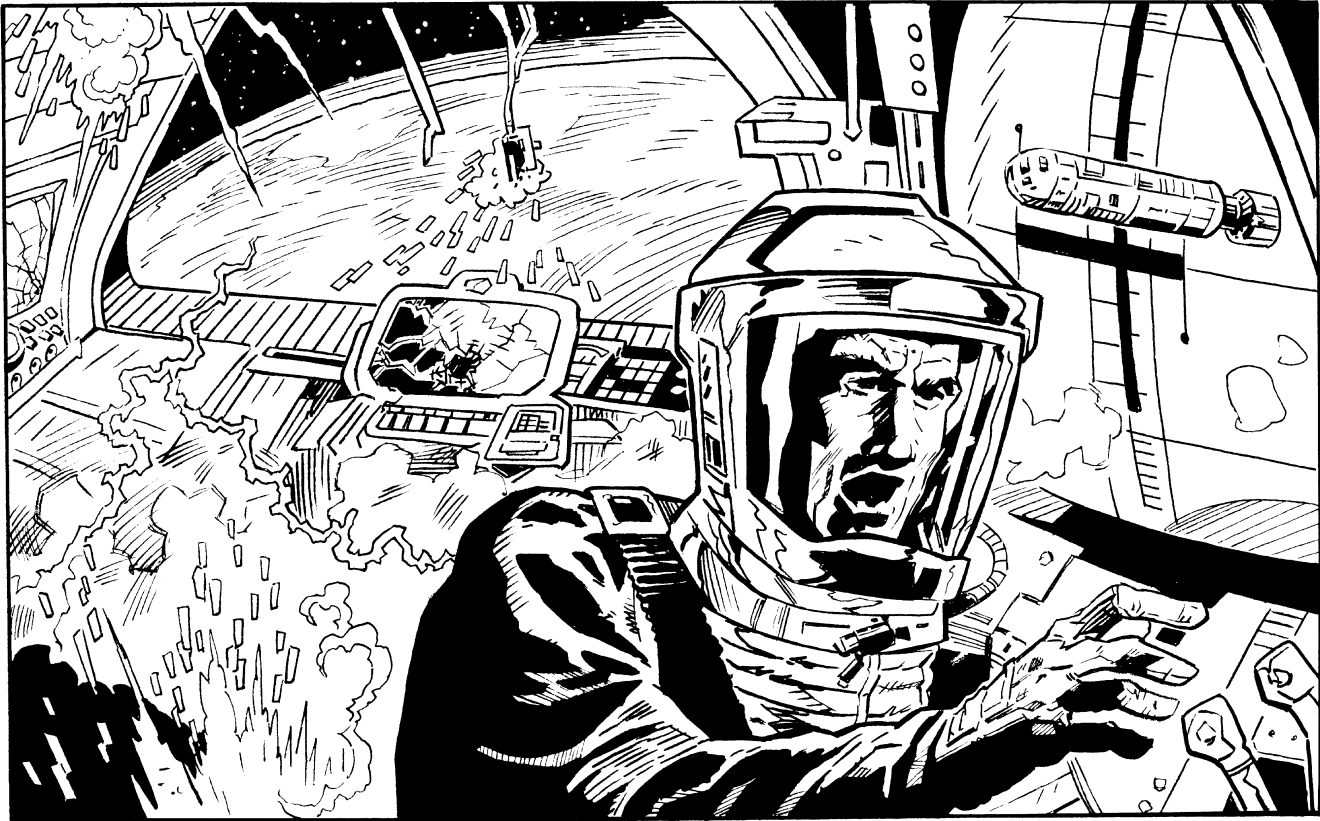# TRAVELLER T²⁰ LITE

RPG REALMS

TRAVELLER T²⁰ LITE

TRAVELLER20 LITE

Traveller for the *d20 System*
Science Fiction Adventure in the Far Future

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC MILLER

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TABLE OF CONTENTS

This book contains everything you need to run a science-fiction adventure using the d20 system. It contains rules for characters, combat and starships plus worlds and environments, weapons and equipment, and more.

T20 Lite is a minimal version of ***Traveller20*** (T20), and is intended to serve as an introduction both to the T20 game and the Traveller game universe. However, this little book can't contain the entire T20 game. All rules herein are (obviously!) "Lite" and simplified versions of the full rules. They are superseded by the full rules in the event of any contradiction. The full Traveller20 rulebook covers everything in detail - which is why it runs to over 400 pages! For details of what you get in the full game, see the back of this book.

But for now... Welcome to ***Traveller20*** *!*

INTRODUCTION TO TRAVELLER

Traveller is actually two things: It's a set of hard-SF game rules that let you play in any setting you like, and it's a broad and deep game setting that you can play in using any rules you like. That's not a contradiction. Most players use both the rules and the "official" setting (though usually with their own special twists on the game concepts). However, there is no absolute necessity to use the official setting - Traveller was originally designed (in the late 1970s) as a set of generic rules that would allow SF gaming in any setting. The Official ***Traveller*** Universe (OTU) came later.

Since the game was published, there have been several versions. Each used slightly or considerably different rules mechanics, and explored a different aspect of the game universe. The basic game concepts remained the same from version to version (more about those in a moment), so rules and settings became interchangeable.

This all means that whatever rules set you want to use (let's say for the sake of argument that you're planning to use this set, since you're reading them!), you have access to a wealth of background information. Or you can ignore everything but the rules and use your own setting, homebuilt or lifted from your favorite novel or movie. Do as you will... just have fun, okay?

For the sake of these rules, we're going to assume you're using the mainstream Traveller universe, or something that looks very much like it. There are some important things you need to know about this universe...

PHYSICS, STARSHIPS AND INTERSTELLAR TRAVEL

The ***Traveller*** universe is mostly grounded in "hard science". The laws of physics are pretty much immutable, and they work as they do today. However, interstellar travel is possible using the Jump drive. While physicists are still trying to determine the structure and properties of Jumpspace, merchants, the military, and travellers of all types know that it will get them there. Starships are rated with a Jump number (1 to 6; and usually less than 4). This is the number of parsecs they can travel in a single Jump. Jumping more than 6 parsecs at once is not possible except by accident, and is often fatal when it does happen.

Jumping from close to a large body like a planet is suicidal, usually causing a catastrophic Misjump. Ships can and do occasionally Misjump for other reasons too. Assuming the ship can reach a safe Jump point (100 diameters or more out from the nearest world), it can then initiate Jump. A Jumping ship enters a "pocket universe" and remains there for a week, emerging at a set of coordinates preset by the Astrogator. A ship in Jump is completely out of touch with the rest of the universe, and cannot change course, communicate etc.

Jumping uses up a lot of fuel; very few ships carry sufficient fuel for a second Jump, so a vessel will normally refuel at a world before moving on.

In normal space, vessels can use their maneuver drives to go places. It is theoretically possible to travel between star systems using maneuver drive, but only if you are prepared to take years to get there. Thus Jump drive is the one and only useful means of faster-than-light (FTL) travel.

COMMUNICATION

There is no faster-than-light radio or other FTL communications method in the Traveller universe. This means that the only way to get a message somewhere is to send a starship there carrying it. Communications lag between star systems is measured in weeks or even months. The main consequence of this is that interstellar governments tend to be loose, with local leaders having considerable latitude to deal with problems as they see fit. Naval vessels and military units may be far from superiors or backup; corporate and government officials will not have time to wait weeks for instructions. They have to do their best with what's to hand.

MAINWORLDS

Each star system is named for its Mainworld; the main (and usually most heavily populated) planet in the system. There is no reason why there should not be outposts and even major cities on the other worlds of a system, but generally one planet (the most habitable one, or the one with the best resources) is the system capital, or Mainworld. In some systems, the Mainworld is an asteroid belt or the moon of a gas giant planet. It may be an airless rockball, a tropical jungle, a waterworld or an arctic waste. Some "Mainworlds" are uninhabited, though most have at least a few people living there.

TECHNOLOGY

The worlds of the ***Traveller*** universe are very diverse, and so are the societies living on them. Technology is described by a "tech level" scale, rated from 0-15. TL 0 represents stone-age savagery, TL 8 is modern-day Earth, and true starfaring civilizations appear at TL 9-10. Tech levels higher than 15 are also possible, but in the Official Traveller Universe such technology is possessed only by rare alien races or exists in the form of relics of the mysterious Ancients.

PEOPLE, ANIMALS AND MONSTERS

The ***Traveller*** universe is mainly populated by humans. Several offshoot human races exist. Some of these are obviously genetically engineered, some have been shaped by a harsh environment, and many are simply the result of millennia of genetic drift. Many species of sentient aliens also exist. Some control powerful empires, others are stone-age savages. However, they are all "people", and have their own complex motivations.

Just as some groups of humans live in mud huts while others pilot starships, many alien species are similarly diverse. The bird-like Droyne, for example, live in little enclaves scattered across Charted Space. Some are contented farmers, while other Droyne communities operate powerful star navies. The same is true for

the other major non-human races; the Aslan, Hivers, K'Kree and Vargr. A Vargr from the Extents will have a different outlook from one who is a citizen of Gateway Domain. Aliens are people too!

There are also many "minor" races (some of them human, most not) who have little power or are not widespread. These include uplifted animals (Dolphins, Orca and Ursa), minor human species (e.g. Luriani or Jonkeereen), and completely alien species such as the gas-giant world dwellers the Jagd-il-Jagd or the insectoid Wanderers.

Just as *Traveller* is grounded in "hard science" in terms of physics, the people of the Traveller universe have their own motivations and goals. These may be incomprehensible to the players, but from some point of view, the actions of an alien will make sense. Thus there are no "monsters" as such in Traveller, no bad-because-they're-bad foes. There are some pretty hostile animals, but nothing to fulfill the traditional role of the Dark Lord's Minions. That's not to say that there aren't plenty of bad or hostile people, fanged animals and man-eating plants to deal with - merely that their motivations are either instinctive or complex!

TRAVELLERS

Most people live on a single world and don't ever go to the stars. A few might travel once or twice on business or for a holiday. Travellers are different. Travellers (by definition) travel. Not all Travellers are adventurers; many are professionals, merchants, freelancers or whatever, who make their living wherever they can find employment.

Player-characters are usually Travellers (though their actual classes and professions vary considerably; they need not be of the Traveller character class). What they have in common is a willingness to confront a few risks and maybe bend some rules to get the job done. Unlike most fantasy adventurers, Travellers tend not to be inexperienced 1st-level characters. A typical Traveller is 26-46 years old, and has been around a bit. Some have done a stint in the military; others are university graduates or have pursued a career. A few have done all these things, and more! Typically, a starting Traveller character will be level 3-7 depending upon his or her age, with skills and experience to show for it.

This makes Travellers handy people to have around, and in a universe where "official" help is weeks away, it is often to Travellers that local organizations will turn when they need a job done or a problem solved.

RAY GUNS, TRACTOR BEAMS ETC.

The Traveller universe is grounded firmly in "hard science" (with the odd handwave to allow interstellar travel etc.). Certain staples of Science-Fiction are therefore not found in Traveller. Technology such as Tractor Beams and Matter Transportation are theoretically possible, but only appear at tech levels well above 15 - i.e. they will not turn up in adventures except as a once-in-a-life-time brush with Ancient relic technology. Thus if you want to get from your ship to a planet surface, you land or take a shuttle. If you want to tow a derelict, you go across in a vac suit (space suit) and attach cables.

Similarly, there are no "ray guns" or "blasters" in Traveller. Reliable personal laser weapons, and even plasma and fusion guns, are available, but the commonest way to deal with a threat remains a conventional projectile weapon or a sturdy blade.

Traveller does have powered armor, flying cars (grav vehicles) and psionic powers. There is no reason not to add in other technologies as you see fit, but for the "official" setting... sorry, no tractor beams.

MONEY

T20 assumes a standard unit of currency called a "Credit". This is abbreviated Cr. (e.g. Cr 210). Larger amounts are given in Kilocredits and Megacredits (KCr and MCr respectively). A credit is worth about $3 US in modern terms.

STANDARDS AND ASSUMPTIONS

First, we are going to assume that you are basically familiar with the d20 system. There is insufficient room here to explain things easily found in the Players' Handbook. T20 uses a normal range of dice (d20, d6 etc.), though the original Traveller game used only d6s. Any reference in a Non-T20 Traveller product to 3D or 5D, for example, refers to that many six-sided dice.

T20 uses the Metric system (meters, seconds, etc.) for most measurements. The only exception is where the original Traveller game made a key measurement in some other unit (e.g. world diameter codes are in miles). Interstellar distances are measured in parsecs. A parsec is a common measurement used in astronomy. It is approximately equal to 3.27 light-years, and is the maximum distance a ship with a Jump-1 rated engine can travel in a single Jump.

T20 uses a variant on the standard hit point system. Characters have two damage-related characteristics: Stamina and Lifeblood. Stamina is exactly the same as Hit Points (same value, same use) and is reduced by damage as normal in d20 games. Lifeblood is based on a character's CON rating and is used when a very lethal attack is encountered, e.g. firearms. This means that characters can last quite a while in a brawl with sticks and beer mugs, but once someone produces a shotgun, things get deadly real fast.

Since T20 is a technological game, a character's skills and feats are more important than his or her level. Of course, you get more skills by gaining levels, so it's the same thing in the end. But do be aware that a character who picks skills wisely will do better than one who tries to bull through on the assumption that his high level will enable him to do what he likes.

Note that *Traveller* has always referred to the game master, GM, DM or whatever else you may call this person (often bad things!) as the Referee. T20 follows this practice.

TRAVELLER CHARACTERS

Except as specified as Product Identity, all contents of this chapter is considered Open Gaming Content.

Traveller characters are rarely beginners fresh from the farm. There is no reason not to play a Level 1 character if you like, but since a broad range of skills is important to success in the game most players will want their character to be a little more experienced than Level 1.

T20 uses a Previous Experience system, which allows players to find out what their character has done in the past. Not all outcomes of the previous experience system are exactly as planned. A character can be injured, win medals, or gain unexpected bonuses during character generation, which not only provides a better sense of character identity but can give the character unique advantages in the game.

GENERATING A CHARACTER

This system is derived from the standard T20 character generation system, and uses the same concepts. However, for space reasons we have omitted some features. We will assume here that the character generated will be a human from a fairly average world with mid-high technology and access to offworld travel and trade. This character is a member of the Merchant character class - i.e. they have taken a job aboard a small merchant starship, seeking adventure and excitement among the stars!

HUMAN SPECIES TRAITS
• Human base speed is 9 meters.
• Medium-size. Humans receive no special bonuses or penalties due to their size.
• 4 extra skill points at 1st level and 1 extra skill point at each additional level.
• 1 extra feat at 1st level.
• Languages: Galanglic

ABILITIES

Traveller characters possess the normal d20 attributes, plus others that measure two important factors. These are:

Education (abbreviated EDU): A measure of learning from formal education and academic reading.

Social Standing (abbreviated SOC): A measure of a character's place in society. SOC can have important connotations for a character.

Generate all abilities including EDU and SOC as normal for any d20 game (See PHB for details).

EDUCATION (EDU)

Education is a measure of a character's accumulated knowledge, both through life experience and/or formal education. Education can be an important attribute to all classes, since many skills depend upon education and general knowledge can be very useful to an adventurer. Note that EDU can represent general reading and a capacity to remember odd facts; the character need not be a university graduate to have a high EDU, though that it is the surest way to gain it.

You apply your character's Education modifier to:

• General knowledge checks, when attempting to recall information on a subject with no related formal Knowledge skill.
• All Knowledge skills of any type.

For quick reference, here are the standard Ability Score Modifiers:

ABILITY SCORE MODIFIERS

Score	Modifier
0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+/-0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10

EDUCATION SCORES

EDU	Equivalent Education Level
3	Elementary School
6	Middle School
10	High School
12	Bachelors Degree
14	Masters Degree
16	Doctorate Degree

Using Education: Education acts as sort of a general repository of knowledge for a character that may be called upon in certain situations where the character might know the answers to general knowledge questions. Education covers everything that the Knowledge skills do not, such as general history and sociology, along with basic math and sciences. In real-world terms, if the answer might be available to someone with a basic high school education use Education to determine if the character knows or can remember it.

SOCIAL STANDING (SOC)

Social Standing denotes the social class and level of society from which a character (and his or her family) comes. A Social Standing of 16 or greater indicates an hereditary family title of nobility. Any creature living as part of a larger civilization will usually have at least 1 point of Social Standing. Anything with no Social Standing is fairly isolated from civilization, an animal, or an automaton. A social standing of 0 means that the character is from the lowest levels of society.

Using SOC: SOC determines the level of society the character is used to operating at, and without special training the individual will lapse into the speech habits, slang, and general behavior associated with that group. This should be roleplayed; a poor laborer (SOC 6) will likely have no idea how to address a Knight, and will embarrass himself at court. Someone from a corporate executive (SOC 13) background will simply not be able to pass for a street gang member without specific coaching or experience (perhaps represented by Connections/Streetwise feat) in how to do it believably.

SOCIAL STANDING SCORES

SOC	Title or Likely Social Level
0	No contact with civilization
1	Felon wanted for particularly repulsive crimes
3	Very Poor or Criminal
5	Unskilled Laborer or Very Poor
7	Semi-Skilled or Poor
9	Skilled Worker
12	Educated Professional
14	Highly Respected Professional or Executive
15	Untitled member of Noble family, or close member of Noble household
16	Knight, Knightess, Dame
18	Baron, Baroness, Baronet
20	Marquis, Marquesa, Marchioness
22	Count, Countess
24	Duke, Duchess
26	Archduke, Archduchess
28	Crown Prince, Crown Princess
30	Emperor

Generally, high SOC is useful in that officials tend to react better to high-status individuals (who may be perceived as powerful). High SOC also is required to gain access to the world of the nobility and important military and government officials, who simply "don't deal with the proles".

Some low-SOC people resent the higher-ups, while others are respectful or even obsequious. On the other hand, some high-SOC individuals are contemptuous of the "rabble" while others see themselves as serving the masses, and treat less privileged individuals with courtesy and respect. This depends upon the individual and local conditions, and the Referee may choose to modify reaction rolls when individuals with very different SOC scores meet.

HOMEWORLD SKILLS

Characters receive some basic skills due to the environment in which they grew up. For our purposes, these skills are assumed to be rank 1 in each of:
- T/Computer
- T/Communications
- Pilot (Grav Vehicle)

See Chapter 2: Skills & Feats, for details of these skills.

CLASS

One character class is presented in these Lite rules: the Merchant. The Merchant class adventurer is usually a crewmember aboard a commercial starship. The crews of such small ships (usually called Free Traders) make excellent adventurers. They have a broad range of skills available and a knack for getting into trouble. The full rules have many more classes: soldiers, academics, mercenaries, rogues and nobles, to name a few.

T20 allows extensive multiclassing. For example, a player generating a Merchant character under the full rules could decide that his character worked for a time as a security officer in a port or aboard ship, and begin gaining experience as a Mercenary. With only one class available under these rules, multiclassing is not an option. However, the vagaries of the prior experience system can throw up some very different characters - a character serving as an officer on a Megacorporation liner will have a rather different perspective of Merchant life to a character working as drive hand and sometime security chief aboard a beat-up old Free Trader.

MERCHANT CLASS DESCRIPTION

The Merchant is usually a trader rather than a shopkeeper. He or she may be a highly-paid corporate factor or a member of the crew of a beat-up old merchant starship. Merchants are adept at thinking on their feet, seeking out new business opportunities, and at talking or shooting their way out of situations their business sense has got them into.

Characteristics: Merchants tend to have good interpersonal skills (the exception being arrogant high-powered brokers or those who do their business via data transfer in high-tech cities) and related skills like Gather Information or K/Interstellar Law that help get the deal done. The sort of merchant who becomes a player-character tends to be a risk-taker and is often willing to venture into seedy, dangerous places in order to make a profit. These characters can usually take care of themselves with fists or firearms.

Background: Merchants (especially those that own or crew starships) are often from a well-off or educated background. Others may have signed on as part of a Free Trader crew and gradually acquired trading skills as they served aboard in a technical capacity.

Adventuring: With their broad and general skillset, Merchants make excellent adventurers. They are good at getting information and finding adventure leads and can usually obtain hard-to-get equipment. Merchants often also have shipboard skills, making them doubly useful to a party with a starship.

GAME RULE INFORMATION

Initial Requirements: In T20 Lite, any character may be a Merchant

Abilities: Education, Intelligence, Dexterity
Stamina: 1d6 + Con modifier per level
Starting Funds: Cr1000
Starting Skill Points: (7 + Int modifier) * 4
Skill Points per Level: 7 + Int modifier

CLASS FEATURES

All of the following are class features of the Merchant:

Starting Feats: The Merchant begins play with the following feats:

Armor Proficiency (Light)
Armor Proficiency (Vac Suit)
Barter
Weapon Proficiency (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Merchant gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat that they are qualified for.

MERCHANT

	Base Attack Bonus	Base Fort Bonus	Base Reflex Bonus	Base Will Bonus	Special
1st	+0	+1	+0	+1	Starting Feats + Bonus Feat
2nd	+0	+2	+0	+2	Bonus Feat
3rd	+0	+2	+1	+2	
4th	+1	+2	+1	+2	
5th	+1	+3	+1	+3	Bonus Feat
6th	+1	+3	+2	+3	
7th	+1	+4	+2	+4	Bonus Feat
8th	+2	+4	+2	+4	
9th	+2	+4	+3	+4	
10th	+2	+5	+3	+5	Bonus Feat
11th	+2	+5	+3	+5	Bonus Feat
12th	+3	+6	+4	+6	
13th	+3	+6	+4	+6	Bonus Feat
14th	+3	+6	+4	+6	Bonus Feat
15th	+3	+7	+5	+7	
16th	+4	+7	+5	+7	
17th	+4	+8	+5	+8	Bonus Feat
18th	+4	+8	+6	+8	
19th	+4	+8	+6	+8	Bonus Feat
20th	+5	+9	+6	+9	

Calculating Eye*
Connections (Merchants)
Jury Rig
Narrow Escape*
Vessel (Ship's Boat)
Zero-G/Low Gravity Adaptation

Carousing
Fast Talk
Market Analyst*
Ship Tactics
Vessel (Starship)

Chief Steward*
Gearhead
Miracle Worker
Steward*

* A specialized class feat detailed below

Narrow Escape: Some Merchants (particularly those of somewhat less than sterling reputations) develop a knack for sensing trouble and avoiding it before it spots them, whether it be pirates, local customs frigates, or a navy destroyer. When an encounter with these types of ships occurs, the merchant may attempt to avoid the encounter before it happens. The Merchant will roll 1d20 and add +1 for every 5 Merchant class levels he has attained (+1 for levels 1-5, +2 for levels 6-10, etc.) against a DC of 17. If successful, the encounter does not occur.

Calculating Eye: Merchants make their living through the art of the deal, and knowing the potential value of various items and cargo is a large part of the process. Some merchants manage to develop a very Calculating Eye towards this task, and may add +2 to their Appraise skill checks when attempting to appraise the value of common objects and equipment ranging from poor to masterful quality. This does not apply to rare items such as works of art, artifacts, antiques, etc.

Merchants with this feature may also Take10 when using their Broker skill to negotiate the price of a speculative trade good or cargo.

Steward: Adds 1d3 Middle and 1d6 Low passengers requesting travel aboard ship.

Chief Steward: Adds 1d3 High, 1d6 Middle, and 1d6 Low passengers to the number requesting travel aboard ship. Requires the Steward class feature first.

Market Analyst: This feature of the Merchant class bestows knowledge of base market values for trade goods, and the ability to predict general sales trends for a specific world. A successful Broker skill check (DC15) allows the first die of the 3d6 to be thrown on the Actual Value Table (see Trade and Commerce). A second successful Broker skill check (DC30) allows the Merchant to throw the second of the three dice thrown on the Actual Value Table. This result is recorded and kept for use when the cargo is sold, allowing a reasonably accurate assessment of what the final price will be. The third die can never be predicted. The prediction will not hold indefinitely. Once it has expired the prediction is invalid and all Actual Value dice will be rolled normally. Each type of goods must be predicted separately, and different lots of the same type must have separate second die roll predictions.

First Die: DC 15. Prediction holds valid for a number of days equal to the number of points by which the roll was made.

Second Die: DC 30 This prediction holds for one day per two points by which the roll was made, or the same number of days as the prediction for the first die, whichever is shorter.

PRIOR HISTORY PROCEDURE

Under these Lite rules, all prior experience is taken in the Merchant service. Each 4-year term can have special results, determined randomly, and gives the character experience points as well as specific feats and skills.

Having generated stats and chosen a class, the character should begin serving terms in his or her chosen career. Generate the results of each term before proceeding to the next. As a character proceeds through his previous experience, he will accrue experience. Check at the end of every term to see if he has gained a level (possibly more than one!) and assign skills etc. for that level before proceeding.

At the end of a period of service, characters roll for benefits gained upon "mustering out" (i.e. leaving the service). They may then begin adventuring.

BENEFITS DURING PRIOR EXPERIENCE

CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Bluff	Cha
Bribery	Cha	Broker	Int
Driving	Dex	Gambling	Int
Gather Information	Cha	K/Trade & Commerce Law	Edu
Liaison	Cha	Professional	Wis
Pilot	Int/Dex	Trader	Int
Technical (Any)	Edu		

Characters gain a variety of benefits from previous experience:

Experience Points: A character will earn an average of 4,000 XP per term (4 years) served. The actual amount received will vary, depending upon whether the character survives the term without 'incident', gets commissioned or promoted, and the character makes his experience bonus award each term.

Decorations: Each term the character 'survives', there is a chance of earning a medal or citation for their actions during the term. Not all classes have decorations.

Commissions: Some class prior histories allow for characters to be commissioned as officers. Like promotions, a commission as an officer will earn more benefit opportunities upon leaving the service.

Promotions: Promotions mean higher rank or status, which can equate to more benefits when it comes to leaving or retiring from a service or profession.

Cash Bonuses: It is possible to earn a cash bonus while serving a term in some class prior histories (including Merchants).

Mustering Out Benefits: Once a character decides to end their prior history in a class, they may be entitled to a number of cash and/or material benefits based on their length of service and rank.

History: The character has a more complete background from which to develop a personal history and personality.

MERCHANT PRIOR HISTORY

Each term, a character will be employed at whatever rank he or she has already earned in the service.

Term Procedure

When serving a term, follow this procedure:

Take10 and Take20 may not be used when resolving events during Employment.

1) Duty Assignment: At the start of each 4-year term, the character must roll to see what their duty assignment or job will be for that term. This assignment will determine the Survival, Commission, Promotion, Decoration, Experience Bonus, and Cash Bonus DCs for the term.

2) Survival: Each term the character serves, he or she must check to see if they 'survived' the 4-year term without incident. If the character survives he or she earns 4,000 XP. If the Survival DC is rolled exactly, the character was wounded (or otherwise injured) but survived the incident without jeopardizing their career. Since being injured at work represents an unique learning opportunity, injured characters of all classes earn a 1000 XP bonus this term.

Failing to survive doesn't actually mean the character has died, but rather that they have suffered some mishap that places their career in jeopardy. Characters failing to survive do not earn any XP this term and forgo any commission, promotion, or XP bonus rolls

3) Promotion: Each term served offers a chance of promotion. If the character makes their Promotion DC roll, they rise in rank. If the character has already reached the highest officer rank, then no promotion is received. A character earns 1000 XP every time they are promoted.

A character may add +1 to any promotion check for every two completed terms spent in the current service.

4) Experience Bonus: Every service and profession offers the chance to earn an experience point bonus award each term. Successfully making the character's Experience Bonus DC roll will earn them a 1d4 x 1000 XP bonus to any XP already earned this term through survival, commissioning, or promotion.

5) Cash Bonus: Characters serving in some services and professions have an opportunity each term to earn a cash bonus.

If the Cash Bonus check is successful, the character may roll once on the Cash Benefits table under Mustering Out Benefits for that particular service or profession.

6) Apply Experience: Add the experienced earned for this term to the total for the character. If the character has gone up a level, apply all the bonuses for the new level (Skills, feats, Stamina, etc.).

7) Reenlistment/Retention: At the end of each term, the character must decide that they wish to continue with prior history or that they wish to muster out. If continuation is desired, the character must make a successful Reenlistment check based on the Reenlistment DC for their current profession or service. A character that has served 7 terms must retire and cannot undertake any more prior experience.

Mustering Out or Retiring

Characters who end prior experience receive 1 benefit per term served in which they did not lose benefits. An additional benefit is gained if the character held rank O4, and two for rank O5. A character with rank O6 gains three extra benefits.

Up to 3 benefit rolls can be taken on the Cash table (in addition to any bonuses earned). All others must be taken in material benefits. Characters with Gambling skill or who have retired gain +1 on Cash table rolls. Characters of rank O5 or O6 gain +1 on Material benefit rolls.

Passage: The character has a single ticket of the type named (low, mid, high) for travel on a starship. It is good for one Jump to any destination.

+2 Intelligence: The ever-changing nature of Merchant life has taught the character to think on his or her feet, effectively increasing INT.

Weapon: The character leaves the service with an appropriate weapon (gun or blade).

TAS Membership: The character is a member of the prestigious Traveller's Aid Society. TAS will provide a free High passage ticket every two months, plus access to the TAS information network and TAS-run hostels.

Free Trader: The character owns a small and elderly merchant starship. The ship is basically spaceworthy, but showing its age. Subsequent receipts of this benefit reduce the remaining 40-year mortage on the ship by 10 years each, but also increase the age of the ship by 10 years.

Retirement Pay: A character who has served 5 or more terms receives a yearly retirement pension, even if he or she becomes an adventurer.

FINAL DETAILS

Decide on a name, physical description etc., and your character is ready for play.

EXAMPLE OF PRIOR SERVICE

Karse Vallen is 18 years old. Her stats are not important right now. Deciding that a career in her cousin's plankton-farming business isn't for her, having failed to get into university, and with the threat of being drafted into the Planetary Defense Force as a Latrine-Digger, Second Class if she doesn't get a job and fast, she heads for the starport and signs on with the first merchant ship that'll take her. Thus begins her first term aboard the Free Trader *Wrackenruin.*

Karse is now a 1st level Merchant. She has 3 skills: T/Computer, T/Communications and Pilot (Grav Vehicle) at Rank 1. Holding the rank of O1 (Apprentice) she works as a cargo handler, records filer and dogsbody-general aboard the ship, quickly gaining some basic skills and feats (chosen as a beginning Merchant character).

DUTY ASSIGNMENT

1d20	Assignment	DC	Rank Survival DC	XP PromotionBonus DC	Cash Bonus DC
1-4	Planetside	auto	20	12	none
5-10	Route	auto	16	8	20
11-14	Charter	2	18	8	20
15-17	Exploratory	3	12	4	18
18-19	Speculative	3	10	6	16
20	Special*	6	none	4	6
	Ability Modifier	Edu	Con	Edu	None

* Piracy, smuggling, free trading, or similar risky venture.

Cash Bonus: If the Cash Bonus check is successful, roll once on the cash benefits table under Mustering Out. The character receives one-half the amount indicated.

RANKS

O1	Apprentice
O2	Crewman
O3	Petty Officer
O4	Junior Officer
O5	Senior Officer
O6	Executive Officer

Rolling for her duty assignment we get a 13, and consulting the table we find that this is Charter. The Wrackenruin is mainly employed in chartered service, serving a regular route for a planetary government. This is not especially dangerous, and Karse easily makes the

SURVIVAL MISHAPS

1d6	Mishap
1	No further action
2	Pirate Attack. Lose any cash bonus for this term.
3	Honorably discharged from the service.
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

of 4 indicates that there is still a job if Karse wants it. She does, and signs on again.

A roll of 17 on the Duty Assignment chart shows Exploratory Trade. Leaving behind the safety and security of a humdrum Charter assignment, the *Wrackenruin* heads out onto the frontier with a hold full of goods, hoping to make a big score. Karse is in no real danger during this period (roll of 14 on DC 3 for survival), but gets a chance to show what she's learned (roll 13 on DC 12 for promotion). Her captain offers her promotion to rank O2, Crewmember, which she takes. This is good for a bonus of 1000XP. She also gains an XP bonus (roll of 8 on DC 4), which comes out as another 2 - i.e. 2000XP. However, the challenges that led to all this learning for Karse were too much for the ship and her crew - Karse gets a 16 on a DC 18, so no cash bonus.

This term is worth 7000XP to Karse (4000 base, 2000 bonus and 1000 for promotion). This gives a total of 13,000XP to her name; she is now 5th level.

Signing on again, Karse rolls a 20 on her Duty Assignment. Clearly the exploratory trade was a bust; the captain turns his hand to smuggling in an effort to stave off bankruptcy. This is a dangerous occupation. Karse rolls a 4 of DC 6 for survival and suffers a mishap! A roll of 3 on the Mishap table shows an honorable discharge. Karse's player decides that she saw the way things were headed and terminated her employment aboard the Wrackenruin. She loses all benefits for this term, and has now left the service.

Karse has served 3 terms and is now 30 years old. She is a 5th level Merchant. Her 2 successful terms are worth 2 benefits rolls. Karse takes one on cash and one in material goods. A cash roll of 4 gives 20,000 credits, added to her starting funds to give Cr 21,000 in her pocket. The material benefits roll is a 5. Karse owns a weapon. She selects a shotgun, a typical shipboard weapon.

In the full T20 rules, Karse could seek a new career in a different service, perhaps as an Ace Pilot or a Rogue. For our purposes though, she's ready to begin play as soon as her player completes her character sheet with final values for skill ranks etc.

RETIREMENT

Terms Served	Yearly Pension
5 terms	Cr4,000
6 terms	Cr6,000
7 terms	Cr8,000

DC2 Survival roll with another 13. There are few opportunities to shine, and she is neither promoted (roll of 2 on DC 18) nor does she win a cash bonus (roll of 7 on DC20). However, she rolls 12 on DC 8 for an XP bonus, and a 1d4 roll of 2 gives a 2000XP bonus - representing initial training in her new duties. Adding this to the standard 4000XP for completing a term of service, Karse now has 6000XP.

6000XP is just enough to gain Karse 2nd, 3rd and 4th levels. Her player updates a "working" version of her character sheet with the skills, feats, Stamina and other things gained at these levels, and decides to remain in the service. A roll of 7 on a DC

EARNED BENEFITS

1d6	Cash Benefits	1d6	Material Benefits
1	Cr1000	1	Low Passage
2	Cr5000	2	+2 Intelligence
3	Cr10000	3	Middle Passage
4	Cr20000	4	High Passage
5	Cr30000	5	Weapon
6	Cr50000	6	TAS Membership
7	Cr90000	7	Free Trader

Except as specified as Product Identity, all contents of this chapter is considered Open Gaming Content.

This chapter presents a selection of the skills and feats available to Traveller characters. The full rules have a complete listing of all skills and feats in the Traveller universe, including those ported across from the standard d20 system. Those presented here represent a minimal system necessary to play a game of T20. Skills common to T20 and other d20 games (e.g. Jump) have been omitted for the sake of space. They are covered in the full rules, however. Referees and players are of course entirely free to create new skills and feats, or to convert them from other d20 rules.

SKILLS

Skills represent the capabilities of a character beyond his or her combat ability. The Merchant character class description lists a number of class skills that a Merchant character will spend most of his or her time using. All other skills can be considered cross-class skills.

SKILL RANK

A character's ability with a skill is measured in "ranks". A skill may have a rank ranging from 0 to a maximum of 23. When a skill check is made, a character's rank in that skill is added to the roll. The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number (do not round up or down).

SKILL POINTS

Characters have a number of skill points based on their race and their class levels. Class skills require 1 skill point per rank; cross-class skills require 2 skill points per rank.

CASCADE SKILLS

Some skills, specifically Craft, Entertain, Knowledge, Profession, and Technical are "cascade skills" meaning that they can represent more than one specific field of endeavor. When a cascade skill is selected, the character must immediately decide on the specific field of endeavor for that skill. Each cascade skill will list one or more example fields of endeavor that may be chosen from, or the character may come up with a new appropriate endeavor with the approval of the Referee.

In this book and throughout T20 products, all cascade skills will be written in the following format: First Letter of the Cascade Skill Type (C, E, K, P, or T) / The Specific Field of Endeavor. For example, a character with the Technical skill chooses Electronics as his field of endeavor with the skill. This would be written as T/Electronics. If he had the Craft skill and selected Pottery, it would be written as C/Pottery.

USING SKILLS

When the character uses a skill, the character makes a skill check to determine how successful they are. The higher the result on the character's skill check, the better outcome. Based on the circumstances, the character's result must match or beat a Difficulty Class (DC) to use the skill successfully. The harder the task, the higher the DC, i.e. the higher the number the character needs to roll.

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifiers include:
1) The character's rank with the skill
2) The character's ability modifier for that skill's key ability
3) Any racial bonuses with the skill
4) Any armor check penalty
5) Any other miscellaneous modifiers that may be applicable. See the skill description for details.

If the result of the 1d20 roll + the modifiers equals or exceeds the DC, the test is successful. Any other result is a failure. A "natural 20" on the die roll is not an automatic success. A "natural 1" on the die roll is not an automatic failure.

DIFFICULTY CLASSES

Type	DC	Example
Simple	0	Walk across the floor
Very Easy	5	Climb a ladder
Easy	10	Climb a knotted rope
Average	15	Plot a course to a familiar star system
Hard	20	Jump a horse over an obstacle while riding
Difficult	25	Swim in churning, storm driven water
Formidable	30	Remove a bullet from a victim.
Challenging	35	Plot a course to an uncharted star, while under fire and without a computer.
Incredible	40	Convince the judge that a pardon scrawled on the back of a cocktail napkin really is from the planetary governor
Nearly Impossible	45	Perform brain surgery with a low-tech field surgical kit, under fire, in the rain, while wounded

DEGREE OF SUCCESS

A character's degree of success is determined by how much better than the DC the roll turns out to be.

DC or higher	Success
DC+10 or higher	Great Success
DC+20 or higher	Incredible Success

OPPOSED CHECKS

An opposed check is used when another character or NPC directly opposes a skill check. For example a character attempting to Bluff her way past a customs officer would be an opposed skill check against the custom officer's Sense Motive check. The character makes her Bluff skill check roll and the Referee makes a Sense Motive skill check roll for the customs officer. If the character's Bluff skill check roll is higher than the customs officer's Sense Motive check roll, the custom officer believes the character's bluff.

In the case of a tie, the side with the higher appropriate ability scores for their skill wins. If there is still a tie, both sides roll the skill checks again.

RETRYING

In general, the character can try a skill check again if it fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a character has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the player can choose to Take 20 and assume that the character keeps at it long enough to succeed eventually.

UNTRAINED SKILL CHECKS

Generally, if a character attempts to use a skill they don't possess any skill ranks in, the character makes a skill check as normal (rank 0). The character does get to add all modifiers other than skill rank, such as the ability modifier for the skill's key ability.

However, many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are noted as Trained Only in their descriptions.

FAVORABLE AND UNFAVORABLE CONDITIONS

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The Referee can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 bonus to represent circumstances that improve performance.

2. Give the skill user a -2 penalty to represent conditions that hamper performance.

3. Reduce the DC by 2 to represent circumstances that make the task easier.

4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

TIME AND SKILL CHECKS

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

Taking 10: When the character is not in a rush and is not being threatened or distracted, the character may choose to Take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can Take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until he or she finally gets it right. Taking 20 takes about twenty times as long as making a single check would take.

COMBINING SKILL CHECKS

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

Individual Events: Often, several characters attempt some action and each succeeds or fails on her own. An example of this would be a group of characters climbing up a rope. All are performing the same action at the same time, but each must make a separate Climb skill check to see if they succeed or fail.

Teamwork: Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check, while each team member makes a separate skill check against DC 10 (Taking 10 is not permitted on this check). For each team member who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help will not be beneficial, or only a limited number of characters can help at once. The Referee may limit cooperation as seems fitting for the conditions.

Skill Synergy: It is also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

ABILITY CHECKS

Sometimes a character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The Referee assigns a Difficulty Class depending upon the circumstances and the task being carried out.

SKILL DESCRIPTIONS

Each skill description is typically detailed in the following format. If a section does not apply to a skill, it will not appear in the description format.

SKILL NAME (KEY ABILITY)

Trained Only; Armor Check Penalty; [Class Name] Only
The skill name line includes the following information:

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Some skills have two key abilities listed, in which case the character may choose to use the ability they have the higher score in. Exceptions: Speak Language has "None" listed as its key ability because the use of this skill does not require a check.

Trained Only: If "Trained Only" is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

Armor Check Penalty: Apply any armor check penalty to skill checks for this skill.

[Class Name] Only: The skill is exclusive to a certain class or classes. Only characters of the named classes may learn or use the skill. If it is omitted, the skill is not exclusive and may be used by a character of any class.

The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

Check: What the character can do with a successful skill check, how much time it takes to make a check, and the DC of the check.

BRIBERY CHECK

Offense	DC	Minimum Bribe
Petty Crime or Infraction	5 + World Law Level	Cr10 per level of official
Misdemeanor, Minor Infraction	10 + World Law Level	Cr50 per level of official
Serious Crime, Serious Infraction	15 + World Law Level	Cr100 per level of official
Major Felony, Grievous Infraction	20 + World Law Level	Cr500 per level of official

Modifiers	DC Modifier
No skill ranks	+5
Per doubling of bribe amount	-1

Retry: Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.

Special: Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race.

BLUFF (CHA)

The character has the ability to convince others of even the most outrageous of stories through a combination of fast-talking, body language, misdirection and other tricks of the trade.

Check: A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it is important, the Referee can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of them, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

Retry: Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another ruse in the same circumstances. For feinting in combat, the character may retry freely, though each feint attempt is a new miscellaneous standard action.

BRIBERY (CHA)

The character has experience in bribing petty and not-so-petty officials in order to circumvent regulations or ignore cumbersome laws.

Check: If the bribe is less than the minimum bribe required,

the attempt will automatically fail. Characters may offer more than the minimum bribe required and receive a -1 on the DC for each multiple of the bribe offered. For example, a character trying to bribe a 4th level official to ignore a minor smuggling infraction would have to offer a minimum bribe of Cr200. If the character offered Cr400 instead the character could subtract -1 from the task DC. If Cr600 were offered, the character could subtract -2 from the task DC, etc.

Retry: If the first offer is refused, a character may make a second attempt at twice the previous value of the bribe.

Special: If both attempts are refused (failed), the Referee should have the character make an opposed Charisma ability check vs the World Law Level (1d20 + Law Level). If this also fails, the NPC will bring the character up on charges of attempted bribery.

Nobles with the Noble Indigence class feature may use their Social Standing in place of Charisma as the key ability for this skill.

BROKER (INT)

A broker is skilled in facilitating the purchase and resale of commercial goods, as per the Trade and Commerce rules.

Check: A character may apply their Broker skill whenever they must consult the Trade and Commerce Actual Value Table.

DRIVING (DEX)

Special

The individual is skilled in the operation and maintenance of a specific type vehicle commonly available in society.

Special: This skill is only gained by selecting an appropriate Vessel feat. This skill need only be taken once and will apply to all appropriate Vessel feats.

FORGERY (INT OR DEX)

The individual is skilled at faking electronic and written documents and papers with a view to deceiving officials, banks, patrons, or other persons.

Documents necessary for cargo transfers, bank transactions, personal identification, and many other purposes are often closely inspected by officials such as the police, customs agents, or clerks when encounters occur. Note that Administration and Bribery skills may also be used to determine whether documents are actually examined by the individuals involved.

Final Forgery Check Modifiers	Roll Adjustment
Working from memory	-5
Copy (not original) of document or device to reverse engineer	+5
Original document/device blueprints	+10

Creating a Forgery: Electronic documents require the creator of the forgery to either have T/Computer skill, or be working in conjunction with someone who does. Items such as electronic ID cards also will require the use of T/Electronics skill to create the electronics necessary for the forged device.

For each required additional skill, a successful check must be made against that skill, or the forgery will be unusable. Either the data is scrambled (failed T/Computer check) or the electronics do not work properly (failed T/Electronics check). Either way the result is obviously useless. If all such skill checks are successful, a Forgery check must now be rolled to set the Forgery Level of the document.

Detecting a Forgery: The person reviewing the forged documents or device must make their own Forgery check against a DC equal to the Forgery Level of the item in order to detect the fact. Obviously contrary orders or identity cards that do not match the person holding them, such as an ID describing a noble being used by someone that appears to be a street thug, will tend to arouse suspicions.

Circumstances	DC Modifier
Suspicious request/circumstances	+5
Type of document/device unknown to reviewer	-2
Type of document/device somewhat familiar to reviewer	+0
Type of document/device well known to reviewer	+2
Casual review	-2

Retry: None. Once an individual has detected a forgery they will always know it. However the same forged document could be used again on someone else who may not detect the fact it is a fake.

Special: The P/Administration skill may be used when trying to detect a forgery but suffers a -4 penalty.

GAMBLING (INT)

The individual is well informed on games of chance, and wise in their play. He or she has an advantage over non-experts, and is generally capable of winning when engaged in such games. Gambling, however, should not be confused with general risk-taking.

Non-Competitive Games: Slots, Roulette, Blackjack, Keno, etc. These games are played strictly against the house and the odds are pretty much constant, as are the payoff values. House always wins on a roll of '1' exactly.

Odds of Winning	DC	Payoff	Maximum Bet
Rigged	40	Varies	Varies
Remote	35	1:10	Cr5,000
Small	30	1:8	Cr1,000
Low	25	1:4	Cr500
Average	20	1:2	Cr100
High	15	2:3	Cr50

Competitive Games: If playing against a group of other players, each member of the game will make their Gambling skill check with the highest roll taking the pot. A character may attempt to cheat during a game at any time by stating his or her intent to cheat and making an extra Gambling check. If any other player in the game makes a successful opposing Gambling check against the character's attempt at cheating they are caught red-handed. Otherwise the player has successfully cheated and takes the pot. If more than one person attempts to cheat during the same round of play the person with the highest roll wins the pot.

Special: When playing games involving bidding, a character with a Bluff skill of 5 or higher may add a +2 synergy bonus to their Gambling skill check.

GATHER INFORMATION (CHA)

You are talented at combing sources and databanks for information.

Check: By succeeding at a skill check (DC 10), the character can get a general idea of what the major news items are on a world, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

Retry: Yes, but it takes several hours for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

Special: A character with the Connections feat gets a +2 synergy bonus on Gather Information checks when using their contacts. Similarly a character with the Research feat will get a +2 synergy bonus when conducting research on a story or project. Also characters with the Carousing feat will earn a +2 synergy bonus when using the Gather Information skill in social situations.

GUNNERY (WIS)

This is skill is used as an attack bonus equal to the character's Gunnery skill rank when making an attack using Field Artillery, Vehicle mounted weapons, or Ship's Weaponry. See Combat for more information.

Special: This skill is only gained by selecting an appropriate Weapon Proficiency feat.

KNOWLEDGE (EDU)

Knowledge is a Cascade Skill, which is actually a general categorization for a number of different skills. Knowledge represents acquired information, learning, and/or education about a specific subject, but not necessarily the practical application of such information. For example, an Academic character might have the K/Vehicles skill representing a study of the design and evolution of vehicles, but this doesn't necessarily mean he knows how to fix a blown fuel cell (which would require the Technical skill T/Mechanical instead).

When this skill is selected, the character immediately must pick a specific area of knowledge that is represented by the skill. This skill may be taken any number of times, but each selection must be in a new area of knowledge.
Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

Special: An untrained Knowledge check is simply an Education check. Without actual training, a character only knows facts that are common knowledge. Note that some "commonly known" facts may be partially or completely (and sometimes deliberately) wrong or false. Untrained Knowledge checks allow the character to remember what facts he or she has encountered. The truth may be harder to come by, though a subject expert may know the truth behind many common fallacies and misconceptions.

In situations where a character has a Knowledge skill useful to a task requiring a related Technical or Professional skill, the character may add a +2 synergy bonus to the skill check. If the

character does not possess the required skill, they may still attempt the task as if they did have the skill rank of 0 but they lose the synergy bonus.

DETAILED KNOWLEDGE SKILLS

Below are some detailed areas of knowledge that are commonly used by characters in the Traveller universe.

K/INTERSTELLAR LAW

The character is familiar with the general laws and regulations that govern interstellar travel, commerce and relations. This skill does not impart knowledge of the myriad of laws on each individual world, nor does it allow the person to act as an attorney.

Ship Inspections: Typically, when a ship arrives at a new world, it will be inspected by the port authorities to check for compliance with all applicable laws and regulations. It is also not uncommon for patrol ships to stop and board merchant and other ships while in deep space. When such an inspection does occur, the character may make a K/Interstellar Law check (DC10 + the local world Law Level UWP) to be found in compliance and pass inspection. If there is anything illegal on board, the character suffers a -5 penalty to their skill check roll.

Special: A character that also has a P/Administration skill rank of 5 or higher may add a +2 synergy bonus to their skill check rolls when using this skill.   K/Interstellar Law may also be used in place of the P/Administration skill in certain appropriate situations, but with a -4 penalty to the skill check roll.

OTHER SUGGESTED KNOWLEDGE SKILLS

Listed below are additional suggestions for of areas of knowledge that might be use to characters in the Traveller universe. You are free to select from among them or, with your Referee's permission, come up with new areas of knowledge.

• The Ancients (their history, known sites, previously found artifacts).
• Imperial History (dates, names, important events).
• Jump Space (facts, figures, legends, rumors).
• Architecture and Construction (buildings, bridges, fortifications, mining).
• Alien Culture (the history, important dates, figures, and events of a specific alien society).
• The Sciences (specific sciences include: astronomy, biology, botany, chemistry, genetics, physics, zoology, geology, geography, oceanography, planetology, paleontology, archeology).
• Court Politics (who's who at the Imperial court, important families and individuals, feuds, rumors)
• Business (marketing, financing, organization, important contacts, competitors)
• Planet (local leaders, dangerous wildlife and flora, weather patterns, history, important sites)
• General and local operations of individual Megacorporations (e.g. Delgado, Hortalez et Cie, etc.)
• A specific topic (such as Warships of the 3rd Imperium, Ground Vehicles, Smallarms Manufacturers or Famous People Named Steve)

LEADER (INT/CHA)

The character possesses the ability to organize and direct team efforts to ensure the best cooperation and productivity possible.

Check: Whenever a task requires one or more characters to combine their efforts (i.e. Teamwork; each makes a skill or ability check towards a common goal), a successful Leader check allows each team member to make an appropriate skill check vs DC5 rather than the normal DC10.

Task	DC
Simple task	5
Moderate task	10
Difficult task	15
Complex task	20

Conditions	DC Modifier
Boring, repetitive task	+5
Grueling labor	+10

Retry: A character may try more than once to 'rally' his men, but each additional attempt to do so for the same task will incur a cumulative -2 penalty to the Leader check.

Special: Leader skill rank of 8+ will also give a +2 bonus when attempting to recruit crewman, soldiers, or other hirelings. Unlike the Recruiting skill, Leader skill will tend to attract anyone looking for employment, qualified or not, so personnel found this way will require a bit more of a 'weeding' process to find suitable candidate for a given position.

Nobles with the Noble Presence class feature may use their Social Standing in place of Charisma as the key ability for this skill.

LIAISON (CHA)

The character is trained in the art of dealing with others, including knowledge of proper protocols, manners of address, codes of conduct and other information needed when dealing with a wide range of societal types. Such a character is quite useful when attempting to negotiate a particularly edgy deal, to convince the Duke's secretary to admit the party into the Duke's presence, help settle a dispute between two opposing groups, or other acts of negotiation and diplomacy.

Check: The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Liaison checks to see who gains the advantage. Opposed checks also resolve cases when two diplomats are engaged in negotiations.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

Special: Charisma checks to influence NPCs are generally untrained Liaison checks. If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Liaison check. A character with a skill rank of 5 of more in Liaison skill may add +2 to the result when attempting to locate bulk cargos for transport under the Trade and Commerce rules.

Note: This skill is the equivalent of the Diplomacy skill in other d20 games.

Nobles with the Noble Presence class feature may use their Social Standing in place of Charisma as the key ability for this skill.

NAVIGATION (EDU)

Trained Only

The individual has training and expertise in the art and science of land and water navigation.

Check: Whatever means of transport is being used (from shoe leather to starships), the navigator's role is to determine a suitable route that avoids hazards while allowing the travellers to make the best progress they can. On exploratory missions, or when venturing into unexplored territory, Navigation skill may be used to assist in the speedy computation of courses, in the accurate determination of courses, and in the determination of position when lost or strayed, and also to facilitate the accurate recording

NAVIGATION COURSE PLOTTING

Task DC		Time
Determine Location	10	1 minute
Plot Standard Course	10	10 minutes

Circumstances	DC Modifier
Rushed, Under fire	+5
Familiar Destination	+0
Fringe/Frontier region	+5
Uncharted region	+10

of progress and the production of charts or maps. The minimum requirement for successful navigation is that the night sky must be visible from the planetary surface, though usually high-technology aids such as radar, beacons and satellite navigation systems are employed. The time required to plat a course depends upon the length of the journey and its complexity.

PILOT (INT OR DEX)

Trained Only

The individual has training and experience in the operation of a given type of grav vehicles, aircraft, spaceship, and/or starships, depending upon the Vessel feats possessed by the character. A character is qualified for the job of pilot on any type of craft for which they have the appropriate feat (in addition to Pilot skill). Pilot expertise is necessary to handle such craft, though a check is usually only made when circumstances become challenging, such as due to weather conditions or hostile action. See Vehicle and Starship Maneuver Actions for more information.

Special: This skill is only gained by selecting an appropriate Vessel feat. This skill need only be taken once and will apply to all appropriate Vessel feats.

PROFESSION (WIS)

Trained Only

The character is trained in a livelihood or a professional role.

Profession is a Cascade Skill that actually represents a number of separate skills that are used to make one's livelihood in the commercial world. While one could easily make a living through various Craft, Technical, and even Knowledge skills, a Profession skill represents a broader knowledge and familiarity than those more specific skills, the *business* side of things if you will.

When this skill is selected, the character immediately must pick a specific profession that is represented by the skill. This skill may be taken any number of times, but each selection must be in a new profession.

Check: The character can practice a trade and make a decent living, knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems.

Employment: To obtain employment, the character must make a search each week contacting prospective employers and canvassing for job opening. At the end of the week the character makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a position as an Administration Manager would need to make a successful P/Administration skill check vs. DC25 to locate a job opening that week.

Note that a character may not Take10 or Take20 when making a Maintain Employment or Earn Promotion check

Maintaining Employment: At the end of each week a character has worked in a job, she must make a Maintain Employment check to see if she maintains the position for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted one level and must make a third check. If she fails this one she loses her job.

If a character wishes to take a short-term "mundane" job in between their travels, they may make a weekly check to find and retain a suitable job. The Referee may, at his or her discretion increase this check to one every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in a position, she may make an Earn Promotion check to see if she is promoted to the next pay position. For example, a character who is a general employee and earns a promotion would begin the next month as a supervisor. Executives cannot be promoted.

The Weekly Paycheck: At the end of the week a character will earn a paycheck appropriate to their position.

Retry: An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried. If the Referee wishes, loss of weekly pay for managers and executives may be translated to loss of annual bonus, stock options etc., instead.

Special: In situations where a character has a Profession skill useful to a task requiring a related Technical or Knowledge skill, the character may add a +2 synergy bonus to the skill check. If the character does not possess the required skill, they may still attempt the task as if they did have the skill rank of 0 but they lose the synergy bonus.

DETAILED PROFESSIONAL SKILLS

Listed below are a number of detailed professions that might be use to characters in the Traveller universe. You are free to select from among them, or with your Referee's permission come up with new professions.

MAINTAIN EMPLOYMENT OR EARN PROMOTION (PROFESSION)

Position	Maintain Employment	Earn Promotion	Weekly Pay	Example
General Employee	5	25	Cr500	Billing/Filing Clerk
Supervisor	10	30	Cr750	Steward
Manager	15	35	Cr1000	Head Chef
Executive	20	-	Cr2000	Owner, Top Management

DEALING WITH BUREAUCRATS

Need	DC	Appropriate Skill or Ability
Track down records	5	P/Administration or Social Standing
Insure prompt issuance of licenses	10	P/Administration or Social Standing
Approval of applications	10	P/Administration or Social Standing
Avoid close inspection	10	K/Interstellar Law, P/Administration or Social Standing
Avoid police harassment	10	K/Interstellar Law, P/Administration or Social Standing
Get Charges Dropped (Trivial)	15	K/Interstellar Law or Social Standing
Explain discrepancy in paperwork	15	P/Administration or Social Standing
Explain missing paperwork	20	P/Administration or Social Standing
Explain obviously forged documents	30	P/Administration or Social Standing
Get Charges Dropped (Serious)	30	K/Interstellar Law or Social Standing
Get Charges Dropped (Major)	40	K/Interstellar Law or Social Standing
Defend case		Opposed K/Interstellar Law vs. Prosecutor's K/Interstellar Law skill check (interstellar courts only)
Prosecute case		Opposed K/Interstellar Law vs. Defender's K/Interstellar Law skill check (interstellar courts only)

Condition/Situation	Modifier
World Law Level	+ 1 DC per Law Level UWP rating of the world
Legal Eagle Feat	+2 check bonus
Bluff Skill Rank 5+	+2 check bonus
Liaison or Intimidate Skill Rank 5+	+2 check bonus (one only)

P/ADMINISTRATION

The character has experience with bureaucratic agencies, and understands the requirements of dealing with and managing them. When attempting tasks like avoiding police harassment, ensuring the prompt issuance of licenses, approval of applications, avoidance of close inspection of papers, etc., a successful P/Administration skill check (DC10 + the local world Law Level UWP), will provide a positive outcome to the situation.

Bureaucrats and Administrators

Dealing with administrators and bureaucrats is always a time consuming and tedious chore, which somehow seems to play a common part in Traveller adventures. No special skills are needed to deal with bureaucrats, but characters with the P/Administration (or K/Interstellar Law) skill will be familiar with their ways and find the task much smoother and easier.

The following tasks and DCs have been established to give the Referee a basic indication of how she might handle such situations when they arise. Characters with the appropriate listed skill may make a skill check; characters without this skill must make an appropriate ability check with a -4 penalty to the check roll. If the check fails it may not be attempted again on the same official during the same encounter.

The offer of a bribe and a Bribery skill check may also be attempted in place of an ability or P/Administration or K/Interstellar Law skill check. See the Bribery skill description for more information.

READ/WRITE LANGUAGE (NONE)

Trained Only

The character knows how to read and write in a specific language other than their native tongue(s) and/or Galanglic.

This skill doesn't work like normal skills, instead of spending skill points to buy an increase in skill rank, characters spend skill points and learn to read and write a new language. There are no language skill checks; you can either read and write the language or you can't. A character must already have the Speak Language skill for any language they wish to learn to read and write in.

Some languages do not have a written form. Read/write language skill cannot be taken for such languages.

Some languages are long dead with no examples of the spoken form of the language available, and only ancient manuscripts and writings still in existence. In this case, a character may take the read/write language skill without having first learned to speak the language.

Barbarians do not automatically know how to read and write in their native languages. This ability must be taken as a new read/write language skill.

SEARCH (INT)

The character has a knack for finding things at opportune moments, spotting secret compartments, locating hidden recesses, revealing disguised catches, and discovering other forms of concealed, hidden or hard to find objects.

Check: The character generally must be within 3 meters of the object or surface to be searched. It takes 1 round to search a 1.5-meter-by-1.5-meter area or a volume of goods 1.5 meters on a side; doing so is a full-round action.

Task	DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap not of stone*	21+
Notice a well-hidden secret door	30

*While anyone can use Search to find a trap whose DC is 20 or less, only a Rogue can use Search to locate traps with higher DCs. Finding a trap has a DC of at least 20, and the DC is higher if it is well hidden.

Special: A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less. See the Spot skill below.

DC	Task
10	Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10.
15	Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15.
15	Avoid getting hopelessly lost* or avoid natural hazards, such as quicksand.

* This is not a substitute for Navigation skill, but merely allows a character to move around yet find his way back to a given point (path, cave, wrecked vehicle etc.).

SENSE MOTIVE (WIS)

The character has the ability to know when someone might be lying, withholding information, attempting to pull a con, or is otherwise acting in bad faith or under duress.

Check: A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when someone is trying to hide the fact that they are under stress or hiding something, or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to determine the motivations of a group of people.

Hunch (DC20): This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when he is talking to an impostor. Alternatively, the character can correctly determine that someone is trustworthy.

Sense Psionic Influence (DC25): The character can tell that someone's behavior is being influenced by a Psionic effect (by definition, a mind-affecting effect), even if that person isn't aware of it herself.

Retry: No, though the character may make a Sense Motive check for each bluff directed at him.

Special: In many situations, the Referee will make the Sense Motive roll secretly on behalf of the player, to conceal the degree of success (or otherwise). A drastic failure may cause the character to totally misinterpret the situation.

SPEAK LANGUAGE (NONE)

Trained Only

The Speak Language skill does not work like a standard skill.

The character starts at 1st level knowing one or two languages (according to the character's race) plus an additional number of languages equal to the character's Intelligence bonus.

Instead of buying a rank in Speak Language, the character chooses a new language that the character can speak.

The character doesn't make Speak Language checks. The character either knows a language or the character doesn't.

Retry: Not applicable. (There are no Speak Language checks to fail.)

SURVIVAL (WIS)

The character is skilled in the art of survival in the wild, including locating sources of food and fresh water (if available), producing fires (where possible), finding shelter, avoiding dangerous flora and fauna, and dealing with the dangers of hazardous climates (arctic, desert, etc.). If a character with Survival skill has the Armor/Vac Suit feat, he is also familiar with the needs of survival in the vacuum of space.

Check: A successful Survival check once per day (DC10 under optimal circumstances), will provide a character with enough of the necessary essentials to survive another day, but only if such resources are realistically available and accessible. Only in the most unusual of situations would a character be able to access a source of fresh water located 300 meters beneath the ground, though she might be able to find a way to extract water from the local vegetation. Nor would a character stranded on a vacuum world be able to come up with a way to produce more oxygen without specialist equipment, though he would know how to best conserve his air to survive as long as possible.

Retry: For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or to circumvent natural hazards, the character makes a check whenever the situation calls for one; in these circumstances, retries are not allowed

TECHNICAL (EDU)

Trained Only

Technical is actually a number of separate skills. For instance, the character could have the skill T/Electronics. The character's ranks in that skill don't affect any checks he happens to make for Engineering or Gravitics, for example. The character could have several Technical skills, each with its own ranks, each purchased as a separate skill.

A Technical skill is specifically focused on installing, maintaining, repairing and/or creating items of technology such as electronic equipment, vehicles, grav modules, jump drives, etc. When this skill is selected, the character immediately must pick a specific technical field that is represented by the skill. Below are some, but by no means all, of the Technical skills used in the Traveller universe. Others, such as Astrogation, Communications, Computer, and more follow in more detail at the end of this skill entry.

Electronics: Practiced in the use, operation, and repair of electronic devices.

Engineering: Skilled in the operation and maintenance of starship maneuver drives, Jump drives, and power plants.

Gravitics: The individual has skill in the use, operation, and repair of gravitic devices. Such items include air/raft lift modules, grav belts, grav sleds, grav tanks, etc. Gravitics skill deals with the technical details of such vehicles; Pilot skill is required to actually pilot or drive them.

Mechanical: The individual has skill in the use, operation, and repair of mechanical devices. This skill specifically excludes the field of engineering but does include non-energy weapon repair.

Check: The character can practice a trade and make a decent living, earning a paycheck for every week of dedicated work. The character knows how to use the tools of the trade, how to perform routine tasks, how to supervise untrained helpers, and how to handle common problems.

Employment: To obtain employment, the character must make a search each week contacting prospective employers and canvassing for job openings. At the end of the week he makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a position as an Electronics Manager would need to make a successful T/Electronics skill check vs. DC25 to locate a job opening that week.

Note that a character may not Take10 or Take20 when making a Maintain Employment or Earn Promotion check.

Maintaining Employment: At the end of each week a character has worked in a job, she must make a Maintain Employment check to see if she maintains the position for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted to the next lower position, and must make a third check. If she fails this one she loses her job.

A weekly check is called for to allow characters to take occasional mundane jobs in between their travels. The Referee may, at his or her discretion, increase this check to once every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in a position, she may make an Earn Promotion check to see if she is promoted to the next pay position. For example, a character that is a general employee and earns a promotion would begin the next month as a supervisor. Executives cannot be promoted.

The Weekly Paycheck: At the end of the week a character will earn a paycheck appropriate to their position.

Disabling Devices: The character is skilled at disarming alarm systems, picking locks (of mechanical and/or electronic sort), disabling a malfunctioning robot, or similar tasks using their T/Mechanical or T/Electronic skills. The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, electronic toolset, etc.). Attempting a disable device check without a set of proper tools carries a -2 circumstance penalty. The Referee makes the skill check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depends on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as vehicle wheels or steering to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The Referee rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

Device	Time	DC*	Example
Simple	1 round	10	Jam a mechanical lock or mechanism
Tricky	1d4 rounds	15	Pick a mechanical lock
Difficult	2d4 rounds	20	Pick a basic electronic lock
Wicked	2d8 rounds	25	Disarm a complex alarm trigger

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

DETAILED TECHNICAL SKILLS

The following Technical skills are also available, and while they are not used to 'create' anything, they have quite important uses in a technologically advanced universe.

MAINTAINING EMPLOYMENT OR EARN PROMOTION (TECHNICAL)

Position	Maintain Employment	Earn Promotion	Weekly Pay	Example
General Employee	5	25	Cr500	Technician, Nurse, Drive Hand
Supervisor	10	30	Cr750	Shift Leader
Manager	15	35	Cr1000	Chief Engineer, Shop Foreman
Executive	20	-	Cr2000	Owner, Top Management

T/ASTROGATION

The character is trained in the science of normal and Jump space navigation. The Astrogator on a starship plots the course and ensures that the information needed by the pilot and other crewmembers is available when it is needed.

Determine Location: When a ship enters a new system after a Jump, the Astrogator must determine its exact position before it may decide on another course of action. This task has a base DC of 10. In combat, this is a standard action for crewmembers. Failure of the task will add 3d6 minutes/hours (as appropriate) to the travel time of the ship to its next destination in the system.

Plot a Standard Course: Traveling from point A to point B in space, requires the Astrogator to plot a course and thrust schedule for the pilot to follow. This task has a base DC of 10.

In combat it is a standard action. Failure of the task will add 2d6 minutes/hours (as appropriate) to the travel time of the ship to its destination.

Plot a Jump Route: A Jump Plot can be created by a computer, and Plots are available in the form of "course tapes" purchased from major ports and for common destinations. However, the nature of Jump makes electronic systems less than reliable when creating a plot. A computer will throw up dozens of apparently suitable Jump solutions. All of them will of course work, but minor variations in the plot will cause large variance in flight time and emergence point. A good Astrogator develops a "feel" for his calculations that borders upon black magic. He or she can somehow predict the variance in the system to shave a few minutes off average Jump time and to give an emergence point as close as possible to the destination. This task has a base DC of 15. In combat this is a full action. Failure in this task will result in a Misjump.

Astrogation Tasks

Task	DC
Determine Location	10
Plot Standard Course	10
Plot Jump Course	15

Circumstances	DC Modifier
Rushed, Under fire	+5
No Functioning Ship's Computer	+5
Familiar Destination	+0
Fringe/Frontier region	+5
Deep space (empty hex)	+5
Uncharted region	+10

T/COMMUNICATIONS

The character is trained in the use, repair, and maintenance

of communications devices. While anyone can press the button and make a communicator function, this skill is necessary to understand why the device does not work, or how to use the device for purposes other than open transmission.

Boost Signal: A comm. officer can attempt to boost an incoming or outgoing signal in an attempt to punch through jamming or natural signal degradation. When attempting to boost through active jamming, the comm. officer makes a T/Communications skill check vs. the Com Jamming rating for the opposing ship this round. If successful, the signal gets through the opponents attempt to jam it. When attempting to boost a naturally degraded signal, the Referee should set a DC appropriate to the situation.

Break a Secure Channel: Just as they can establish them, a comm. officer can attempt to break a secure channel and monitor any transmissions. Every secure channel has a set Encryption rating. To break the channel, the comm. officer must make a successful T/Communications skill check using the Encryption rating as the DC. This is a full combat action, and if unsuccessful, may be attempted again as long as the signal is still active.

Detect a Signal: Any signal directed to another comm. unit will automatically be detected. This task is used when trying to detect signals meant for other comm. units. Open and unsecured signals can automatically be detected (base DC of 0) if someone is looking for them. It is just a matter of scanning frequencies. Secure signals can also be automatically detected (base DC of 0) if being watched for, but as they are encrypted this will do no good unless someone can break the encryption. Detecting hidden or piggybacked signals required a keen comm. operator to detect, and have a base DC of 20. In combat this is a full action.

Establish Basic Comm. Channel: The most rudimentary of tasks (DC0), this will establish an open, unsecure communication channel between two communicators. In combat, this is a standard action.

Establish a Secure Channel: A secure channel offers some protection from a conversation/data transfer from being monitored by encrypting the signal. The comm. officer establishing the channel makes a T/Communications skill check to establish the Encryption level of the transmission. Anyone attempting to monitor the channel must break this encryption first. This is a full combat action.

Communication Tasks

Task	DC
Break a Secure Channel	Encryption rating
Detect a Signal	0
Establish Basic Channel	0
Establish Secure Channel	*
Hide/Piggyback Signal	20
Jam Communications	*

Circumstances	DC Modifier
Hidden/Piggybacks (detection only)	+20
Minor Noise and Static	+5
Considerable Noise and Static	+10
Heavy Noise and Static	+20
Weak	+5
Faint	+10
Very Faint	+20
Active Jamming	Com Jamming rating
Communication System	-Model Number

Hide or Piggyback a Signal: A comm. officer can attempt to hide a transmission by using an exotic frequency or attempting to piggyback the transmission on top of another signal source (such as a laser). Unless someone is expecting such a signal, or actively searching for such signals, the probability of such a transmission being detected is very low. Such a task has a base DC of 20. In combat, this is a full action. If this task fails, the signal is not hidden and may be detected normally.

Jam Local Communications: A communications officer can spend each combat round attempting to jam any incoming or outgoing communication signals within the range of his own comm. systems. At the beginning of each round, the character should make a T/Communications skill roll to set the Com Jamming rating for the round. Any other ship within range must make a successful T/Communications skill check of their own vs. this Com Jamming rating for their signal to get through. If more than one ship is Com Jamming, each must be defeated in turn before a signal may be pushed through. In combat, this is a full action.

T/COMPUTER

The character is skilled in the programming and operation of electronic and fiber optic computers, both ground and shipboard models. Computers can be found on any world with a TL of 8 or higher, becoming exponentially more common at higher technology levels. A character without at least some computer training might find himself at disadvantage in the highly technical Traveller universe.

Basic Tasks: The following are all the most basic of tasks that anyone with a skill rank of 1 or more will be able to accomplish automatically (base DC of 0); Log on to a Datanet, send and receive messages, search for non-classified information, retrieve data and files

Data Encryption/Decryption: Standard encryption programs are readily available and are supplied as standard software on most new computers. Unfortunately, they only offer the most minimal of protection (Encryption Rating of 10) against anyone with computer experience. Those with computer training may wish to handle their own encryption needs. When encrypting data, the programmer must make a T/Computer skill check to set the Encryption Rating of the data. Anyone other than the programmer who attempts to access the data will have to make their own successful T/Computer skill check vs. the Encryption Rating to decrypt the data first. This is an Advanced programming task.

If the character attempting the Encryption or Decryption has a Decipher Script skill rank of 5 or more, they may add a +2 synergy modifier to this task check roll.

Data Mining: Basic searches on a network will only turn up common and generally available data such as Library Data from an electronic encyclopedia. Data mining is when a computer operator begins to look for specific information on a particular subject. This task has a base DC of 10, and Minor programming task modified by the scarcity of the information being sought.

Data/Network Security: Also included with most new computers is a standard security package offering minimal security (Security Rating of 10) from outside access. As with encryption, a skilled computer programmer can develop their own security software to better fit their needs. The programming makes a T/Computer skill check to set the Security rating for the system. Anyone other than the programmer, or those he authorizes, who attempts to access any data on the system will have to make their own successful T/Computer skill check vs. the Security rating to bypass the security. This is a sophisticated programming task.

Layering: To add to the security of systems and specific data, encryption and system security can be 'layered', providing multiple lines of defense against unwanted intrusion. Adding each layer is a separate task check, and doubles the time required to implement the program. Each layer of encryption or security must be subsequently broken before unauthorized access can be gained to the protected system or data.

General Programming: Computers can be programmed for so many different tasks of varying levels of sophistication and capa-

COMPUTER TASKS

Task	DC	Time Required	Checks
Basic Tasks	0	1 minute	n/a
Break System/Network Security	Security Rating	1 day	n/a
Data Mining	10	1 hour	n/a
Decrypt Data	Encryption Rating	1 hour	n/a
Encrypt Data	*	1 month	n/a
Layering	*	x2	n/a
Programming			
Basic (hello world)	0	5 minutes	once
Simple (simple games)	5	1 hour	once
Minor (personal organizational programs)	10	1 day	once
Average (basic commercial software)	15	1 week	once
Advanced (advanced commercial software)	20	1 month	4 (once per week)
Sophisticated (specialized commercial software)	25	1 year	12 (once per month)
Leading Edge (security software, advanced robotics)	30	2 years	24 (once per month)
Experimental	40	varies	varies
System/Network Security	*	1 year	n/a

Modifiers	DC
Double the time required	Take 10
Increase the time required by 1 level (maximum of 2 years)	Take 20
Hurry (halve the time required)	+10
Rush (reduce time required by 1 level (minimum of 1 minute)	+20
Infrequent subject, old (few years) topic	+2
Uncommon subject, very old topic (hundreds of years)	+5
Esoteric Subject, extremely old topic (thousands of years), classified	+10
Rare Subject, ancient topic (tens of thousands of years), top-secret	+20

Time Levels

6 Seconds (1 round)
30 Seconds (5 rounds)
1 Minute (10 rounds)
5 Minutes
1 Hour
1 Day
1 Week
1 Month
1 Year
2 Years

bilities as to make it impossible to detail even a fraction of the possibilities here. We offer a few general guidelines for the Referee to use when needing to set a specific DC to a program a character may wish to attempt to write. The player should specify all of the capabilities they wish the program to be capable of accomplishing, any security precautions, and other pertinent information the Referee might need to determine the difficulty of the task.

In most cases, a single skill check is needed to see if the final version of the program runs as expected. If the check fails, the program fails to perform properly. For tasks requiring multiple successful checks, any failure of a check results in a lack of any progress for that period.

Once the program is finished, the Referee should make a secret check (DC20) to see if a hidden bug lies within the code that has not appeared to the programmer in testing. Each time a 'buggy' program is run, the Referee should make another check (DC20) to see if the bug pops up and crashes the program unexpectedly, or otherwise results in some error (this will usually be something catastrophic...).

T/MEDICAL

The individual has training and skill in the medical arts and sciences. Unless a character has the Xeno-Medicine feat, they may only safely apply their Medical skill to member of their own race.

The DC and effect depend on the task the character attempts.

Emergency Care: Emergency care usually means saving a dying character. If a character has negative lifeblood and is losing lifeblood points (at 1 per round, 1 per hour, or 1 per day), the tending character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

Short-term Care: Short-term care is dealing with more minor injuries throughout the course of a day. If successful, the character lets the patient recover Stamina at twice the normal rate: 2 stamina per level for each hour of light activity, and 3 stamina per level for

each hour of complete rest. The patient's Constitution modifier is not doubled, but is added to the recovery rate.

Long-term Care: Providing long-term care means treating an injured or sick person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 lifeblood for each week of light activity, 3 lifeblood for each week of complete rest, and 2 ability score points per week. The character can tend up to six patients at a time. The character needs at least a field medical kit to perform this task.

Once during each week of recovery the patient makes a Fort save (DC15) to see if he recovers an extra point of during that week. The attending medical character makes a Medical check. The patient uses the character's result in place of her saving throw if the character's Medical result is higher.

Giving long-term care counts as light activity for the care giver. The character cannot give long-term care to him or herself.

Treat Wounds that Reduces Base Speed: A creature that has its speed reduced can be treated by the Medical skill. A successful Medical check removes this movement penalty. Treating such a wound is a standard action.

Treat Poison: To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Medical check. The poisoned character uses the character's result in place of her saving throw if the character's Medical result is higher.

Treat Disease: To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Medical check. The diseased character uses the character's result in place of his or her saving throw if the character's Medical result is higher.

Special: If the character has 5 or more ranks in Knowledge (Pharmacology), the character gets a +2 synergy bonus on Medical checks.

Notes: The fact that a character has a medical skill rank of 1 or greater does not automatically allow him to call himself a doctor. Use the following guidelines for how a character may label himself through this skill based on his actual formal training.

First Aid: The first aid feat allows a character to perform any medical task as if they had a Medical skill rank of 0.

Paramedic: A person may be considered a paramedic or 'medic' if they have a Medical skill rank of 1 or more and no formal training.

Nurse: A nurse is someone with a Bachelors degree in Medicine from the University, and a Medical skill rank of 5 or greater.

Physician's Assistant (PA): A PA has a Masters degree in Medicine from the University, and a Medical skill rank of 5 or greater.

MEDICAL TASKS

Task	DC
Emergency Care	15
Short-term care	15
Long-term care	15
Wounds Affecting Base Speed	15
Treat poison	Poison's DC
Treat disease	Disease's DC
Minor surgery (stitches)	15
Routine surgery (remove bullet, appendicitis, tonsillectomy)	20
Serious surgery (amputation, heart surgery)	30
Major surgery (brain surgery)	40+

Modifiers	DC
Under fire or similar stress	+15
Rushed	+10
Anti-toxin Available	-10
Chronic Condition	+5
Tools	
None	+10
K/Herbal Lore	+5
First Aid Kit	
TL0-3	+2
TL5-7	+/-0
TL8-12	-2
TL13-15	-4
TL16+	-6
Field Medical Kit	
TL5-7	-2
TL8-12	-4
TL13-15	-6
TL16+	-8
Hospital	
TL5-7	-6
TL8-12	-8
TL13-15	-10
TL16+	-12

Physician or Doctor (MD): To be legally considered a doctor (MD), one must have a Doctorate in Medicine from the University and a Medical skill rank of 5 or greater.

Surgeon: A surgeon must of course be a qualified MD, and have the Surgery feat. Of course it is quite possible for a character to have the surgery feat and be perfectly capable of performing surgery even though they do not have a degree. In the field that would not matter so much as the actual result, but the character could not legally perform surgery in a civilized locality.

T/SENSORS

The character is familiar with the operation and basic maintenance of sensor equipment installed in vehicles and ships. It is the sensor operator who interprets the long-range data by the ship's sensors and scanners.

Passive Scans: Encounter-related sensor scans are done as 'active' scans, which basically means the target of the scan will know it is happening. Conducting an active sensor scan against commercial and civilian ships (by anyone other than the appropriate authorities) is frowned upon, and may even be considered a hostile act under some circumstances. Passive sensor scans on

SENSOR TASKS

Task	Range by Sensor System Model Number									Task DC
	1	2	3	4	5	6	7	8	9	
Ship Detection	VL	X1	X2	X3	X4	F	SW	SW	SW	10
Detect Comm Signal	VL	X1	X2	X3	X4	F	SW	SW	SW	10
Displacement Scan	L	VL	X1	X2	X3	X4	F	SW	SW	10
Configuration Scan	M	L	VL	X1	X2	X3	X4	F	SW	10
Threat Assessment	S	M	L	VL	X1	X2	X3	X4	F	10

S = Short, M = Medium, L = Long, VL = Very Long, X1 = Extreme 1, X2 = Extreme 2, X3 = Extreme 3, X4 = Extreme 4, F = Far, SW = System Wide

the other hand will go undetected, but make the task much harder.

All a sensor operator has to do to perform a passive scan is notify the referee in advance of the skill check itself. Using only passive sensors will add +10 to the DC of the task however. If the target of the scan is expecting such an action, it may make a T/Sensor skill check (DC20) to spot it if suitable clues are visible such as the realignment of antennae etc. If the target is wary but not actively expecting the scan, increase the DC to 30.

Ship Detection: The sensor operation can attempt to detect any ships or other objects with the range of her sensor systems that are not shielded by a planet, moon, or other planetoid.

All commercial vessels operating within the most interstellar civilizations are required by law to carry a transponder that must be fully functional and in operation (this does not mean actually broadcasting) at all times while the ship is in motion. A transponder is really nothing more than a specialized radio system and computer within a completely self-contained, security sealed, and (supposedly) tamper-proof container. It can only be legally opened, repaired, or reprogrammed at an authorized facility located at any Class A, B, or C starport.

The transponder does not continually broadcast, as this would make ships very vulnerable out on the frontiers, but will automatically respond to an interrogative signal (a "Squawk") from another vessel or installation, supplying the ship's ID codes and registration on a specific frequency band that will be automatically detected and identified at Very Long range by even the most rudimentary of sensor systems. All ships - including military vessels - carry transponders and generally run them when operating among civilian traffic. The transponder will broadcast the ship's flag of registration (Imperial, Hive Federation, Two Thousand Worlds, etc.), its port of origin (the planet and system where the ship was registered), the registration number, the name of the registered owner, documented tonnage, and classification.

Close to a starport or other installation, beacons (and indeed, most vessels) broadcast a continuous squawk; so all vessels in the area are continuously "lit up" unless they are a military vessel that has turned off its transponder, or something that is not supposed to be there...

It is when confronting a military or other type of ship that is not operating a transponder that the sensor operator must actively watch for contacts. A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the presence of any ships within range as a blip on the sensor display. No other information is available other than its mere existence, range, and general heading.

Detect a Communication Signal: Any signal directed to another comm. unit will automatically be detected. This task is used when trying to detect signals meant for other comm. units. Open and unsecured signals can automatically be detected (base DC of 0) if someone is looking for them. It is just a matter of scan-

ning frequencies. Secure signals can also be automatically detected (base DC of 0) if being watched for, but as they are encrypted this will do no good unless someone can break the encryption. Detecting hidden or piggybacked signals requires a skilled and alert sensor or comm. operator to detect, and have a base DC of 20. In combat this is a full action.

Displacement Scan: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the tonnage of a detected ship. While civilian and commercial vessels are required to carry a functioning transponder that broadcasts this information, there are some unscrupulous individuals in the universe who have been known to alter this data.... A specific tonnage sensor check can verify the veracity of the transponder data.

Configuration Scan: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal the probable configuration (scout, liner, patrol cruiser, far trader, etc.) of a detected ship. As with tonnage, civilian and commercial transponders are required to broadcast this information, but glitches and tampering have been known to happen. A specific configuration sensor check can verify the veracity of the transponder data.

Threat Assessment: A successful T/Sensors skill check (DC10 or the current Jamming rating of any ship in range) will reveal a general idea of the armament and defensive capabilities available to a detected ship.

Target Size: The size of a target also has a bearing on how easily it may be scanned. Small objects are harder to deal with than larger ones. Add the size modifier of the ship to the DC for any sensor task. Size modifiers are as follows: Colossal -8, Gigantic -4, Huge, -2, Large -1, Medium +0, Small +1, Tiny +2, Diminutive +4, Fine +8.

Running Silent: A ship may attempt to avoid detection and scanning by reducing its emissions to a bare minimum. If a ship takes no obvious actions, broadcasts no communications, attempts no active sensor checks (passive scans are allowed), fires no weapons, and otherwise ensures that it performs nothing that might reveal its presence, it is considered to be "running silent". Add +15 to any DC when another ship is attempting to use their sensors on the silent vessel.

Jamming: The sensor operator may attempt to spend the round providing defensive sensor jamming against incoming targeting lock attempts by enemy vessels, hopefully decreasing their chance of getting hit. Jamming will also aid in foiling attempts at detection, tonnage and classification estimations, and identification by other ships. This is a Full Action.

The sensor operator must make a T/Sensors skill roll and add the sensor system model number to this result. This total will establish the ship's Jamming rating for the round. Any other ship attempting to target or otherwise scan the ship must use the ship's

Jamming rating as the DC for these tasks rather than the standard DC for the current round.

Note that a ship which is broadcasting a powerful jamming signal can be detected very easily. Actually determining what is doing the broadcasting is difficult, but any vessel within Very Long range will be aware of the jamming signal, and all sensor operators will know what it is.

TRADER (WIS)

The character is familiar with the fine art of bartering and haggling price with other individuals. This is useful in many kinds of transaction, whether buying a used vehicle, starship, or equipment from an individual or selling a cargo in the Starport. Note that the use of Trader skill does not allow a character to walk into a local department chain store and negotiate the price of a set of clothes, or the cost of a set of tools. It would however allow a character to negotiate directly with a tailor on the price of a custom outfit, or negotiate price with a little old alien selling a used air/raft that was only driven to the market once a week.

Bartering and Haggling: This is normally an opposed skill check. If the buyer or seller appears rushed, or otherwise anxious to buy or sell the goods the opposing trader may add +2 to his skill check roll. If the goods are obviously stolen or otherwise illegal, the buyer may add +2 to his skill check roll.

If the seller wins the opposed check with a standard success (0-9 points higher than the opposing roll), the price to be paid will be 110% of the list or standard price of the item. If the result is a greater success (10-19 points higher), the price to be paid will be 120%. A complete success (20+ points higher) will set the price at 130%.

If the buyer wins the opposed check with a standard success (0-9 points higher than the opposing roll), the price to be paid will be 90% of the list or standard price of the item. If the result is a greater success (10-19 points higher), the price to be paid will be 80%. A complete success (20+ points higher) will set the price at 70%.

Retry: Yes, but the price begins at the last negotiated level, and the character incurs a -2 penalty to the new skill check roll.

Special: If the trader has a skill rank of 5 or better in Bluff, she may add a +2 synergy bonus to all Trader skill checks.

Notes: Unlike the Broker skill, which is used when dealing with companies, governments, and megacorporations for large cargos, the Trader skill is used when interacting with individuals for specific items or specialized cargos.

FEATS

Feats are the special abilities that really set a character apart from the everyday, run-of-the-mill citizen. Feats provide your character with special bonuses when using certain skills, special abilities, and other advantages that you would otherwise not normally have. Unlike skills, there are no ranks; you either have a feat and its benefits or you don't.

In addition to the recommended basic feats (see below) introduced in the Core Rules book, the full version of Traveller introduces 68 additional feats with which to develop your characters. While these new feats were designed with the Traveller universe in mind, they can easily be adapted for use in any d20 Science-Fiction campaign setting. This Lite version presents a selection of those feats. Players and referees are of course welcome to use feats from other d20 games or to invent their own.

For information on acquiring feats, see the Core Rules book (Feats - Acquiring Feats).

FEAT DESCRIPTIONS

Here is the format used to describe each of the available feats:

FEAT NAME

A brief description of the feat and its benefits.

Prerequisites: If any specific requirements are listed, a character must meet them before gaining this feat. If there are no prerequisites listed and the character otherwise meets any Service and Class requirements, they may take the feat.

Benefits: The specific benefits gained by a character that acquires this feat.

Normal: What happens if someone without this feat tries to do the same thing.

Special: Any special notes on limitations or other effects and variables related to this feat.

ARMOR PROFICIENCY (LIGHT)

The character is familiar with wearing and using light armor.

Benefit: Can work normally while wearing light armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (MEDIUM)

The character is familiar with the wearing and using medium armor.

Prerequisites: Armor Proficiency (Light)

Benefit: Can work normally while wearing medium armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

ARMOR PROFICIENCY (VAC SUIT)

The individual has been trained in the wearing, care, and maintenance of all types of Vacuum Suits and Combat Armor.

Benefit: Can work normally while wearing a Vac Suit or Combat Armor, only suffering the armor check penalty when attempting to Climb, Hide, Jump, Move Silently, and Tumble.

Normal: Untrained characters wearing armor suffer the listed armor check penalty for their armor when performing all tasks and activities.

BARTER

The character is a hard bargainer and relishes haggling over the price of an item.

Benefit: Add +2 to all rolls on Trader and Broker checks.

BRAWLING

The character is familiar with fighting without weapons (i.e. using punches, head butts, kicks and other natural weapon attacks), or makeshift weapons (bottles, pool cues or chairs).

Benefit: When fighting unarmed, the character may add +1 to attack rolls and will inflict 1d4 damage, or may use makeshift weapons without the normal penalty (see below).

Normal: Without this skill characters only inflict 1d3 damage when fighting unarmed, and 1d4 damage when armed with a makeshift weapon. When a character without this feat uses a makeshift weapon, he suffers a -2 penalty to any attack rolls.

CAROUSING

The character is talented at interacting and socializing with

others, skilled in the art of small talk and making others feel at ease in their presence.

Benefit: Add +2 to all Gather Information checks when in most social situations such as a party, ball, inauguration, bar hopping, etc.

CONNECTIONS

The individual has established a number of useful and helpful contacts among a selected community of people. (Determined in agreement with the Referee).

Benefit: Add +2 to all Gather Information checks when utilizing these contacts for information.

Special: This feat is specialized, meaning that it will normally specify what community or types of people the character has connections among. For example Connections (Law Enforcement) would mean the character had contacts among police and other law enforcement agencies, and be familiar with the type of people that are part of that community. Listed below are a number of different ideas that might be useful to characters in the Traveller universe. The character is free to select from among them, or with your Referee's permission come up with new ones.

Connections (Streetwise): The individual has contacts with and knowledge of dealing with people from lower levels of society (SOC 7 or less).

Connections (Underworld): The individual has connections and contacts within the criminal underworld and black markets, and is familiar with dealing with people from this element of society.

Connections (Class): The individual has a number of contacts and acquaintances among members of their own specific character class.

CREDIT LINE

Because of family ties, business associates, friends, or other connections, the individual has access to a fairly sizable line of credit that may be borrowed against at reasonable interest rates (5%).

Benefit: The character may borrow an amount up to the equivalent of (character level times the results of a Social Standing check) times Cr1000. This loan must be repaid within a number of years equal to the character's level when the loan is initially taken. Interest must be paid even if the loan is settled almost immediately. No additional loans from this source may be taken while a balance from a previous loan still remains unpaid.

DODGE

The character is naturally adept at dodging and avoiding blows in combat.

Prerequisite: Dex 13+.

Benefit: During the character's action, he designates an opponent and receives a +1 dodge bonus to Armor Class against attacks from that opponent. The character can select a new opponent on any action. Note: A condition that makes the character lose his or her Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DUMB LUCK

The character is unnaturally lucky.

Benefit: +1 to all Gambling checks. Once per day the character may retry a failed check, attack roll, or saving throw. He or she may also turn any one successful check, attack roll, or saving throw into a critical success but this may be done only once per week and during the next week the character may not attempt to use this feat at all. The two features of the feat cannot be used together. For example this feat could not be used to reroll an

unsuccessful attack and then, if the reroll were successful, increase the success into a critical hit.

EW SPECIALIST

The individual is an electronic warfare expert, and has an incredible talent when it comes to sensors and communications.

Benefits: The character gains a +2 to all T/Communications and T/Sensors skill checks when attempting to detect, defeat, or establish a communications or sensor lock, or when trying to descramble a garbled or encoded comm. signal.

FAR SHOT

The character is a crack shot when aiming at distant targets.

Prerequisite: Point Blank Shot.

Benefit: When the character uses a projectile weapon, such as an autopistol, its range increment increases by one-half (multiply by 1.5). When the character uses a thrown weapon, its range increment is doubled.

FAST TALK

The character is able to come up with plausible comments, answers, and other bits of small talk at the drop of a hat, enabling them to somewhat direct and control the course of a conversation.

Benefit: Add +2 to all Bluff and Innuendo checks.

FIRST AID

The individual has been trained in the administration of first aid and basic medical care.

Benefit: While this does not impart T/Medical skill, it does allow a character to function as if he had a T/Medical skill rank of 0.

GEARHEAD

The character enjoys and is quite skilled at tinkering and working with mechanical and electronic equipment and systems.

Benefit: Add +2 to all T/Mechanical and T/Electronics checks when attempting to repair, construct, or sabotage a piece of equipment. This bonus does not apply to the actual operation of the equipment itself.

HACKER

The character is adept at hacking computer systems and defeating security measures.

Prerequisites: T/Computer skill rank 5+

Benefit: Add +2 to all T/Computer and T/Communications checks when attempting to bypass or circumvent computer or communication security features.

HEAVY GRAVITY ADAPTATION

The character is comfortable and familiar with working and living in a heavy gravity (1.1G+) environment.

Prerequisites: May not already have the Zero-G/Low Gravity Adaptation feat.

Benefit: The character may reduce the penalty for heavier than normal gravity by -2 when using skills in a heavy gravity environment, except for combat skills.

Normal: Untrained characters suffer the full penalty on any skill use in a heavy gravity environment.

HEAVY METAL

The individual has a natural ability with ballistics, trajectories, and

targeting of heavy weapons such as field artillery and ship's weaponry.

Benefit: Reduce the effective range to a target by one range increment, or ignore one level of cover and/or concealment.

IMPROVED CRITICAL

The character has an affinity for a specific type of weapon, such as an autopistol or dagger, which must be specified when the feat is taken. When wielding this type of weapon, he or she is much more likely to inflict a critical hit on an opponent.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using a weapon of the selected type, the character's threat range is doubled.

Special: This feat can be taken multiple times. The effects do not stack. Each time the character takes the feat, it applies to a new type of weapon (autopistol, submachinegun, dagger, etc.).

IMPROVED UNARMED STRIKE

The character has achieved a very high level of skill in unarmed combat.

Benefit: The character is considered to be armed even when unarmed - that is, armed opponents do not get attacks of opportunity when he or she attacks them while unarmed. The character still gets an opportunity attack against any opponent who makes an unarmed attack on him.

IMPROVED ZERO-G OR LOW GRAVITY ADAPTATION

The character is totally acclimated to working and living in a low or zero gravity environment.

Prerequisites: Zero-G or Low Gravity Adaptation

Benefit: The character will suffer NO penalty when using skills in a zero-g or low gravity environment, except for combat skills. These require the Zero-G combat feat.

Normal: Untrained characters suffer the full penalty on any skill use in a low or zero-g environment.

JURY RIG

The character is quite handy at jury-rigging, makeshift repairs and cobbling together unusual gadgets and gizmos.

Benefit: When attempting a fast, temporary repair, the character must make an appropriate skill check (DC 12 + Required RP per Block). If successful, the system is automatically repaired by 1 factor. This feat can only be used once per damaged system until fully repaired. Add +1 to the skill check roll if there are sufficient vehicle or engineering workshops available to support the job.

LEGAL EAGLE

The character is intimately familiar with Interstellar laws and customs.

Prerequisites: K/Interstellar Law skill rank of 5+.

Benefit: Add +2 to all K/Interstellar Law and P/Administration checks.

Special: This feat applies only to the laws governing interstellar trade, travel, commerce, diplomacy, etc. It does not apply to the laws of individual worlds and governments.

MIRACLE WORKER

The individual has an uncanny knack with machinery and gadgets. He or she can wring out just a little more performance than specifications suggest, maintain a system well beyond its rated capacity without disaster, etc.

Prerequisites: Gearhead feat.

Benefit: When attempting a temporary repair the character must make an appropriate skill check (DC 22 - System RP requirements). If successful the damaged system is automatically repaired to its original rating less one factor. This feat can only be used once per damaged system until fully repaired. Add +1 to the skill check roll if there are sufficient vehicle or engineering workshops available to support the job. Add +2 to the skill check roll if the chief mechanic/engineer has the Damage Control feat.

OVERRIDE SHIP SECURITY

The individual has been trained in how to override and defeat the anti-hijacking and boarding security systems on most types of starships.

Prerequisite: Hacker.

Benefit: Add +2 to any T/Computer checks when attempting to override an anti-hijacking program.

POINT BLANK SHOT

The character knows how to make proper use of a ranged weapon while in close combat.

Benefit: The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 10 meters.

PRECISE SHOT

The character is able to more accurately hit a target involved in a melee or surrounded by a crowd of people.

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

RAPID SHOT

The character is very quick on the trigger.

Prerequisites: Point Blank Shot, Dex 13+.

Benefit: The character can get one extra attack per round with a ranged weapon. The attack is at the character's highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. The character must use the full attack action to use this feat.

RESEARCH

The character is skilled at sifting and analyzing data and information from various sources for the clues and evidence needed to close a case. Allows the synergistic use of Knowledge and other information-related skills together with Gather Information skill.

Benefit: Add +2 to all Gather Information checks when conducting research.

Special: This skill may be taken more than once, but each time it is selected a new area of research specialization must be specified. For example a character might take Research/Ancients, Research/Ziru Sirka, or Research/Anthropology.

Circumstances	Gather Knowledge Roll Adjustment
Multiple Sources	-1 per Knowledge or other skill used, if more than one is involved.
Per Research bonus	+1
Per successful Source Skill check	+5

SHIP TACTICS

The individual has had advanced training in operating, fighting, and surviving with an individual ship in combat.

Prerequisites: Vessel/Starships or Vessel/Ship's Boat feat

Benefit: Add Wis or Int bonus (whichever is higher, treat any penalties as +0) to all ship or small craft attack and defense rolls.

SHOT ON THE RUN

The character is familiar and skilled at using missile weapons while moving.

Prerequisites: Point Blank Shot, Dex 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than the character's speed.

SKILL FOCUS

The character has a natural talent. She may select a specific skill such as T/Electronics, with which she has a higher than average capability.

Benefit: The character gets a +2 bonus on all skill checks with the selected skill.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

STRATEGY

The individual has mastered the art of war, and is capable of orchestrating and organizing large-scale battles.

Prerequisites: Tactics feat.

Benefit: Add Wis or Int bonus (whichever is higher, treat any penalties as +0) to all large group/unit attack and defense rolls.

Normal: Untrained individuals attempting to use Strategy suffer a -4 penalty to the roll.

SURGERY

The character is trained and qualified to perform most types of surgery.

Requirements: T/Medical skill rank of 8+

Benefit: May perform surgery competently.

Normal: Anyone may perform surgery without this feat. The Surgery feat gives the patient a chance of surviving the experience.

TACTICS

The character is trained in organizing and commanding small combat units, up to company size.

Benefit: Add Wis or Int modifier (whichever is higher, treat any penalties as +0) to all small-unit attack and defense rolls.

Normal: Untrained individuals attempting to use Tactics suffer a -4 penalty to the roll.

TRUSTWORTHY

The individual has that down-home, all-around good guy, honest look about you. Folks just feel comfortable around him and are more willing to confide in him.

Benefit: +2 bonus on all Liaison and Gather Information checks when interacting with others.

Special: This feat will stack with the Carousing and Trustworthy feats when Gather Information from other individuals, but will not stack with the Research feat.

VESSEL

The character is familiar with the operation and handling of a specific group of vessels.

Benefit: The character may use Driving or Pilot skill (whichever is appropriate) when operating a vessel of the specified group.

Special: If the character does not already have at least a skill rank of 1 in Driving or Pilot, depending on the vessel group, he or she automatically gains the skill (as a class skill) with a rank of 0. If a vessel group has subgroups, the character must specify which subgroup she will have familiarity with. For example, a character selects the Vessel/Ground feat group. She must then select one of the four subgroups under Vessel/Ground.

Normal: Any attempt to pilot or drive a vessel that a character has no familiarity with suffers a penalty of -4 to all piloting or driving skill rolls. If a character is familiar with a class of vessel within the same subgroup, the penalty is only -2. For example, a character who already possesses the Vessel/Ground/Wheeled feat may attempt to drive a tracked vehicle suffering only a -2 penalty to their driving skill roll. If the same character attempted to drive any water-craft they would do so at a -4 penalty to any driving skill rolls.

VESSEL SPECIALIZATION

The character is highly trained in the operation of a specific type of vessel such as a ground car, motorcycle, tank, helicopter, propeller aircraft, air/raft, speeder, shuttle, scout/courier, or any other type or class of vessel.

Benefit: Add +2 to all drive or pilot checks when operating this type of vehicle.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new type of vessel.

WEAPON FOCUS

The individual has studied, practiced, and practically lived with a specific type of weapon (Laser Pistol, Cutlass, Autopistol, etc.) long enough to become highly proficient with its use.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: The character adds +1 to all attack rolls when using the selected weapon.

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon. Note that "Brawling", "Unarmed Strike" or "Grapple" can be chosen as the character's weapon for purposes of this feat.

WEAPON PROFICIENCY (COMBAT RIFLEMAN)

The character is familiar with the use of the following types of weapons: rifle, carbine, assault rifle, auto-rifle, advanced combat rifle, accelerator rifle, light machinegun, light assault gun, grenade launcher, RAM launcher, and gauss rifle.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (LASERS)

The character is familiar with the use of the following types of laser weapons: rifle, carbine, and pistol.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

VESSEL GROUPS

Group	Skill	Examples
Vessel (Ground)	Driving	
Wheeled Vehicles		Ground cars, Wheeled ATV, Motorcycles
Tracked Vehicles		Tracked ATV, Tracked AFV, Tank
Legged Vehicles		Mechs, Walkers
Hovercraft		Air Cushion Vehicles
Vessel (Grav)	Pilot	
Grav Vehicles		Air/raft, GCarrier, Speeder, Grav Bike, Grav Belt
Vessel (Watercraft)	Driving	
Small Boats		Jetski, Skiboat
Large Boats		Fishing Boat, Yacht
Ships		Tanker, Steamship, Cargo Vessel
Vessel (Aircraft)	Pilot	
Lighter than Air Craft		Hot Air Balloon, Dirigible
Propeller Aircraft		Propeller-driven heavier-than-air craft (not helicopters)
Jet Aircraft		Jet-propelled heavier than-air-craft
Helicopters		VTOL craft or Helicopters
Vessel (Ship's Boats)	Pilot	Shuttles, Pinnaces, Cutters
Vessel (Starships)	Pilot	All types of starships

WEAPON SPECIALIZATION

The character is an expert with a single weapon type, and is especially good at inflicting damage with it.

Benefit: The character adds +2 to all damage inflicted with the chosen weapon. If this is a ranged weapon, the target must be within the weapon's first range band or 10 meters (whichever is greater).

Special: The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new weapon.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (MARKSMAN)

The character is familiar with the operation and maintenance of most forms of modern non-military firearms including the following weapons: snub pistol, revolver, auto-pistol, rifle, submachine-gun, carbine and shotgun.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

WEAPON PROFICIENCY (SHIP'S WEAPONRY)

The character is skilled in the operation of turret mounted weapons aboard a spacecraft, including lasers, sandcasters, energy weapons, missiles, and particle accelerators.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: Untrained characters are not able to operate these systems.

Special: If the character does not already have at least a skill rank of 1 in Gunnery, he or she automatically gains the skill (as a class skill) with a rank of 0.

WEAPON PROFICIENCY (SWORDSMAN)

The character is skilled in the use of all forms of bladed weapons including daggers, blades, foils, swords, cutlasses, and broadswords.

Benefit: Characters make attack rolls with weapons they are proficient in normally, without penalty.

Normal: An untrained character using one of these types of weapons suffers a -4 penalty on attack rolls.

XENO-MEDICINE

The character is familiar with the unusual medical needs and requirements of certain alien races.

Prerequisite: T/Medical

Benefit: The character may apply his T/Medical skill normally towards treating patients not of his own race.

Normal: Without xeno-medicine a doctor or medic suffers a penalty of at least -4 (as determined by the Referee) when treating a patient of a race other than their own.

Special: This feat can be selected more than once. When choosing this feat the character must specify the alien race he will be familiar with.

ZERO-G COMBAT

The character is trained and familiar with the use of weapons and combat in a zero or low gravity environment.

Prerequisites: Vac Suit feat

Benefit: May conduct combat in a low or zero gravity environment without penalty.

Normal: Firing a weapon in zero-g is at a -4 penalty (blades and polearms attack at -5), and when using any weapon the user must make a Dexterity check (DC 15) or lose control of their orientation.

ZERO-G OR LOW GRAVITY ADAPTATION

The character is comfortable and familiar with working and living in a low or zero gravity environment.

Prerequisites: Armor (Vac Suit) feat. Must not already have the Heavy Gravity Adaptation feat.

Benefit: The character may reduce the penalty for zero-g or low gravity by -2 when using skills in such an environment, except for combat skills, which require the Zero-G Combat feat.

Normal: Untrained characters suffer the full penalty on any skill use in a low or zero-g environment.

COMBAT RULES

Except as specified as Product Identity, all contents of this chapter is considered Open Gaming Content.

Unless otherwise noted, all of the standard d20 combat rules are used in T20, including Initiative, the Surprise Round, rolling to hit, Armor Class (AC), attacks of opportunity, etc. In most cases, we have chosen to supplement rather than change most of the standard d20 combat system. In particular we have introduced an additional measure of health for characters, NPCs and creatures, in addition to a new concept called damage dice reduction.

The full T20 system includes rules for combat involving vehicles and starships. This Lite version deals only with personal combat.

COMBAT STATISTICS
ATTACK BONUS
(RULES MODIFICATION)

Unlike standard d20 games, T20 uses Dexterity rather than Strength as a bonus for melee attacks, reflecting the changes in how armor works and the emphasis of natural speed and finesse rather than brute force. Your attack bonus with a melee weapon is:

Base attack bonus + Dexterity modifier + size modifier

DAMAGE (RULES MODIFICATION)

If an attack is successful, roll the weapon's listed damage. If the attack is against a lifeform apply the full damage against the target's Stamina rating. In addition, a successful attack against a target may inflict Lifeblood damage against lifeforms or Structural Integrity damage against equipment, vehicles, and ships. The amount of such damage is determined by reducing the original damage roll based on the Armor Rating or AR of the target.

Damage Reduction by AR: Roll all the damage dice, but then remove one die from the damage roll for each point of AR the target possesses. Always remove the lowest rolls first. Whatever the target's Armor rating, leave one die (the highest one) on the

table. If there are still points of Armor rating to be accounted, subtract the remaining points from the remaining damage.

Minimum Weapon Damage: If penalties to damage, through any means, bring the damage result below 1, a hit deals no damage to the target.

Example: A character attacks a bug-eyed monster and hits, rolling 3d10 for damage (she's firing a Laser Rifle). The damage dice come up 4, 7, and 4 for a total of 15 points of damage. Since the target is a lifeform, this damage is immediately applied against its remaining Stamina. We now determine how much (if any) Lifeblood damage has been inflicted. The bug-eyed monster has an Armor rating of 5, so we must first remove up to 5 dice of damage if possible. We can't obviously because a Laser Rifle only does 3d10 damage. We remove 2 dice from the damage roll, both of the fours because the lowest rolls are removed first. This leaves 7 points of Lifeblood damage, and also 3 points of Armor rating, to account for. Subtracting these 3 points from the Lifeblood damage, the Laser Rifle inflicts an additional 4 points of lifeblood damage to the bug-eyed monster.

ARMOR CLASS (AC)
(CONVERSION NOTES)

When using creatures or characters from other d20 systems, you may use the Armor Class (AC) normally for determining if an attack successfully hit or not. However, when it comes to damage reduction due to AR, if the armor is manufactured and detailed in T20, use the T20 specifications and ratings. If the armor type is not list, or is natural armor, divide the standard d20 armor bonus by 3, rounding up. This will allow you to convert most AC ratings from other d20 games into the standard 1-15 AR range T20also uses.

ARMOR RATING (AR)
(RULES ADDITION)

The armor worn by an individual or the armor installed on a vehicle or ship not only makes it harder to inflict damage on that person or vessel, it will also reduce the amount of damage if an attack does get through. While this value is used in calculating the

SIZE MODIFIERS TO ATTACK BONUS AND ARMOR CLASS

Size	Animal or Item Weight (kg) or Vehicle Volume (vl)	Size Modifier	Starships and Smallcraft Tonnage (tons)	Weight in Pounds (d20 size)
Fine	up to 0.05	+8	-	0.11 (1/8)
Diminutive	0.05 to 0.5	+4	-	1.1 (1)
Tiny	0.5 to 5	+2	-	11 (8)
Small	5 to 30	+1	-	66 (60)
Medium	30 to 250	0	-	550 (500)
Large	250 to 2000	-1	1 ton	4400 (4000)
Huge	2000 to 15,000	-2	1-9 tons	33,000 (32,000)
Gargantuan	15,000 to 115,000	-4	10-99 tons	253,000 (250,000)
Colossal	115,000 to 1,315,000	-8	100-999 tons	253,000 or more
Enormous	1,315,000+	-10	1000-9999 tons	-
Monstrous	-	-12	10,000-99,999 tons	-
Stupendous	-	-14	100,000-999,999 tons	-
Incredible	-	-16	1,000,000+ tons	-

Steve Bryant 2000

overall AC of a person or vessel, the Armor Rating or AR should also be kept track of on a character sheet for easy reference. Note that the shield bonuses are not used when recording personal AR.

STAMINA (RULES ADDITION)

Stamina represents a character's ability to withstand heavy exertion, accumulated minor wounds, fatigue, and other minor physical impairments and injuries. A higher-level character may have a much larger Stamina reserve to rely upon, developed from years of training and experience. Stamina is modified by Constitution.

Unconscious (0 or Fewer Stamina Points): When a character reaches 0 Stamina points he or she will fall unconscious from a combination of exhaustion, accumulated minor damage, etc. Any further Stamina damage received by an unconscious character is taken directly against Lifeblood instead (no armor adjustments apply here) until the character has healed to at least 1 Stamina point. The character will remain unconscious for at least 10 minutes, after which they may attempt a Fortitude save (DC15) to recover consciousness. If the save is failed the character may try again every 10 minutes until successful, someone revives them, or they are healed.

LIFEBLOOD (RULES ADDITION)

In addition to Stamina each lifeform, be it a character, NPC, or bug-eyed monster also has a Lifeblood rating that represents its ability to withstand the traumatic damage and injuries that often accompany futuristic weaponry. The Lifeblood rating is generally equal to the lifeform's Constitution score, but may vary due to size and other factors.

Dying (0 to -9 Lifeblood): When a being's Lifeblood drops to 0 or lower, it is dying. At the end of each round, beginning with the round in which Lifeblood fell to 0 or lower, the being must make a Will save (DC15) to avoid losing consciousness and a Fort save (DC15) to avoid losing 1 more Lifeblood. Once unconscious it will automatically lose 1 additional Lifeblood point at the end of each round, no Fort save allowed. If the being reaches -10 Lifeblood, it is dead. Each round a being remains conscious it does not automatically lose additional Lifeblood and may attempt any type of action other than a move action. However an action is attempted while in this condition, the being must make an additional Will and Fort save (both DC15) after the action to see if the stress causes him/her/it to fall unconscious and/or lose additional lifeblood.

Dead (-10 or lower Lifeblood): If a character or other being ever reaches -10 Lifeblood, they have died. It is also possible to die even if a being has remaining lifeblood; for example, certain types of poisoning can reduce a character's Constitution score, which if reaches 0 also will cause death.

ACTIONS IN COMBAT
THE COMBAT ROUND (RULES MODIFICATION)

Each hex or square is equal to 1.5 meters (or roughly 5 feet). Each combat round is 6 seconds.

TACTICAL SPEED

Race	No Armor or Light Armor	Medium Armor or Heavy Armor
Aslan	18m	15m
Vargr, Ursa	12m	9m
Human, Luriani, Sydite	9m	6m
Virushi	6m	3m

ATTACKS OF OPPORTUNITY RULES MODIFICATION)

Threatened Area: A character threatens a 1.5 meter radius around himself (every adjacent hex or square). Unlike the standard d20 rules, using firearms and other self-powered weapons does not provoke an attack of opportunity when fired at an opponent within the Threatened Area.

ATTACK ACTIONS
ATTACK (RULES MODIFICATION)

Critical Hits: In addition to the normal effects of a critical hit, the armor of a target is also ignored and the target takes the full damage roll against its Lifeblood.

Shooting into a Crowd: When shooting at a target that is within 3 meters of an ally, the shooter suffers a -4 penalty to hit due to the need for careful aim to avoid hitting their comrade.

BURST FIRE (RULES ADDITION)

Weapons that fire a burst of 2, 3, 4, 10, 20, or 100 rounds may improve the attacker's odds of hitting a target or inflict additional damage. The attacker must decide whether to spray the target, increasing the chances of scoring a hit, or to fire a precise, grouped burst in the hope of inflicting greater damage. Either sort of burst fire is considered a standard action. Characters with more than one attack per round may take this action for each attack. See the Damage rules for more information on applying damage.

BURST FIRE EFFECTS

Burst Size	Attack Bonus	Extra Damage
1 round	+0	+0 damage
3 round burst	+1	+1 die of damage
4 round burst	+2	+2 dice of damage
10 round burst	+3	+3 dice of damage
20 round burst	+5	+5 dice of damage
100 round burst	+10	+10 dice of damage

MOVE ACTIONS
RELOAD (RULES ADDITION)

Unless otherwise stated within the description of a weapon, reloading a personal weapon is considered a move action and does provoke a possible attack of opportunity.

INJURY AND DEATH

Rather than Hit Points, T20 uses Stamina and Lifeblood to represent how difficult it is to kill a character or lifeform.

What Stamina Represents: Stamina represents a character's ability to withstand heavy exertion, accumulated minor wounds, fatigue, and other minor physical impairments and injuries. A higher-level character has much larger Stamina reserve to rely upon developed from years of training and experience, but is modified by their Constitution.

What Lifeblood Represents: Lifeblood represents a character's ability to withstand traumatic injury. The Lifeblood rating is generally equal to the lifeform's Constitution score, but may vary due to size and other factors.

d20 Note: Stamina points are the basic equivalent of Hit Points, with some minor changes. Characters from other d20 games using Hit Points or equivalent translate exactly.

Effects of Damage: Damage has no detrimental effect on a character until their current Stamina or Lifeblood points reach 0 or lower.

At 0 Stamina, a character falls unconscious through general battering and fatigue. At 0 or fewer Lifeblood a character is dying. At -10 or lower Lifeblood, a character is dead.

Massive Damage: Because of T20's Lifeblood rules, the d20 Massive Damage rule should not be used, as it is unnecessary. Any creature taking 50 or more points of Lifeblood damage is likely to be dead anyway...

EFFECTS OF WOUNDS ON STAMINA AND LIFEBLOOD

See the sections on Stamina and Lifeblood (above) for full details.

Stamina 0 or less:	The character is unconscious. Further damage is dealt directly to Lifeblood.
Lifeblood 0 to -9:	The character is dying.
Lifeblood -10 or lower:	The character is dead.

HEALING DAMAGE

See Medical Technology.

MOVEMENT AND POSITION

The standard scale equals 1 inch on the tabletop, or 1.5 meters in the game world. If using grid or hex maps, 1 hex/grid square equals 1.5 meters.

TACTICAL MOVEMENT

Movement in Combat: If a character takes an action that requires a full round or more to complete, she may only take a 1.5 meter step.

Standard Scale

One inch = 1.5 meters
One hex/grid square = 1.5 meters
"Next to" or "adjacent" = 1 inch (1 hex/square or 1.5 meters) away
30mm figure = A human-size (Medium) lifeform occupies an area 1 inch (1 hex/grid square or 1.5 meters) across.
One round = 6 seconds

COMBAT MODIFIERS

In addition to the standard combat modifiers from the d20 System, T20 introduces a few new modifiers that apply in a science-fiction setting.

GRAVITY (RULES ADDITION)

The local gravity can have a major effect on activities in combat, unless a character is acclimatized to such environments through the Heavy Gravity Adaptation, Zero-G/Low Gravity Adaptation, or Improved Zero-G/Low Gravity Adaptation feats. Modifiers apply to all attack, skill and save checks.

Local Gravity

Check	Modifier
Zero Gravity	-4
Trace Gravity (0.1 - 0.3 G)	-2
Low Gravity (0.4 - 0.7 G)	-1
Standard Gravity (0.8 - 1.2 G)	-0
Heavy Gravity (1.3 - 1.5 G)	-1
Oppressive Gravity (1.6G or higher)	-3
Weapons with recoil (in Low Gravity or less)	-2

RANGE (RULES ADDITION)

The range modifiers for melee and ranged weapons works as detailed in the d20 System rules, thrown weapons have a maximum of 5 range increments, and all other ranged (non-melee) personal weapons have a maximum range of 10 increments. Modern and future vehicle weapons have a maximum range of 15 increments. Range for communications, sensors, and ship's weaponry works a bit differently.

Personal or Vehicle Communication and Sensor Ranges: Vehicle and personal weapons each have a range increment listed for them. This represents the range at which the weapon is most accurate. For each additional increment beyond, the weapon's accuracy is reduced by -2 (applied to the attacker's to hit roll), and the damage roll is reduced by 1 die. See the Damage rules for more information on applying damage.

Range	Distance (in Kilometers)
Close	up to 1
Short	up to 5
Medium	up to 50
Long	up to 500
Continental/Very Long	up to 5000
World-wide/Extreme	up to 10,000

SPECIAL ATTACKS AND DAMAGE
SUBDUAL DAMAGE (RULES MODIFICATION)

The d20 subdual damage rules are not needed in T20. Instead simply apply any damage meant to 'subdue' rather than kill an opponent to their current Stamina score. Ranged weapons may not be used when attempting to 'subdue' an opponent, except for those firing special non-lethal ammunition, such as baton rounds or "beanbags".

TECHNOLOGY AND EQUIPMENT

Technology in *Traveller* is rated according to a series of "tech levels" that give a general idea of the level of sophistication available to the local population. The following tables summarize the most advanced technology available to a culture of any given tech level.

The tech level rating assigned to a world is intended to indicate the highest level of technology in common use. It does not matter whether this technology is locally produced or imported on a regular basis, so long as the world can support it with maintenance or new imports.

TECH LEVEL OVERVIEW

Note that Terran dates are given for reference only, and that many societies will develop in ways totally different to those on Earth. Tech levels are thus a general guide to capabilities rather than a concrete indication of what society will be like.

PRIMITIVE TECH: TECH LEVEL 0-2 (STONE AGE TO CIRCA 1700)

Societies at these tech levels depend upon muscle power (human or animal). Most people are illiterate, though societies may be quite complex. Manufactured goods are made by individuals craftspersons rather than factories. Communication is slow; the speed of a riding animal or sail-powered vessel at best. Warfare is conducted with melee weapons and early missile weapons (bows) with a few primitive firearms appearing towards late TL 3. Medicine is very primitive.

LOW TECH: TECH LEVEL 3-4 (CIRCA 1700 TO 1900)

Quite large cities are possible, linked by canals or roads used by stagecoaches and similar vehicles. Steam power allows the creation of powered railways and ships late in the period, with water and steam powered factories beginning to produce mass-produced clothing and goods. Warfare is in transition between the

WEAPONRY

	Personal	Armor	Heavy	Computers	Communications
0	club, cudgel spear				runners
1	dagger, pike	jack	catapult	abacus	heliograph
2	halberd, matchlock broadsword		cannon		
3	foil, cutlass, flintlock blade, bayonet				
4	revolver shotgun		artillery	adding machine	telephones
5	carbine, rifle pistol, submachinegun	steel plate	sandcasters	Model/1	radio
6	auto rifle light machine gun	cloth	missiles missile launchers	Model/1 bis	television
7	body pistol assault rifle	mesh flak jacket	pulse/beam laser grenade launcher	Model/2 hand calculator	
8	laser carbine snub pistol	vacc suit	auto-cannon	Model/2 bis artillery computer	
9	laser rifle accelerator rifle	ablat		Model/3 battle computer	
10	advanced combat rifle	reflec cbt environment suit	VRF gauss gun	Model/4	
11		combat armor		Model/5 hand computer	
12	PGMP-12 gauss rifle laser pistol	hostile envir. suit	light assault gun	Model/6	
13	PGMP-13	battle dress		Model/7	
14	PGMP-14 FGMP-14				
15	FGMP-15				
16			disintegrators	artificial intelligence	
17					
18					
19					
20					

TRANSPORTATION

	Water	Land	Air	Space	Energy
0	canoes rafts	carts			muscle
1	galleys	wagons			
2					wind
3	sailing ships		hot air balloons		water wheel
4	steamships	trains	dirigibles		coal
5	ground cars		fixed wing aircraft		oil
6	submersibles	ATV AFV	rotary wing aircraft		Fission
7	—————-hovercraft—————-			non-starships	Solar
8		air/rafts		Fusion	
9				Jump-1	
10	————————————-grav vehicles————————————- grav tanks				
11				Jump-2	
12			grav belts	Jump-3	
13				Jump-4	
14				Jump-5	
15				Jump-6	
16	———————————-matter transport————————				
17					anti-matter
18					
19					
20					

dominance of melee weapons and the rise of firearms. By the end of the period, the mounted soldier is an anachronism and reliable firearms dominate. Medicine is quite sophisticated and communications towards the end of the period may involve early telephones and telegraph.

MID TECH: TECH LEVEL 5-7 (CIRCA 1900 TO 1990)

Air travel, powered vehicles and increasing use of electronics creates a technological society capable of interacting meaningfully with interstellar polities, and of defending itself if necessary. Warfare is "modern" in terms of small-unit operations with projectile firearms, supported by armored vehicles, aircraft and artillery. Advances later in the period include extremely crude space vehicles and nuclear missiles. Sensor technology is good enough to (possibly) track starships in orbit, and some interception capability may be available. Medicine is advanced, with many diseases controlled or eradicated. Mid-Tech societies are capable of colonizing the entire globe, including very inhospitable regions.

SPACEFARING: TECH LEVEL 8-9 (CIRCA 1990-2100)

Spacefaring societies are capable of creating orbital stations and policing their local space. Outsystem stations are possible, but likely to be small and specialized. On-planet, weather control is also feasible on a limited scale. Weaponry includes early particle accelerators and laser smallarms, though neither is very effective. Spacefaring societies are capable of exporting goods to other worlds (if transportation is available) and can resist a reasonably determined assault. Geothermal power is reliably useful, and medicine is capable of creating artificial organs by a variety of means. The Jump drive becomes available late in the period, making interstellar travel possible.

EARLY INTERSTELLAR: TECH LEVEL 10-11

Early Interstellar societies are capable of forming a key part of, or even leading, an interstellar community. Fusion power and higher-Jump starships make offworld commerce and even warfare a real possibility, and grav vehicles are the standard means of transport. Military grav vehicles are commonplace. Advanced computers

are capable of full holographic displays, while limited viral vaccina-tion and growth quickening are available in the medical field.

AVERAGE INTERSTELLAR: TECH LEVEL 12-13

For average Interstellar societies, starships are fairly com-monplace, and may be capable of Jump-3 or even jump-4. Gravitics technology makes personal units possible, and hand-held holocameras are possible by the end of the period. Major ter-raforming and climate control projects can be undertaken, and medicine can develop broad-spectrum antitoxins as well as enhanced prosthetics. Man-portable plasma weapons appear on the battlefield, along with early gauss rifles and powered Battle Dress. Vehicles and spacecraft are armed with fusion guns and protected by nuclear dampers plus superdense armor.

HIGH INTERSTELLAR: TECH LEVEL 14-15

High Interstellar societies can do almost anything. Fully mobile grav-supported cities can be built. Medicine can transplant brains with a good chance of success, and can implant electronic devices into the brain or erase memories. Handheld fusion guns arm infantry, while vehicles and spacecraft are protected by bonded superdense armor. Full pseudoreality is available, along with reliable meson communications that allow interactive communications over vast distances. Complex terraforming projects can be undertaken. Pseudobiological technology is used to create lifelike prosthetic limbs and robots. The Black Globe Generator becomes available to defend starships against attack, though it is not reliable. Anagathics (longevity drugs) become available. At TL 15, the Jump-6 barrier is reached. Higher Jump numbers may be impossible.

BEYOND TECH LEVEL 15

Relics have been found of higher than TL-15 technology. Some devices left behind by the Ancients have been rated at TL 25. Capabilities beyond known boundaries may be infinite.

WEAPONS

Open Game Content

This section presents a small selection of the weaponry avail-able in the Traveller universe. Powerful and military-type weapons such as grenade launchers, high-energy weapons and machine-guns are covered in the full rules.
Cost: Price in Credits (Cr) or 1000s of Credits (KCr).
TL: The minimum tech level required to manufacture such an item.
Weight: Weight in grams (g) or kilograms (kg).
RoF: Rate of Fire. The number of rounds that may be fired during a standard attack action in the format: Single Shot / Burst Fire / Automatic Fire
Range: The range increment for this weapon.
DMG (Crit): The damage a weapon inflicts. The number in paren-thesis is the Critical Threat Range for the weapon. A multiplier (i.e.: x2, x3, etc.) in parenthesis is the damage multiplier if a criti-cal hit occurs.
Size: The size of a weapon. Used in comparison to the size of the person using it to determine if the weapon must be use one-hand-ed, two-handed, or is too large for a character to use.
Type: The type of attack the weapon uses.
Recoil: Lists if the weapon has recoil when fired.
Rounds: The number of rounds the weapon may fire before it must be reloaded or recharged.
Ammo Weight: The weight of a full magazine or power pack for a weapon.

Ammo Cost: The cost of a full magazine of standard ammunition or power pack for a weapon

Critical
x2   Weapon does double damage on a critical hit.
18   Threat range is increased to 18-20 instead of just 20. Does double damage on a critical hit.
19   Threat range is increased to 19-20 instead of just 20. Does double damage on a critical hit.

* Fires Tranquilizer (standard), High Explosive, or Armor Piercing rounds.
** Fires Slug (standard) or Buckshot rounds.
*** Fires Standard, High Explosive, or Flechette rounds.
**** Fires Standard or High Explosive rounds.
***** Requires the shooter to be wearing Battle Dress.

MELEE WEAPONS

Cudgel: A basic stick used as a weapon. Easily obtained from standing trees or through the use of an unloaded long gun such as a rifle or carbine (laser weapons are too delicate to be used as cudgels). Length: 1000 to 2000mm.
Dagger: A small knife weapon with a flat, two-edged blade approximately 200mm in length. Daggers are usually carried in a belt sheath, or less frequently concealed in a boot sheath or strapped to the forearm. Daggers are usually as much a tool as a last-resort weapon of defense, and worn constantly. Each weighs 250 grams; that weight, however, does not count against the weight load of the character as the weapon is worn constantly and comfortably.
Blade: A hybrid knife weapon with a heavy, flat two-edged blade nearly 300mm in length, and (often, but not always) a semi-basket handguard. Because of the bulk of the handguard, it is gen-erally carried in a belt scabbard. Blades are as much survival tools as weapons, and are often found in emergency kits, lifeboats etc.
Foil: Also known as the rapier, this weapon is a light, sword-like weapon with a pointed, edged blade 800mm in length, and a basket or cup hilt to protect the hand. Foils are worn in scabbards attached to the belt.
Sword: The standard long-edged weapon, featuring a flat, two-edged blade. It may or may not have a basket hilt or hand protector. A scabbard to carry the sword may be attached to the belt, or to straps (or a sash) over the shoulder. Blade length may vary from 700 to 950mm.
Broadsword: The largest of the sword weapons, also called the two-handed sword because it requires both hands to swing. The blade is extremely heavy, two-edged, and about 1000 to 1200mm in length. The hilt is relatively simple, generally a cross-piece only, with little basketwork or protection. When carried, the broadsword is worn in a metal scabbard attached to the belt; less frequently, the scabbard is worn on the back, and the broadsword is drawn over the shoulder.
Cutlass: A heavy, flat-bladed, single-edged weapon featuring a full basket hilt to protect the hand. The cutlass is the standard shipboard blade weapon and sometimes kept in lockers on the bulkhead near important locations; when worn, a belt scabbard is used. Blade length varies from 600 to 900mm.

HANDGUNS

Body Pistol: A small, non-metallic semiautomatic pistol designed to evade detection by most weapon detectors. One car-tridge is fired for each pull of the trigger. Pre-loaded magazines may be inserted into the pistol when it is empty, requiring a reload action to do so. Body pistol ammunition is not interchangeable with the ammunition for any other types of guns.
Revolver: An early handgun, the revolver fires 9mm bullets with characteristics similar to those used by the automatic pistol,

AVAILABLE WEAPONS

	Cost	TL	Weight	RoF	Range	DMG (Crit)	Size	Type	Recoil	Ammo Rounds	Ammo Weight	Cost
Melee Weapons												
Dagger	Cr10	0	250g	-	1.5/3 meters	1d4 (19)	Tiny	Piercing				
Blade	Crr50	3	350g	-	1.5 meters	1d6 (19)	Small	Piercing				
Foil	Cr100	3	500g	-	1.5 meters	1d4 (18)	Medium	Piercing				
Sword	Cr150	1	1kg	-	1.5 meters	1d8 (x2)	Medium	Piercing/Slash				
Cutlass	Cr100	3	1250g	-	1.5 meters	1d8 (18)	Medium	Slashing				
Cudgel	Cr10	0	1kg	-	1.5/3 meters	1d6 (x2)	Medium	Bludgeoning				
Handguns												
Revolver	Cr150	4	900g	1	30 meters	1d10 (x2)	Small	Piercing	Yes	6	100g	Cr5
Auto Pistol	Cr200	5	750g	1	45 meters	1d10 (x2)	Small	Piercing	Yes	15	250g	Cr10
Body Pistol	Cr500	7	250g	1	24 meters	1d8 (x2)	Small	Piercing	Yes	6	50g	Cr20
Snub Pistol*	Cr150	8	250g	1	18 meters	1d10 (X2)	Small	Piercing	No	6/15	30g	Cr10
Shotguns												
Shotgun**	Cr150	5	3750g	1	3 meters	3d6/2d6/1d6 (x2)	Medium	Piercing	Yes	10	750g	Cr10
Rifles												
Rifle	Cr200	5	4kg	1	72 meters	1d12 (x2)	Medium	Piercing	Yes	10	500g	Cr20
Carbine	Cr200	5	3kg	1	45 meters	1d10 (x2)	Small	Piercing	Yes	20	125g	Cr10
Auto Rifle	Cr1000	6	5kg	1/4	60 meters	1d12 (x2)	Medium	Piercing	Yes	20	500g	Cr20
Assault Rifle	Cr300	7	3kg	1/4	45 meters	1d12 (x2)	Medium	Piercing	Yes	30	330g	Cr20
Accelerator Rifle	Cr900	9	2500g	1/3	60 meters	1d12 (x2)	Medium	Piercing	No	15	500g	Cr25
ACR****	Cr1000	10	3500g	1/4	72 meters	1d12+2 (x2)	Medium	Piercing	Yes	20	500g	Cr15
Gauss Rifle	Cr1500	12	3500g	1/4/10	96 meters	2d12 (x2)	Medium	Piercing	No	40	400g	Cr30
Machine Guns												
SMG	Cr500	5	2500g	0/4	45 meters	1d10 (x2)	Small	Piercing	Yes	30	500g	Cr20
Laser Weapons												
Laser Pistol	Cr1000	12	1200g	1	36 meters	2d10 (x2)	Small	Laser	No	25	500g	Cr100
Laser Carbine	Cr2500	8	5kg	1	45 meters	3d8 (x2)	Small	Laser	No	50	3kg	Cr200
Laser Rifle	Cr3500	9	6kg	1	60 meters	3d10 (x2)	Medium	Laser	No	100	4kg	Cr300
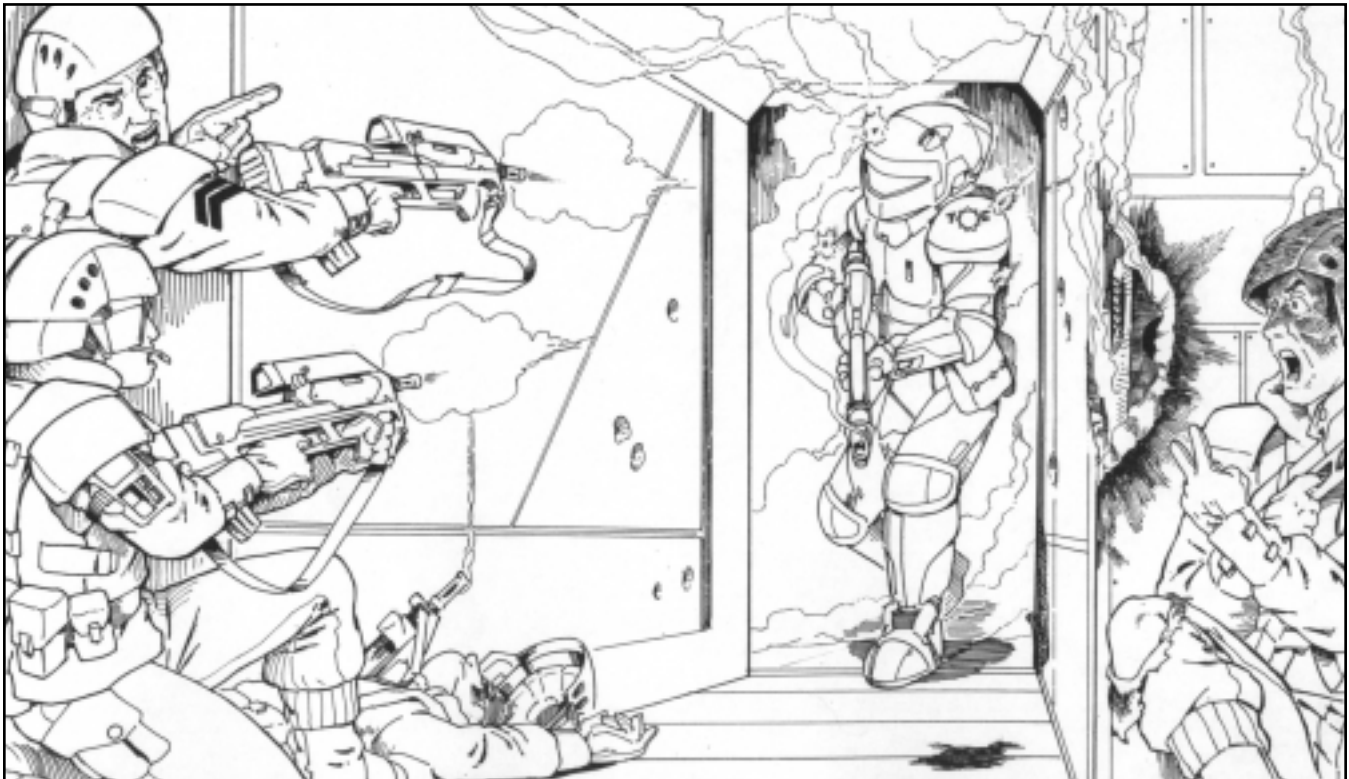
but not interchangeable with them. No magazine is used: six car-tridges are inserted into the revolver individually. Reloading takes two combat rounds, or one combat round if the individual foregoes the benefit of evasion.

Autopistol: Also referred to as a Semi-Automatic Pistol, Automatic Pistol or just a Pistol, the Autopistol is a basic repeating handgun. One cartridge is fired for each pull of the trigger. Autopistol ammunition is interchangeable with submachinegun ammunition (although magazines are not). Preloaded magazines may be inserted into an empty pistol, but require a reload action to complete.

Snub Pistol: A low velocity revolver designed for use ship-board and in zero-g environments.

RIFLES AND OTHER LONGARMS

Carbine: A short type of rifle firing a small caliber round. A magazine containing ten rounds is inserted into the underside of the carbine ahead of the trigger guard or behind the handgrip (this configuration is referred to as "Bullpup", and in some localities car-bines may be referred to as Bullpups), and one round is fired with each pull of the trigger. Replacement of an empty magazine takes a reload action. Carbine ammunition is not interchangeable with any other type of ammunition.

In essence, a carbine is a short rifle, firing a cartridge of smaller, lighter caliber. A sling usually allows the carbine to be car-ried on the shoulder, out of the way.

Rifle: The standard military arm, firing a 7mm, 10 gram bullet at a velocity of approximately 900 meters per second. Longer and heavier than a carbine, it is also more effective. Standard equip-ment includes provisions for attaching a bayonet and telescopic sights, and a shoulder sling.

A twenty-round magazine is attached to the front of the trig-ger guard, and one round is fired with each pull of the trigger. Replacement of the empty magazine requires a reload action. Rifle ammunition may also be used in automatic rifles; rifle and auto rifle magazines are interchangeable, and weigh the same.

Automatic Rifle: A highly refined and tuned version of the rifle, capable of full automatic fire as well as semi-automatic shots. Normally, the automatic rifle fires bursts of four bullets for each pull of the trigger. It may be switched to semi-automatic fire at the end of a combat round, after all firing, in which case it is treated as a rifle until switched back so burst mode. Ammunition and mag-azines are identical to those used for the rifle.

Assault Rifle: A lighter and less expensive version of the automatic rifle.

Accelerator Rifle: Designed specifically for zero-g combat, the accelerator rifle fires a specially designed round which upon leaving the barrel is accelerated by a secondary propelling charge. Normally the rifle fires bursts of three rounds per pull of the trigger, but may be adjusted to fire single rounds.

Advanced Combat Rifle (ACR): A progressive development of the assault rifle.

Gauss Rifle: The ultimate development of the slug thrower, the gauss rifle generates an electromagnetic field along the length of the barrel which accelerates a bullet to high velocities. The round itself consists of a dense armor piercing core surrounded by a softer metal covering, ending in a hollow point, giving the round excellent stopping power and good armor penetration.

Shotgun: The basic weapon for maximum shock effect with-out regard to accuracy. The shotgun has an 18mm diameter barrel and fires shells containing either six 7mm bullets, or one hundred and thirty 3mm pellets. In each case, the projectiles weigh a total of 30 grams. Velocity for the projectiles is about 350 meters per second. A cylindrical magazine containing 10 shells is inserted under the barrel and parallel to it; cartridges are then fed automat-ically into the shotgun for firing. Reloading consists of replacing the cylindrical magazine and takes two combat rounds. One shot

is fired for each pull of the trigger.

Magazines measure approximately 350mm long by 20mm in diameter and are quite clumsy to carry.

Shotguns are equipped with a sling for carrying.

Submachinegun: A small automatic weapon designed to fire pistol ammunition. Magazines holding 30 cartridges are inserted into the weapon forward of the trigger guard or in the pistol grip, depending on the design. The gun fires a burst of four rounds per pull of the trigger. Replacement of an empty magazine requires one combat round.

Submachinegun ammunition (but not magazines) is inter-changeable with autopistol ammunition.

Most submachineguns are equipped with slings for ease of carry-ing. Some are small enough to be carried in a shoulder or hip holster.

LASER WEAPONS

Laser Carbine: A lightweight version of the laser rifle, firing high energy bolts using current from a backpack battery/power pack. The laser carbine fires a 2mm beam of energy, aimed by integrated optic sights. The power pack is capable of producing 50 shots before it requires recharging. Recharging requires at least eight hours connected to a high-energy source. The laser carbine is connected to the power pack by a heavy-duty cable.

Laser Rifle: The standard high energy weapon, firing energy bolts in the same manner as the laser carbine. Heavier, the laser rifle is also capable of longer sustained action, and is somewhat sturdier. The power pack can provide 100 shots before recharging. As in the laser carbine, the laser rifle is connected to the power pack by a heavy-duty cable. Power packs are not interchangeable between the two weapons, however.

Laser Pistol: A pistol equivalent of the laser carbine, though still dependent on an external power pack.

ACCESSORIES

The following special accessories are generally available for the various weapons.

Telescopic Sights (800 grams; Cr200; TL 6): High-quality telescopic sights for attachment to weapons, for increasing their accuracy, especially at longer ranges. A weapon equipped with such sights effectively doubles its normal range increment.

Telescopic sights are delicate, however, and may be jarred out of alignment by any violent action (such as being left untended in a moving truck, a close explosion, or being dropped) on a basic check (DC12). When the sights go out of adjustment, the basic throw to hit should not be revealed to the firer, and he or she will always miss.

Electronic Sights (1500 grams; Cr2000; TL 9): Electronic sights with image enhancement and light intensification capabili-ties are available to provide the capability to see and hit in the dark. Treat any low-light conditions as normal lighting for weapons equipped with such sights. These sights are treated like telescopic sights for damage and reliability, and function similarly, but do not increase the weapon's range increment.

Electronic Telescopic Sights (1800 grams, Cr 3000, TL 9) Electronic sights combining the capabilities of both electronic and telescopic sights. They are still rather fragile.

Silencer (600 grams; Cr200; TL 6): Devices are available which will muffle or eliminate the sound of guns firing, but so far they have proven practical only when applied to body pistols, revolvers, and automatic pistols. A silencer attaches to the muzzle of the pistol, increasing its total length, and making it impossible to holster until the silencer is removed. Silencers are not interchange-able; one must be purchased for each specific model of pistol used.

Shoulder Stocks (1000 grams; Cr75; TL 5): It is possible to produce a shoulder stock which may be attached temporarily to a pistol or revolver, resulting in a crude carbine arrangement and

MODERN ARMOR

	Armor TL	Max Dex Rating	Armor Check Bonus	Penalty	Cost	Speed Weight	9m	6m
Light Armor								
Jack	5	2	+8	0	Cr50	1kg	9	6
Mesh	7	3	+5	-1	Cr150	2kg	9	6
Flak jacket	7	4	+6	0	Cr100	1kg	9	6
Reflec */**	10	0/6	+8	0	Cr1500	1kg	9	6
Medium Armor								
Ablat */***	9	2/5	+5	-1	Cr75	2kg	6	3
Cloth	6	6	+4	-2	Cr250	2kg	6	3
Combat Env Suit	10	6	+2	-3	Cr1500	3kg	6	3
Vac Suit								
Combat Armor	11	7	+3	-4	Cr20,000	18kg	6	3
Combat Armor	12	7	+5	-1	Cr30,000	10kg	6	3
Combat Armor	14	8	+6	0	Cr60,000	6kg	6	3
Hostile Env Suit	12	5	+2	-3	Cr18,000	40kg	6	3
Hostile Env Suit	14	7	+3	-4	Cr150,000	25kg	6	3
Tailored Vac Suit	14	2	+6	-0	Cr9000	-	9	6
Vac Suit	9	4	+0	-5	Cr9000	8kg	6	3
Vac Suit	12	3	+2	-3	Cr8000	2kg	6	3
Vac Suit	14	2	+4	-2	Cr7000	-	6	3

* First number is the base armor rating, the second number is the armor rating vs. laser weapons.

** Can be worn under most other types (except Combat Armor and Battle Dress), adding its rating to the rating of the other armor. Reflec may not be worn under combat armor and battle dress.

*** Unlike other types of armor, the armor rating (vs. lasers) of Ablat is reduced by 1 point every time a laser weapon hits it. Thus after 5 hits by any type of laser, the Ablat armor will be rendered useless (against any type of attack).

some greater accuracy at longer ranges. Ignore the first range penalty incurred when firing a pistol or revolver equipped with such a stock. The overall length of the pistol is increased by the length of the stock, and the pistol cannot be holstered. Attaching the stock (or detaching it) requires five combat rounds.

Folding Stocks (500 grams; Cr100; TL 6): Carbines, rifles, and shotguns can be equipped with folding stocks which make it possible to reduce the overall length of the weapon by 300mm.

ARMOR

Open Game Content

Armor reduces the amount of damage a character takes from a hit, based on the type of armor worn. The rating for a set of armor is equal to the damage dice reduction value of the armor in combat when you are hit.

Critical Hits: Each time a character that is wearing armor is suffers a critical hit, the rating of their armor is degraded by 1 point. When the rating of a set of armor is reduced to zero or less, the armor has lost all of its effectiveness and no longer offers any protection.

Armor Rating: The value is the armor bonus added to a character's AC, and the damage reduction factor when determining lifeblood damage if an attack does strike the character.

Maximum Dex Bonus: This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows.

Armor Check Penalty: Anything heavier than leather impacts the ability to use some skills.

Cost: The cost of the item in Credits (Cr).

Weight: The weight of the item in kilograms.

TL: The earliest tech level at which this item first becomes available.

Speed: The maximum speed of a character when wearing this type of armor.

Armor Structural Integrity: The SI rating of armor is equal

to its armor rating.

ARMOR DESCRIPTIONS

Jack: A natural (cured) or synthetic leather jacket or body suit covering the torso and upper arms and legs. Jack is somewhat better than ordinary clothing or bare skin when defending against blades.

Cloth: A heavy-duty body suit tailored from ballistic cloth. The fabric absorbs impact energy, distributing the blow over the body of the target and possibly resulting in bruising. Cloth armor is almost the best and the most versatile modern armor available.

Flak Jacket: A less expensive military version of ballistic cloth armor, generally only covering the torso and groin.

Mesh: A jacket or body suit made of natural or synthetic leather and reinforced with a lining of flexible metal mesh, similar to chain mail but lighter and stronger. Mesh reduces or stops penetration by blades and has some effectiveness against guns; it is ineffective against laser fire.

Ablat: Ablat is a cheap alternative to reflec, and is fashioned from a material that will ablate (vaporize) when hit by laser fire. The ablation of the material carries away the energy of the laser, and protects the wearer. Continued fire against ablat degrades its effectiveness, but the armor is cheap and easily replaceable. Ablat also has some value against other forms of attack.

Reflec: Reflective material on a plastic base can be tailored into a body suit which is ineffective against most weapons, but superior in defense against laser fire. Unlike other forms of armor, reflec is worn under other clothing. Reflec is expensive and often difficult to obtain.

Vac Suit: The personal vacuum or space suit is designed to protect the individual from vacuum, tainted or noxious atmospheres, and some radiation situations. It carries its own communicators, oxygen tanks for six hours, and other basic survival appurtenances. Use of a vac suit requires Armor Proficiency (Vac Suit). Being armored against space debris and similar hazards, a vac

suit acts much like cloth armor when subject to attacks. Vac suits are relatively bulky, and weigh 10 kilograms; the weight counts against personal weight allowances. This weight is reduced 2 kilograms per tech level as the suit gains increasing sophistication. For example, a TL 10 vac suit weighs 6 kilograms, and a vac suit at tech level 13+ adds no apparent weight.

Hostile Environment Suit: A hardened version of the vac suit, offering heavier protection from the elements and physical damage in hostile environments such as nearby volcanic activity or within a corrosive atmosphere. HE Suits are heavier and more expensive than Combat Armor, but nearly as effective and available to the general public.

Tailored Vac Suit: A tailored vac suit is very much what it sounds. Made of a lightweight but strong material, the suit is tailored to the user allowing for a more comfortable fit and allowing the wearing much more freedom of mobility than with a standard vac suit. A tailored vac suit may not be used by anyone other than the person is was tailored to fit.

Combat Environment Suit: A neck to toe air-tight, loose fitting suit constructed of ballistic cloth. Generally worn open at the neck and wrists, the combat environment suit can be sealed by donning gauntlets and a clear flexible plastic head bag, thus giving complete protection against most chemical agents, tainted atmospheres, biological agents, and a moderate defense against radiation.

Combat Armor: Combat armor is a complete vac suit-like array of metal and synthetic armor. Combat armor is strictly military and not available on the open market; it is issued to troop units and elite mercenary battalions. Before combat armor can be worn, the user must have the Armor Proficiency (Vac Suit) feat.

EQUIPMENT

Open Game Content

The following section lists examples of common equipment that adventurers may want. Each listing notes the object's name, followed by its technological level, a price in Credits, and a basic description. The technological level indicates local technology required to manufacture something with the capabilities listed. Price and weight are for an item manufactured by an interstellar society of tech level 10-15; items produced at lower tech levels will probably be bulkier and more expensive. An item with no weight or size given can be carried or worn without difficulty. Additional lines of explanation are given where considered necessary.

COMMUNIATIONS EQUIPMENT

Long Range Communicator: Back-pack mounted radio capable of ranges up to 500 km and contact with ships in orbit. Ten separate channels. At tech level 7 reduce the weight to 1.5 kg and it becomes belt or sling mounted.

Medium Range Communicator: Belt-mounted or sling carried radio set capable of up to 30 km range, and contact with official radio channels. Five separate channels. At tech level 7, reduce the weight to 500 grams.

Short Range Communicator: TL5, Cr100. Belt-mounted radio capable of 10 km range (much shorter underground or underwater). Three separate channels. At tech level 7 reduce the weight to 300 grams and it becomes hand-held.

Personal Communicator: A hand-held, single channel communication device. On world with a tech level of 8 or higher a personal communicator is able to tap into the world's satellite communication network and with the proper address, contact any other

EQUIPMENT

Personal Equipment	TL	Cost	Weight	
Artificial Gill	8	Cr4000	4 kg	
Cold Weather Clothing	1	Cr200	4 kg	
Combination Mask	5	Cr150	1kg	
Filter Mask	3	Cr10	0.5kg	
Oxygen Tanks	5	Cr500	5 kg	
Protective Suit	5	Cr700	5 kg	
Respirator	5	Cr100	0.5kg	
Swimming Equipment	3	Cr200	1kg	
Underwater Air Tanks	5	Cr800	5 kg	
Personal Devices				
Hand Calculator	7	Cr10	1 kg	
Hand Computer	11	Cr1000	0.5 kg	
Inertial Locator	9	Cr1200	1.5 kg	
Long Range Communicator	6	Cr500	15 kg	
Magnetic Compass	3	Cr10	negligible	
Medium Range Communicator	5	Cr200	10 kg	
Metal Detector	6	Cr300	1 kg	
Radiation Counter	5	Cr250	1 kg	
Short Range Communicator	5	Cr100	5 kg	
Wrist Watch	4	Cr25+	negligible	
Vision Aids				
Binoculars	3	Cr75	1 kg	
Cold Light Lantern	6	Cr20	0.25 kg	
Electric Torches	5	Cr10	0.5 kg	
IR Goggles	6	Cr500	0.25kg	
Light Intensifier Goggles	7	Cr500	0.25kg	
Tools				
Carpentry Tool Set	2	Cr300	25 kg	
Chain Saw	6	Cr500	8 kg	
Disguise Kit	7	Cr1,000	5 kg	
Electronic Tool Set	7	Cr2000	5 kg	
Janitorial Kit	5	Cr250	10kg	
Lock Pick Set	4	Cr10	0.25kg	
Mechanical Tool Set	5	Cr1000	20 kg	
Medical Kit	7	Cr1000	10 kg	
Metalwork Tool Set	4	Cr1500	50 kg	
Shelters				
Advanced Base	8	Cr50,000	6000 kg	
Pre-Fabricated Cabin	6	Cr10,000	4000 kg	
Pressure Tent	7	Cr2000	25 kg	
Tarpaulin	1	Cr10	2 kg	
Tent	2	Cr200	3 kg	
Communications Equipment				
	TL	Cost	Weight	Range
Long Range Communicator	6	Cr500	15 kg	500 km
Medium Range Communicator	5	Cr200	10 kg	30 km
Short Range Communicator	5	Cr100	5 kg	10 km
Personal Communicator	8	Cr250	0.3 kg	Special

communicator in the world (for a fee). The channel is private, but not secure and may be monitored on some worlds. Usually network access can be arranged at the local starport for a small fee. On worlds with a tech level of 7 or less, personal communicators will not work.

HOSTILE ENVIRONMENT AND SURVIVAL GEAR

Artificial Gill: Extracts oxygen from water to allowing the wearer to breathe for an unlimited time while submerged under water. Functions only on worlds with thin, standard, or dense (type 4 through 9) atmospheres.

Cold Weather Clothing: Protects against frigid weather (-20º Celsius or below). Adds a +5 circumstance bonus to all Fortitude

saves against cold weather exposure. Reduce the weight by 1kg for every 5 TL.

Combination Mask: A combination of both filter mask and respirator, which allows breathing of very thin, tainted atmospheres (type 2), plus all atmospheres listed under filter and respirator masks.

Filter Mask: A filter set that allows an individual to breathe tainted atmospheres (types 4, 7, and 9). Also protects against the inhalation of heavy smoke or dust.

Oxygen Tanks: A complete set of compressed oxygen tanks, which allow independent breathing in smoke, dust, gas, or exotic (type A) atmosphere. Two tanks last 6 hours. Refill of proper atmospheric mixture for race cost Cr20.

Respirator: A small compressor that allows an individual to breathe in very thin atmospheres (type 3).

Swimming Equipment: Includes swim fins, wet suit, face mask. Protects against the effects of cold (5º Celsius or below), along with improving speed and maneuverability underwater; add +2 to all Swim skill checks in these situations when wearing proper swimming equipment.

Underwater Air Tanks: Equivalent to oxygen tanks but designed for use underwater. Two tanks last 6 hours. Refill of proper atmospheric mixture for race and expected depth cost Cr20.

Vac Suit: Must be worn in vacuum, trace, exotic, or corrosive atmospheres. May also be worn in very thin or tainted atmospheres if desired. Includes oxygen tanks, short-range communicators, and other required equipment.

MEDICAL EQUIPMENT

Field Medical Kit: Contains drugs, surgical supplies, and diagnostic materials for use by doctors and field medics. Reduces the DC required for most T/Medical skill checks. Higher tech level kits cost more but offer a better range of treatment options and quality of care, increasing the odds of successful treatment.

Tech Level	Cost	Medical DC Modifier
TL5-7	Cr1000	-2
TL8-12	Cr1250	-4
TL13-15	Cr2500	-6
TL16+	Cr5000	-8

First Aid Kit: At TL0, a first aid kit consists of little more than material for a splint, and a few herbs and plants that are reputed to have medicinal qualities, but it is better than nothing. At higher tech levels, the quality of materials and drugs included in the kit improves significantly, greatly increasing the odds of successful treatment. Higher tech kits cost considerably more.

Tech Level	Cost	Medical DC Modifier
TL0-3	Cr100	+2
TL5-7	Cr125	+/-0
TL8-12	Cr250	-2
TL13-15	Cr500	-4
TL16+	Cr1999	-6

SHELTER

Advanced Base: Modular unpressurized quarters for 6 persons and capable of withstanding anything less than hurricane force winds. Offers excellent shelter from precipitation and all but the most extreme of temperature ranges. Requires 12 man-hours to erect or dismantle. There are 16 modules, each, 1.5m wide by 1.5m long by 2m high that can be organized into any layout required. Dismantled and ready for shipment, the advanced base weighs 6 tons.

Pre-Fabricated Cabin: Modular unpressurized quarters for 6 persons and capable of withstanding light to severe winds. Offers excellent shelter from precipitation, storms, and temperatures down to -10º Celsius. Requires 8 man-hours to erect or dismantle. There are 16 modules, each, 1.5m wide by 1.5m long by 2m high that can be organized into any layout required. Dismantled and ready for shipment, the cabin weighs 4 tons.

Pressure Tent: Basic pressurized shelter for two persons, providing standard atmosphere and conditions, along with protection from precipitation, storms, and up to strong winds. There is no airlock: the tent must be depressurized to enter or leave it.

Tent: Basic shelter for two persons offering protection from precipitation, storms, and temperatures down to 0º Celsius, and withstanding light to moderate winds. Larger, more elaborate tents capable of sheltering more people, higher winds or colder temperatures weigh and cost more.

MISCELLANEOUS EQUIPMENT

Cold Light Lantern: A fuel cell powered version of the electric torch, but will last 3 days with continuous use. Produces a wide cone of light up to 18 meters away with a radius of 6 meters at the end of the beam. Also capable of producing a tight beam of light up to 36 meters away with a 1 meter radius or be used to illuminate a 10 meter radius.

Electric Torch: The common flashlight. It is battery powered and will last for about 6 hours of continuous use. A torch produces a wide cone of light up to 18 meters long with a radius of 6 meters at the end of the beam. Later TL models have adjustable beams allowing them to also produce a tight beam of light up to 36 meters long, with a 1 meter radius, or be used to illuminate a circle of 10 meter radius.

Hand Computer: The 'handcomp' provides services of a small computer, plus serves as a computer terminal when linked (by its integral radio, network interface jack, or by other circuit) to a standard computer. If an astrogator has a handcomp handy, the penalty for no astrogation computer when plotting a course is reduced to only +2 on the DC.

Inertial Locator: Indicates direction and distance traveled from the starting location.

IR Goggles: Allows wearer to see heat sources (infrared radiation) in even darkness up to 18 meters away. Quality of vision is necessarily distorted. The presence of light does not affect this capability.

Light Intensifier Goggles: Allows clear, monochrome vision up to 18 meters in anything less than total dark. While some light is required to produce this effect, anything approaching normal daylight conditions severely degrades the clarity of the view and the range.

Lock Pick Set: Allows picking of ordinary mechanical locks. Picking a lock takes 3 rounds and requires a successful T/Mechanical skill check (DC based on the type of lock). Lockpicks are illegal on worlds of law level 8+; on such worlds the cost rises to Cr100 or more.

Magnetic Compass: Indicates direction of magnetic north, if any exists.

Metal Detector: Indicates presence of metal within a 3 meter radius (including underground), with the indicating signal growing stronger as it gets closer to the source.

Radiation Counter: Indicates presence and intensity of radioactivity within a 30-meter radius. The indicating signal will grow stronger as it gets closer to the source.

Artificial Psionic Shield Helmet: Acts as a shield against psionic forces.

FOOD AND OVERHEADS

Everyone has to eat, and characters who are running out of money for lodging will have to seek new adventures... or get a job!

FOOD AND OVERHEAD PER DAY

Item	Cost	Weight
Average Restaurant Meals	Cr10	-
Excellent Restaurant Meals	Cr(1d4+1) x10	-
Prepare Own Meals	Cr5	1kg
Canned or Packaged Rations	Cr20	0.5kg
Dehydrated Rations	Cr25	0.2kg
Dismal Lodging	Cr2	-
Average Lodging	Cr6	-
Good Lodging	Cr8	-
Excellent Lodging	Cr10	-

SUBSISTENCE ON A LONG TERM BASIS

In situations where time passes quickly, personal survival or subsistence costs can be assumed to be the values given below:

Starvation Level: A person must consume at least 1kg of food per day or they will begin starving. A day's ration of canned, packaged, or dehydrated food is equal to the 1kg of standard fare, regardless of actual weight. A character can survive for a number of days equal to their Constitution before starting to suffer the effects of starvation, but they will not heal from any injuries during this period. For each extra day spent beyond this period with insufficient food supplies, a character will lose 1 point of Lifeblood.

Subsistence Level: A character spending less than less than required by their Social Standing on food and lodging are considered to be existing at subsistence level. While at this level, their Social Standing will be temporarily lowered to a value equal to the level of support the character can afford plus their original Social Standing bonus. For example a character with a normal Social Standing of 12 can currently only afford to spend Cr600 per month on food and lodging. This amount is enough to support a normal Social Status of 6. Adding his original Social Status bonus of +1, the character has a temporary Social Status of 7 until they can afford to once again spend enough to support their true status.

Ordinary Level: A character must spend Cr100 per point of Social Standing each month on food and lodging to support the lifestyle that comes with their status.

High Living: A character that spends Cr250 per point of Social Standing a month or more is considered to be living the high life, the best of foods, high quality lodging, etc. Of course, what is high living to someone with a Social Standing of 3 is quite different than someone with a Social Standing of 15...

Starships: Passengers and crewmembers have their food and lodging provided.

MEDICINE AND HEALING

Adventurers have been known to need medical attention from time to time. Advanced medicine can cure just about anything, which is just as well given the proliferation of powerful firearms and other hazards in the *Traveller* universe.

TREATMENT 'IN THE FIELD'

Damage to lifeforms must be healed, either naturally, through the intervention of a medical practitioner, or via a technological device.

Natural Lifeblood Healing: Lifeblood heals naturally at a rate of 1 point per week of rest. For longer-term healing, the total recovery period from a given set of wounds is equal to one week per point of Lifeblood lost, minus the character's constitution modifier, with a minimum of 1 week total recovery. Thus a character resting up after taking 7 points of Lifeblood damage would be completely healed after 5 weeks if his constitution modifier was +2 (7 minus +2 = 5), and 8 weeks if it were -1 (7 minus -1 = 8).

Natural Stamina Healing: Stamina is automatically recovered at a rate of (1 point + Constitution modifier per character level) per hour of rest. If the character has a negative Constitution modifier, the character will require a number of hours equal to (numeric value of Con modifier +1) to heal 1 point of Stamina, that it takes the character to recover a single Stamina point. For example a character with a 16 Con (+3 modifier) would recover stamina at a rate of 4 points per hour of rest, while a character with a 6 Con (-2 Modifier) would heal at a rate of 1 point per 3 hours of rest.

First Aid: A character that has the T/Medical skill may attempt to treat unconscious (0 or fewer Stamina points) and dying (0 or fewer Lifeblood points) victims. A successful T/Medical skill check (DC15) will revive unconscious victims (raising their Stamina to 1), and stabilize dying characters (raising their Lifeblood to 1). Applying first aid is a full round action. If the character treating the victim has a medical kit at hand, they may add +2 to these medical skill checks.

Medical Drug: Heals 3d6 Stamina, 1d4 Lifeblood. If the Medical Drug is taken more than once in a 24-hour period there is a high risk of overdose. The user must make a Fortitude saving throw (DC20) or immediately fall unconscious (reduce Stamina to 0) and suffer 3d6 Lifeblood damage.

Medical Drug	*TL8*	*Cr100 per dose*

Personal Medikit: A personal medikit is basically a small personal electronic pharmacy tailored to a specific user's body chemistry. When worn (usually on upper arm, thigh, or lower back) it is always active and monitoring the wearer's bio-signs for any changes. As needed the medikit will dispense anti-toxins, antibiotics, stimulants, sedatives, and other pharmaceuticals needed to keep the user at peak efficiency. This has the added benefit of boosting the user's natural base healing rate from 1 Stamina point per hour to 2. Under normal (adventuring) conditions a personal medikit will need to be recharged every 4 weeks. Of course heavier demands on the medikit may considerably reduce the available drug supply much sooner.

In the event of poisoning or infection, a personal medikit will impart a +5 to all Fortitude saving throws against the effects of such dangers.

Most medikits are also equipped to store and dispense a single dose of Medical Slow drug should it ever be needed. If the wearer is ever dying (0 Lifeblood or lower), the medikit will automatically use the Medical Slow drug if it is available and there is not a risk of overdose. The user can activate the Medical Slow at any time if needed. If desired, this can be replaced with a dose of Slow, Combat, or Medical drugs instead.

It is very dangerous to attempt to use a Medikit that has been tailored to another person's body chemistry. If such an attempt is made two Fortitude saving throws must be made. If the first saving throw (DC15) fails, the user immediately suffers a Traumatic Shock injury (1d6 Lifeblood damage, ignore the second saving throw). If the second saving throw (DC10) fails, the medikit simply does not work for the user. If both saving throws are successful, the medikit will function normally for the user.

Medical Procedure	DC
Aid a choking victim	5
Staunch bleeding/apply tourniquet	5
Administer injection/IV	5
Cardio/Pulmonary Resuscitation	5
Set broken limb/rib	5
Venomous bite/sting treatment*	10
Apply/remove stitches	10
Tracheotomy	15
Treat non-terminal virus	10
Treat terminal virus	15
Treat non-terminal disease	20
Treat terminal disease	25
Treat non-terminal cancer	30
Treat terminal cancer	35
Routine surgery (remove bullet, appendicitis)	25
Serious surgery (amputation, heart surgery)	30
Major surgery (brain surgery)	35

* Slows the spread of a poison
** Requires the Surgery feat

Modifiers	DC
Under fire	+15
Rushed	+10
Anti-toxin Available	-10
Hi-Tech Hospital	-15
Mid-Tech Hospital	-10
Lo-Tech Hospital	-5
Hi-Tech Field Hospital	-10
Mid-Tech Field Hospital	-5
Hi-Tech Surgical Field Kit	-5
Lo-Tech Surgical Field Kit	+5
No Surgical tools	+10
Chronic Condition	+5

Personal Medikit	*TL12*	*Cr15,000*
Basic Supplies		*Cr500 (specialized drugs must be purchased separately)*

AutoDoc: An autodoc is a small self-contained diagnostic, pharmaceutical, and surgical system about the size of a Low Berth chamber or large coffin. Often found on starships, it is capable of diagnosing and treating disease, infection, injuries and other medical conditions as if a qualified doctor of Skill rank 12 was attending the patient.

MEDICAL CARE

While anyone with Medical skill or the First Aid feat can attempt to perform medical tasks, skill ranks in T/Medical skill represent steps in increasingly better ability and knowledge.

T/Medical skill rank 4 is sufficient to qualify a character for the position of medic on a starship crew. A character with a Medical degree and a T/Medical skill rank of 4 or higher is sufficient for a character to be called doctor, and assumes a license to practice medicine which includes writing prescriptions, handling most ailments, and dealing with other doctors on a professional level.

If the patient is being treated for a life-threatening condition and the T/Medical check fails, the patient must make a Fortitude save (DC15) or they will die immediately.

TRAVELLING

Adventurers need some means of getting about in a huge universe. Walking will only get them so far, so they are going to need to climb aboard a vehicle of some kind.

PLANETARY TRAVEL

On-planet, and in civilized areas, regular services may be available for a few credits, allowing characters to ride to their destination aboard anything from a rickshaw to a maglev bullet-train. In the course of their adventures, travellers may ride aboard steam ships, dirigibles, submersibles, grav speeders or atop animals. Costs are fairly negligible for such travel. Assume a basic cost of 1d6X5 credits per day of travel.

If the characters wish to use a vehicle of their own, this cost is not necessary. However, a suitable vehicle must be available. We present four example vehicles here, all of which are suitable for travellers to get about the less urbanized regions in.

All vehicle data is presented in the following format:

VEHICLE DATA BLOCK

Every vehicle uses the following data block for easy reference to commonly used information during play. The have been designed to fit well on a standard 3"x5" index card. The information presented in the leftmost column is that which will be most used during normal operation of travel, trade, and commerce. The information in the middle column is the data the will be most needed when the vessel is engaged in combat. The rightmost column is used to detail the vehicle's offensive weapon systems. At the bottom of each block will be a listing of any other equipment or supplies installed or stored aboard the vessel, that have not already been detailed.

Class:	EP Output:	
Cost:	Agility:	
Tech Level:	Initiative:	
Size:	AC:	
Streamlining:	AR:	
Pressurized?	SI:	
Climate Control?	Visual:	
Drive Train:	Crew:	
Passengers:	Sensors:	
Cargo Space:	Fuel:	
Range:	Comm.:	
Speeds:		
Acceleration =		
Offroad =	Very Slow =	Slow =
Cruising =	Fast =	Maximum =
Other Equipment:		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

5

GROUND VEHICLES

JEEP

Large Ground Vehicle

TL5, Cr2580, 1000vl. A self-powered wheeled vehicle based on the ground car (see below) concept, but designed for off-road and rugged terrain use. Typically, a jeep has a cruising range of 600km at a speed of 60 kph, and has a maximum speed of 120 kph. Off-road performance is better than the standard ground car, though jeeps (other than specialist luxury models) lack creature comforts to the point where some are truly excruciating to drive. Fuel for a jeep depends on local tech level and fuel sources; it is usually chemical fuel (hydrocarbons or hydrogen), or an electric battery. A jeep can carry a driver and up to three additional passengers plus luggage (214vl). Luxury models (which are as comfortable as any ground car on the market) may be available at higher prices. The basic jeep is unpressurized, and may indeed be open-topped. Jeeps are designed to be somewhat tolerant of atmospheric and environmental conditions; they will not usually malfunction when transferred to another world, so long as it is reasonably similar to their world of origin.

JEEP

Class: Ground Vehicle	**EP Output:** 20 (7 excess)
Cost: Cr2580	**Agility:** 1 (+1 EP)
Tech Level: 5	**Initiative:** +1 (+1 agility)
Size: Large (1000vl)	**AC:** 10 (+1 agility, -1 size)
Streamlining: Standard	**AR:** 0
Pressurized? No	**SI:** 50
Climate Control? No	**Visual:** Headlights (Beam 12m), Brakelights (Area 1.5m)
Drive Train: Wheeled (4)	
Crew: 1	
Passengers: 3	**Sensors:**
Cargo Space: 214vl	
Fuel: 100vl	
Range: 600km	**Comm.:**

Speeds:

Acceleration = 12kph

Offroad = 20kph	Very Slow = 12kph	Slow = 30kph
Cruising = 60kph	Fast = 90kph	Maximum = 120kph

Other Equipment:

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL5 Design Specifications

Installed Components	Size	Cost	EP
1000vl Chassis	+1000	1000	-
Controls	-110	275	-
Drive Train, Wheeled (4)	-144	600	-12
Int. Combustion Power Plant	-100	1000	+20
Fuel	-100	-	-
Passengers Seating (3)	-330	300	-
2 Headlights, Beam (12m)	-1.6	40	-0.08
2 Brakelights, Illumination	-0.4	10	-0.02
Cargo/Luggage	-214	-	-
Totals	*0*	*Cr3225 (Cr2580 with 20% standard design discount)*	

WHEELED ALL TERRAIN VEHICLE
Huge Ground Vehicle

TL12, Cr52,880, 10,000vl. An 8-wheeled vehicle intended for world surface exploration, or for transport across undeveloped areas. An all terrain vehicle (abbreviated ATV) has a range of 5000 km, cruises on roads at 50 kph, and can achieve a maximum speed of 100 kph. Off roads, speed depends on terrain; on open plain, it will approach normal road performance while in difficult terrain average speed will be 25 kph or less. An ATV may be powered by a battery recharged from a ship's power plant, or it may contain a small fusion pack requiring hydrogen or water for fuel. The ATV is designed to serve on many different worlds under widely varying conditions, including vacuum and insidious atmospheres, and high or low gravity. An ATV requires one driver and may carry up to 16 passengers. The interior of the vehicle is fully pressurized and contains complete (though cramped) eating, sleeping, and travel facilities for eight. The wheeled ATV typically has 8 large, gel-filled tires. These are self-sealing and provide sufficient buoyancy to allow the ATV to float in reasonably calm water. Slow headway can be made using water jet propulsion.

WHEELED ALL TERRAIN VEHICLE (ATV)

Class: Ground Vehicle	**EP Output:** 120 (6.4 excess)
Cost: Cr52,880	**Agility:** 0
Tech Level: 12	**Initiative:** +0
Size: Huge (10,000vl)	**AC:** 8 (-2 size)
Streamlining: Standard	**AR:** 0
Pressurized? Yes	**SI:** 75
Climate Control? Yes	**Visual:** Headlights (Beam 12m), Brakelights (Area 1.5m)
Drive Train: Wheeled (8)	
Crew: 1	
Passengers: 8 (16)	**Sensors:**
Cargo Space: 938vl	
Fuel: 600vl	
Range: 5000km	**Comm.:**
Speeds:	

Acceleration = 10kph

Offroad = 25kph	Very Slow = 10kph	Slow = 25kph
Cruising = 50kph	Fast = 75kph	Maximum = 100kph

Other Equipment: Galley facilities for 8, fresher.

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL12 Design Specifications

Installed Components	Size	Cost	EP
10,000vl Chassis	+10,000	10,000	-
Pressurized Interior	-500	12,500	-12.5
Climate Control	-100	5,000	-1
Drive Train, Wheeled (8)	-1400	10,000	-100
Advance Fuel Cell	-180	12,000	+120
Fuel	-600	-	-
Controls	-2000	5000	-
Passengers Seating (8)	-880	800	-
Passengers Bunks (8)	-1600	2000	-
Galley Facilities (8)	-1600	8000	-
Fresher Facilities (1)	-200	750	-
2 Headlights, Beam (12m)	-1.6	40	-0.08
2 Brakelights, Illumination	-0.4	10	-0.02
Cargo/Luggage	-938	-	-
Totals	+0	Cr66,100 (Cr52,880 with 20% standard design discount)	

GRAV VEHICLES
AIR/RAFT

Huge Grav Vehicle

TL8, Cr273,200, 6000vl. A light anti-gravity ("grav") vehicle which uses null-grav modules (often known as "lifters") to counter-act gravity for lift and propulsion. An air/raft can cruise at 60kph (but is extremely subject to wind effects), with some capable of higher speed to about 120kph. An air/raft can reach orbit in several hours (number of hours equal to planetary size digit in the UWP); passengers must wear vac suits for this journey. Interplanetary travel in an air/raft is not possible. Range on a world is effectively unlimited, requiring refueling once per week. An air/raft can carry the pilot and up to 3 passengers plus roughly 4 metric tons of cargo. They are usually unpressurized and open-topped.

AIR/RAFT

Class: Grav Vehicle	**EP Output:** 10 (2.8 excess)
Cost: Cr273,200	**Agility:** 0
Tech Level: 8	**Initiative:** +0
Size: Huge (6000vl)	**AC:** 8 (-2 size)
Streamlining: Standard	**AR:** 0
Pressurized? No	**SI:** 63
Climate Control? No	**Visual:**
Drive Train: Grav	
Crew: 1	
Passengers: 3	**Sensors:**
Cargo Space: 4001.2vl	
Fuel: 420vl	
Range: 1 week	**Comm.:**
Speeds:	

Acceleration = 12kph

Offroad = n/a	Very Slow = 12kph	Slow = 30kph
Cruising = 60kph	Fast = 90kph	Maximum = 120kph

Other Equipment:

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL8 Design Specifications

Installed Components	Size	Cost	EP
6000vl Chassis	+6000	6000	-
Drive Train, Grav	-28.8	331,200	-7.2
Turbine Power Plant	-20	1000	+10
Fuel	-420	-	-
Controls	-1200	3000	-
Passengers Seats (3)	-330	300	-
Cargo/Luggage	-4001.2	-	-
Totals	*+0*	*Cr341,500 (Cr273,200 with 20% standard design discount)*	

GCARRIER

Huge Grav Vehicle

TL8, Cr506,880, 10,000vl. An enclosed military or quasi-military grav vehicle. The GCarrier is an armored air/raft type vehicle intended originally for troop carrier duties. Performance is similar to that of the air/raft, but the vehicle generally has a gun mount and is armored. It requires a crew of one (with pilot skill and the Vessel/grav feat), plus a gunner for the craft's weapon, if any. It can carry 14 persons (including the driver and gunner), plus roughly 1.1 metric tons of cargo.

GCARRIER

Class: Grav Vehicle	**EP Output:** 30 (0.9 excess)	
Cost: Cr506,880	**Agility:** 0	
Tech Level: 8	**Initiative:** +0	
Size: Huge (10,000vl)	**AC:** 14 (+6 armor, -2 size)	
Streamlining: Standard	**AR:** 6	
Pressurized? Yes	**SI:** 75	
Climate Control? Yes	**Visual:**	
Drive Train: Grav		
Crew: 2		
Passengers: 12	**Sensors:**	
Cargo Space: 1092vl		
Fuel: 1260vl		
Range: 1 week	**Comm.:**	
Speeds:		
Acceleration = 12kph		
Offroad = n/a	Very Slow = 12kph	Slow = 30kph
Cruising = 60kph	Fast = 90kph	Maximum = 120kph
Other Equipment:		

TAS Form 3.1v (Condensed)

Vehicle Data (Commercial)

TL8 Design Specifications

Installed Components	Size	Cost	EP
10,000vl Chassis	+10,000	10,000	-
TL8 Armor (AC6)	-2800	28,200	-
Pressurized Interior	-500	12,500	-12.5
Climate Control	-100	5,000	-1
Drive Train, Grav	-48	552,000	-12
Turbine Power Plant	-60	3000	+30
Fuel	-1260	-	-
Controls	-2000	5000	-
Passengers Seats (14)	-1540	1400	-
Heavy Manned Turret	-600	6000	-0.6
Medium Lasers (3)	(-300)	10,500	-3
Cargo/Luggage	-1092	-	-
Totals	*+0*	*Cr633,600 (Cr506,880 with 20% standard design discount)*	
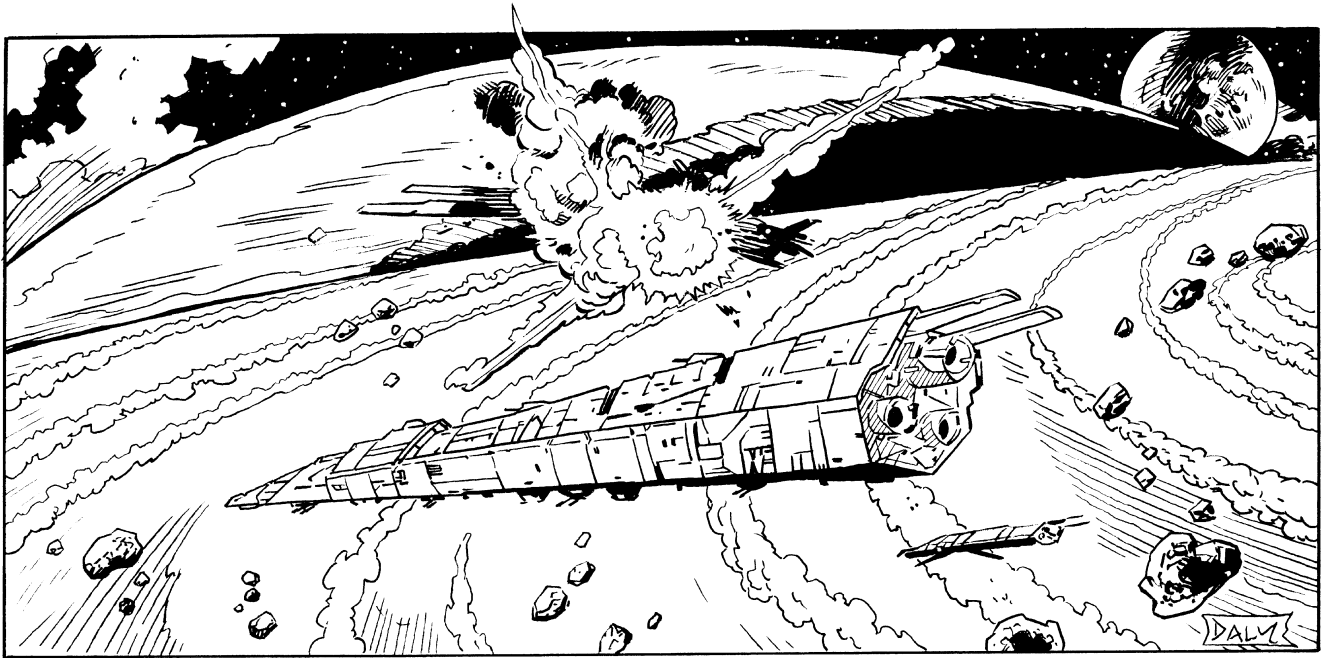
SPACE AND INTERSTELLAR TRAVEL

In order to reach orbit and beyond, it is necessary to travel aboard a space vessel or a starship. Many vessels ply regular runs; it is possible to travel aboard shuttles, liners and tramp freighters to get just about anywhere. The costs and other considerations of travel aboard someone else's starship are covered under Starship Operations, below.

Adventurers may own a starship, however. It might be a commercial ship or a more specialized vessel. Two designs of starship are presented here.

STARSHIP AND SPACECRAFT DATA BLOCK

Every starship and spacecraft uses the following data block for easy reference to commonly used information during play. The have been designed to fit well on a standard 3"x5" index card. The information presented in the leftmost column is that which will be most used during normal operation of travel, trade, and commerce. The information in the middle column is the data the will be most needed when the vessel is engaged in combat. The rightmost column is used to detail the ship's offensive weapon systems. At the bottom of each block will be a listing of any other equipment or supplies installed or stored aboard the vessel, that have not already been detailed.

Class:	EP Output:
Tech Level:	Agility:
Size:	Initiative:
Streamlining:	AC:
Jump Range:	Repulsors:
Acceleration:	Nuclear Dampers:
Fuel:	Meson Screens:
Duration:	Black Globes:
Crew:	AR:
Staterooms:	SI:
Small Cabins:	Main Computer:
Bunks:	Sensor Range:
Couches:	Comm. Range:
Low Berths:	
Cargo Space:	Cost:
Atmospheric Speeds:	NoE =
Cruising =	Maximum =

Other Equipment:

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

SCOUT/COURIER (TYPE S)
Medium-Size Starship

The Type S Scout/Courier is the most common class of ship seen in Charted Space. Small, cheap, and reasonably economical to operate, these ships have become a workhorse for both the government and military fleets; some are encountered in commercial use. Most Scout/Couriers are actually former Scout Service vessels either purchased as surplus from the government or are assigned for the private use of former Scouts currently on Detached Duty. In return for use of the ship the Scouts (and the ship itself) are subject to recall at any time for temporary or indefinite duty, as the Scout service requires.

The ship itself is built using the smallest available hull for a starship, 100-tons. The vessel carries a Maneuver drive capable of up to 2-G acceleration and a Jump-2 drive. Most ex-Scout vessels have had their powerful computer and sensor arrays removed and replaced with a standard Model/1bis computer. 4 staterooms are available for crew and passengers. Small cargoes may also be carried in the ship's compact 25-ton cargo hold. The vessel also carries a small vehicle bay, usually containing an air/raft.

The Scout/Courier requires a crew of one to operate; the pilot who must assume the duties of pilot and astrogator, and also oversees the highly automated drive section. A second crewmember is desirable. The Type S costs MCr42.258 new, and takes 5 months to build.

SCOUT/COURIER

Class: Starship, type S	**EP Output:** 4 (2 excess)
Tech Level: 11	**Agility:** 2 (+2 EP)
Size: Medium (100 tons)	**Initiative:** +2 (+2 agility)
Streamlining: Streamlined	**AC:** 12 (+2 agility)
Jump Range: 1 x Jump-2	**Repulsors:** 0
Acceleration: 2-G	**Nuclear Dampers:** 0
Fuel: 24 tons	**Meson Screens:** 0
Duration: 4 weeks	**Black Globes:** 0
Crew: 1	**AR:** 0
Staterooms: 4	**SI:** 100
Small Cabins: 0	**Main Computer:** Model/1 (5 CPU)
Bunks: 0	**Sensor Range:** Close (Model/1)
Couches: 0	**Comm. Range:** Close (Model/1)
Low Berths: 0	
Cargo Space: 20 tons	**Cost:** MCr42.258 (new)
Atmospheric Speeds:	NoE = 275kph
Cruising = 825kph	Maximum = 1100kph

Other Equipment: Air/raft, fuel scoops.

Double Turret: Empty.

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Design Specifications

Installed Components	Tonnage	Cost	EP
100-ton Hull	+100	MCr12	-
Bridge	-20	MCr0.1	-
Computer	-0.1	MCr4	-
Flight Avionics	-0.4	(MCr0.9)	-
Sensors	-0.3	(MCr0.6)	-
Communications	-0.2	(MCr.0.5)	-
Jump Drive 2	-3	MCr12	-2
Jump Fuel	-20	-	-
Maneuver Drive 2	-5	MCr3.5	-2
TL9 Power Plant	-6	MCr18	+4
Power Plant Fuel	-4	-	-
Fuel Scoops	-	MCr0.1	-
1 Hard Point	-	MCr0.1	-
Double Turret	-	MCr0.75	-
Air/Raft	-5	MCr0.273	-
Staterooms (4)	-16	MCr2	-
Cargo	-20	-	-
Totals	*+0*	*MCr52.823 (MCr42.258 with 20% standard design discount)*	

TRAVEL AND DAILY LIFE

FAR TRADER (TYPE A2)
Medium-Size Starship

The Jump-2 Far Trader sacrifices some cargo space for engines and fuel, meaning that it cannot really compete on a main. However, A2s can be encountered almost anywhere. They are particularly common in backwater regions where larger vessels are uneconomical. On the frontier, many Far Traders are armed. The Far Trader requires on a crew of four to operate, the pilot, astrogator and engineer to operate the ship along with a medic/steward to attend to the passengers. The power plant provides just enough energy to power the maneuver drives or the Jump drive. If laser or energy weapons are installed, a larger power plant will be needed. The ship cost MCr67.384 new, and takes 9 months to build.

If a Merchant character receives a starship as a mustering-out benefit, it is likely that it will be a vessel of this class.

FAR TRADER

Class: Starship, type A2	**EP Output:** 4	
Tech Level: 11	**Agility:** 0	**Double Turret:** Empty.
Size: Medium (200 tons)	**Initiative:** +0	**Double Turret:** Empty.
Streamlining: Streamlined	**AC:** 10	
Jump Range: 1 x Jump-2	**Repulsors:** None	
Acceleration: 2-G	**Nuclear Dampers:** None	
Fuel: 44 tons	**Meson Screens:** None	
Duration: 4 weeks	**Black Globes:** None	
Crew: 4	**AR:** 0	
Staterooms: 10	**SI:** 115	
Small Cabins: 0	**Main Computer:** Model/1bis (5 CPU)	
Bunks: 0	**Sensor Range:** Close (Model/1)	
Couches: 0	**Comm. Range:** Close (Model/1)	
Low Berths: 4		
Cargo Space: 66 tons	**Cost:** MCr67.384 (new)	
Atmospheric Speeds:	NoE = 275kph	
Cruising = 825kph	Maximum = 1100kph	
Other Equipment: Air/raft		

TAS Form 3.1 (Condensed)

Ship's Data (Commercial)

Design Specifications

Installed Components	Tonnage	Cost	EP
200-ton Hull	+200	MCr24	-
Bridge	-20	MCr0.5	-
Computer	-0.1	MCr4	-
Flight Avionics	-0.4	(MCr0.9)	-
Sensors	-0.3	(MCr0.6)	-
Communications	-0.2	(MCr.0.5)	-
Jump Drive 2	-6	MCr24	-4
Jump Fuel	-40	-	-
Maneuver Drive 2	-10	MCr7	-4
TL9 Power Plant	-6	MCr18	+4
Power Plant Fuel	-4	-	-
2 Hard Points	-	MCr0.2	-
2 Double Turrets	-	MCr1.5	-
Staterooms (10)	-40	MCr5	-
Low Berths (4)	-2	MCr0.2	-
Air/Raft	-5	MCr0.273	-
Cargo	-66	-	-
Totals	*+0*	*MCr84.673 (67.384)*	

STARSHIP OPERATIONS
CREW

All starships and space vessels need a crew of some kind. Small craft like shuttles normally just have a pilot (and usually a copilot). Larger ships, and especially those using Jump drive to travel between the stars, need a larger crew. At a minimum, a starship will need:

Pilot: A qualified Pilot to maneuver the ship. A Pilot makes Cr 6,000 per month.

Astrogator: Someone to create Jump Plots and navigate the ship. On small ships, this job is often doubled up with the Pilot's duties. An Astrogator makes Cr 5,000 per month.

Engineer: Someone to maintain the ship and operate the drives. Larger ships may need several engineers and technicians to back them up. A Chief Engineer makes Cr 4,000 per month.

Other crew positions exist:

Master: A vessel's Master, or Captain, is responsible for the vessel and the safety of everyone aboard. A Merchant who receives the Starship benefit at mustering-out will hold this position. Aboard a small ship, he will usually have another job, such as Pilot or Astrogator. The pay due to a ship's Master can vary. Assume a standard of Cr 6,000 per month, or the salary of highest-paid job he is qualified to do. Many merchant ship owners take a cut of the ship's profits instead of a salary.

Medic: Ships that carry passengers must have a qualified medic. All vessels should have some form of medical assistance available. A medic makes Cr 2,000 a month.

Purser: Commercial ships often employ someone to look after the accounts and supplies. This is the purser's job. It is often doubled-up with other duties. A purser is often paid a cut of the ship's profits rather than a salary; a standard salary would be Cr 3,000 per month.

Gunner: Armed ships must employ gunners to operate the weapons. Salary is Cr 1,000 per month.

Assistant Engineers and Technicians: Technically adept people can assist the Engineer in maintaining the ship and operating her drives. Salary is Cr 1000 per month.

Cargo Handlers, Deck Hands and Security: Some ships employ personnel to carry out these duties. While not essential to the operation of the ship, these people are useful to have around. Salary is Cr 1000 per month.

Stewards: While anyone can be assigned to look after the passengers and cook everyone's meals, professional stewards are useful in ensuring the passengers enjoy their trip, and thus that the ship stays in business. Salary is Cr 3,000 per month.

The basic living expenses of crewmembers during their shipboard duties are considered paid out of the ship's overheads. Note that salaries are generalized and can vary considerably depending upon circumstances and special arrangements.

BASIC OPERATIONAL COSTS

In addition to crew salaries there are a number of other costs involved in the operation of a starship.

Fuel: Refined fuel may be purchased at any class A or B starport for Cr500 per ton delivered at the starport. If fuel must be ferried out to a ship, add Cr 100 per ton to the cost. Refined fuel may also be obtained by running unrefined fuel through a Fuel Purification System installed onboard a ship. Refined fuel decreases the chance of a problem occurring with a ship's power plant, maneuver drive, and jump-drive.

Unrefined fuel is available for Cr100 per ton from any class A, B, or C starport delivered at the starport. If fuel must be ferried

out to a ship, add Cr 100 per ton to the cost. Unrefined fuel is also available for free from the following sources:

Water: On worlds with a hydrographic rating of 1 or higher, a ship may land near an open body of water or ice and pump fuel into their fuel tanks for free. Using water as fuel in this manner is considered to be running unrefined fuel. Note that many worlds may not allow ships to land and fuel for free, preferring to control the availability of fuel from the starport only thus earning the revenue from the operation.

Gas Giants: Streamlined ships equipped with fuel scoops may dive into the upper atmosphere of a gas giant and fill their tanks with unrefined hydrogen. Larger ships may use streamlined fuel shuttles to ferry fuel loads back to the main ship as needed to refill the tanks. There are no fees associated with 'skimming' a gas giant for fuel, but these are also often the favorite point of attack for pirates. Fuel skimmed from a gas giant is considered to be unrefined.

Life Support: Life support includes the air supplies and filtration system, food and water stores, waste handling system, and other consumable supplies needed to keep the passengers and crew comfortable and healthy while aboard a ship in flight. Most ships simply replenish their life-support systems at the end of each jump while in the starport, but it is possible to purchase and store such supplies in bulk to avoid having to constantly pay the standard recharge fees. The higher cost of life support for high passengers and crew officers reflects the higher quality of food stores set aside for these personnel.

Per High Passenger or Crew Officer	Cr1000 per week
Per Middle Passenger or Crew	Cr750 per week
Per Low Passenger	Cr50 per week

1 ton of Life Support supplies will last 20 passengers/crew 1 month.	Cr54,000 (10% discount included)
1 ton of Luxury Life Support supplies will last 20 passengers/crew 1 month	Cr72,000 (10% discount included)

The basic life-support systems (waste reclamation, oxygen supply, CO2 scrubbers, etc.) are factored as part (1/2-ton) of each stateroom aboard a ship. For each standard (4-ton) stateroom aboard a ship, 2 crewmembers or passengers may be carried aboard without overburdening the life-support system. For each standard (2-ton) small stateroom aboard a ship, 1 crewmember or passengers may be carried aboard without overburdening the life-support system.

Port Costs

It typically costs Cr 100 to berth for 6 days in a starport, and Cr 100 a day thereafter.

STARSHIP OPERATIONS

Standard procedures exist to govern how a starship goes about its business and handles emergency situations. Under normal circumstances, a ship will not deviate from these procedures. A captain whose vessel ignores standard operating procedure will usually have to explain himself to a patrol vessel or the local port authority.

Sublight Maneuver

All ship operations, including interstellar flights, involve some sublight maneuvering. Ships making short interplanetary flights usually accelerate halfway there, then reverse thrust and decelerate the rest of the way.

Jump Drives and Jump Space

Interstellar flights require the use of Jump drive. Jump is also often used for long-distance flights within a solar system, where the real-space transit time would be greater than the 1-week Jump

MISJUMPS

d100	Misjump Effect
Minor Misjump	
01-20	Crew and passengers suffer Jump Sickness (-2 to all checks) for 1d6 hours after emergence from Jump space.
21-40	Ship arrives 1d6+1 x 100 diameters from the destination.
41-55	Ship arrives late or early (1d6: 1-3 late; 4-6 early) by 1d4 days.
61-70	Jump drive is damaged (reduce rating by 1).
Serious Misjump	
71-75	Crew and passengers suffer Jump sickness (-4 to all checks) for 4d6 hours after emergence from Jump space.
76-80	Ship arrives late or early (1d6: 1-3 late; 4-6 early) by 1d6 days.
81-85	Jump drive suffers major damage (reduce rating to 0).
86-90	Ship Misjumps 4d6 parsecs in a random (1d6) direction.
Catastrophic Misjump	
91-92	Ship is destroyed on entry into Jump space.
93-94	Ship is destroyed on emergence from Jump space.
95-96	Ship never emerges from Jump space.
97-00	Other catastrophic effect (Referee's discretion)

time. To enter Jump, a vessel needs a working and properly fueled Jump drive, a suitable set of course vectors, and a properly aligned hull Jump Grid.

The Jump grid allows the Jump field to properly form around the ship and protect it from Jumpspace. A damaged or misaligned grid can cause a ship to Misjump, or to suffer Jump Intrusions while in Jumpspace. In the worst-case scenario, a ship with a damaged drive or a distorted grid may be destroyed at entry or breakout.

A Jump Plot is also required. A Jump Plot can be created by a computer, and Plots are available in the form of "course tapes" purchased from major ports and for common destinations. However, the nature of Jump makes electronic systems less than reliable when creating a plot.

All normal jumps take an average of 168 hours +/-10% (147 + 6d6 hours), or about one week, and are subject to random variations in the point of emergence. If variation creates an emergence point that is too close to a planet or other large body, a catastrophe can occur. The older a plot is, the more variance there is in the actual Jump performance. Thus course tapes tend to err on the side of caution, and give emergence points a long way out from the destination world.

Misjumps: The chance of a Misjump each time a ship engages its Jump drive is normally very small; make a basic check (DC21) to see if a Misjump occurs. If the ship is using unrefined fuel add +2 to the roll. If the ship is within 100 planetary diameters of a world add +5 to the roll, add +15 if with 10 planetary diameters of a world. If a ship is using drop tanks to fuel a jump, add +2 to the roll. A failed Astrogation check when plotting a course through Jump space will also cause a Misjump

(see T/Astrogation skill).

Misjumps vary from relatively minor to catastrophic. If a Misjump does occur, roll on the Misjump table below.

TRADE AND COMMERCE

Starships generate revenue by carrying passengers, cargo, mail and charters. Goods taken on in orbit are delivered when placed in orbit around the destination. Goods taken on a planetary surface are considered to be delivered when off-loaded on the surface of the destination world. This custom applies to cargo, passengers, and mail.

FREIGHTING

Ships will commonly pay their way by transporting cargo in bulk. This is on a flat-fee basis per ton of cargo. A ship's accounts are credited with Cr 1000 per ton of cargo, upon delivery. For any given destination world, roll on the Available Freight and Passengers table to find out how many tons of freight are available. A ship may choose to remain in port and see if new cargoes present themselves; roll again every 3 days. If desired, players may determine how much freight there is for every destination, then choose where to go based upon profitability. Number of passengers must be determined at the same time as cargo; if a ship remains in port waiting for freight, passengers will find another ship, and vice versa.

For details of Starport Types, see Chapter 6.

AVAILABLE FREIGHT AND PASSENGERS

Destination Port Type	Tons of Freight Available	Available Passengers High	Mid	Low
A	3d6 X 10	3d6	3d6	3d6 X3
B	3d6 X 5	2d6	3d6	3d6 X3
C	3d6 X 2	1d6-1	2d6	3d6
D	3d6	0	1d6-1	2d6
E	1d6	0	1d3-1	1d6-1
X	No Freight	0	0	0

Modifiers:

At Class A Port: +2 on each die

At Class B Port: +1on each die

At Class D Port: -1 on each die

At Class E Port: -2 on each die. No High passengers.

At Class X Port: No freight or passengers.

Members of the Merchant class with the Steward or Chief Steward feats may add their bonuses to the roll, but only if there would normally be any passengers at all.

PASSENGER CONVEYANCE

A ship must provide sufficient accommodation for its crew; normally this means 1 stateroom per 2 crewmembers (this is termed double-occupancy). Any remaining stateroom space may be used to carry passengers. Passengers cannot share accommodation with crew. Normally, 1 passenger per small stateroom and 2 per large stateroom room can be carried.

High Passage- The best method of travel is called high passage, which involves first class accommodations and cuisine. High passengers have the services of the ship's steward, entertainment and complete attention to their comfort. There is a baggage allowance of up to 1,000 kilograms. High passage costs Cr10,000 and provides food and lodging for 1 person for a distance of 1 jump. Double occupancy is allowed at a discounted rate of Cr16,000 (Cr8000 per passenger).

Middle Passage- In order for starships to fill their staterooms with passengers, middle passage is offered on a standby basis, in the event that not enough high passages are sold. While middle passengers occupy staterooms normally similar to those occupied by high passengers, they do not receive the service or entertainment accorded the higher paying passengers. In addition, the quality of the cuisine is rather low. Baggage totaling 100 kilograms is allowed. A middle passenger may be 'bumped' and the stateroom taken by a late arriving high passenger; the middle passenger's ticket is returned, but no other compensation is made. (The

middle could then buy a high passage and 'bump' another middle passenger, if the extra cost seemed worth it. Middle passage costs Cr8,000 and provides food and lodging for 1 person for a distance of 1 jump. Double occupancy is allowed at a discounted rate of Cr13,000 (Cr6500 per passenger).

Working Passage- A starship captain with a crew shortage may hire an individual to fill the vacant position, paying not money but passage in return. Working passage may not continue for more than three jumps, or the individual is considered to have been hired for standard salary. In order to be hired for working passage, the individual must have some expertise in the position for which he is hired (jack-of-all-trades may be substituted). Baggage totaling 1,000 kilograms is allowed.

Low Passage- Transportation while in cold sleep (suspended animation) is possible at relatively low cost to the passenger. The passenger is placed in a low passage berth before the ship takes off, and travels the entire journey in a state of suspended animation. He does not age, and requires very little life support. Unfortunately, the low passage system involves some intrinsic dangers to the passenger, and he runs some risk of not surviving the voyage. Therefore a qualified medic should always be in attendance when reviving passengers from low berths. If a medic is present, the medic must make a T/Medical skill check (DC10) for each passenger to safely revive them from cold sleep. If the check is failed or if a medic is not present, the passenger must make a Fort check (DC6), when he is revived after the ship has landed.

SUMMARY OF STARSHIP COSTS AND REVENUES

Costs

Crew Salaries:	Ship's Master:	Varies.
	Ship's Purser:	Varies or Cr 3,000 per month.
	Per Pilot:	Cr 6,000 per month.
	Per Astrogator:	Cr 5,000 per month.
	Per Engineer:	Cr 4,000 per month.
	Per Steward:	Cr 3,000 per month.
	Per Medic:	Cr 2,000 per month
	Per Gunner:	Cr 1,000 per month.
	Per Other Crewmember:	Cr 1,000 per month.
Fuel:	Refined Fuel	Cr 500 per ton.
	Unrefined Fuel	Cr 100 per ton.
Life Support:	Per High Passenger or Crew Officer	Cr1000 per week
	Per Middle Passenger or Crew	Cr750 per week
	Per Low Passenger	Cr50 per week
Berthing Costs:	First 6 days	Cr 100
	Per Day Thereafter	Cr 100

Revenue

Freight:	Per Ton Delivered	Cr 1,000
Passengers:	Per High Passenger	Cr 10,000
	Per Middle Passenger	Cr 8,000
	Per Low Passenger	Cr 1,000
Mail:	If on mail contract	Cr 25,000
Charter:	Per ton of cargo space available	+Cr900
(per 2 weeks)	Per High Passage accommodation available	+Cr9000
	Per Low Passage accommodation available	+Cr900
Speculative Trade	Varies	

MAIL AND INCIDENTALS

Merchant ships may receive mail delivery contracts, usually as an adjunct to their established routes. Five tons of ship cargo capacity must be committed to postal duty on a full time basis, the ship must be armed, and a gunner must be a part of the crew. The starship is paid Cr25,000 (Cr5,000 per ton of postal cargo area) for each trip made, regardless of the actual mail tonnage carried. Such tonnage will not exceed 5 tons per trip. (Roll 1d6-1 for the number of actual tons of mail, though the ship receives the Cr 25,000 fee whether there is anything to carry, or not.

Other ships may be approached to deliver private messages, at times through the ship's owner or captain, and at times clandestinely through a crew member. Private mail is usually intended for delivery to a specific point (such as the Travellers' Aid Society building, or a tavern keeper), and is generally accompanied by a Cr20 to Cr120 honorarium. The Referee should decide if a private message to is awaiting transmittal, and determine randomly which crew member is approached to carry it. Serving as a carrier for private mail also serves as an introduction to the recipient as a dependable, trustworthy person.

Modifiers: Attending medic, +1 per skill rank. Failure to achieve the throw to revive results in death for the passenger. Refunds or civil liability if a low passenger fails to survive the trip are not allowed. Low passage costs Cr1,000 and includes a baggage allowance of 10 kilograms.

To determine the number of passengers available, roll on the Available Freight and Passengers table.

A ship without the capacity to carry all the available freight or passengers can take some of what is available., up to its total capacity. Note that the full rules handle freight and bulk cargo differently.

CHARTERS

Vessels are often chartered by commercial or private concerns. The reasons vary: private transport, standby cargo capacity for a priority load, special or "discreet" deliveries, etc.
The standard price to charter a non-starship is Cr1 per ton per hour, usually with a twelve-hour minimum. Charter price for a starship is computed based on its capacity. Starships are chartered in 2-week blocks; the charge is Cr900 per ton of cargo hold plus Cr9,000 per high passage berth and Cr900 per low passage berth. The owner pays all overhead and supplies a crew.

CHARTERS

Non-Starships

Per hour (12 hour minimum)	Cr1 per ton of vessel chartered

Starships

Charter rate per 2-week block. Ship owner provides crew and covers all overhead expenses.

Per ton of cargo space available	+Cr900
Per High Passage accommodation available	+Cr9000
Per Low Passage accommodation available	+Cr900

SPECULATIVE TRADING

A trader with cargo space available and free capital with which to speculate may seek out suitable goods to buy and sell. A complete system is presented in the full version of T20.

WORLDS AND ADVENTURES

T20 adventures take place on many and varied worlds, each with their own ecosystems and peculiarities. World data is presented in the format of a shorthand code called a Universal World Profile (UWP). The full rules include a system for creating detailed star systems and the planets within them, but here there is only space to explain how to interpret the UWPs of existing worlds.

THE UNIVERSAL WORLD PROFILE (UWP)

UWPs can be created for any planetary body, though normally they are used for the main world of any given system, providing the Referee with quick reference.

UWPs use code numbers and letters to indicate the characteristics of a world. Codes follow a Unidigit system, beginning at 0-9, then using letters to avoid the confusion created by 2-digit entries. Thus A=10, F=15, etc.

Full details of the UWP are found under World Data Format. The most important points are summarized here:

Name: The name of the world or planetary body
Starport Code: A-E and X, indicating decreasing quality of starport, and no starport, respectively
Size: The Size Code of the world, representing its diameter in thousands of miles
Atmosphere: Atmosphere Code, representing the type of atmosphere the world possesses
Hydrographics: Hydrographics Code, in increments of 10% water coverage
Population: Population Code, in orders of magnitude
Government: Government Code, indicating the nature of the dominant world government
Law Level: Law Code, indicating the general nature of law and law enforcement on-planet
Tech Level: 0-F and higher, indicating increasing technological capability

Example UWP: Moniker B-123456-7

STARPORT CODE

Starports are coded A-E and X:
A Class ports are large, hi-capacity installations capable of constructing starships. They are the finest starports in the *Traveller* universe.
B Class ports are large and of high quality. They can construct non-starships
C Class ports are smaller and of average quality.
D Class ports are "frontier" or "backwater" installations that see little traffic.
E Class ports are little more than a marked landing area with no facilities.
X Class indicates that no port of any kind exists.

1ST DIGIT: WORLD SIZE

Digit	Average Size	Gravity Description	Typical Gravity
0	Asteroid Belt	No Gravity	0
1	1600 km	Very Low Gravity	0.125g
2	3200 km	Very Low Gravity	0.25g
3	4800 km	Very Low Gravity	0.375g
4	6400 km	Low Gravity	0.5g
5	8000 km	Low Gravity	0.625g
6	9600 km	Low Gravity	0.75g
7	11,200 km	Average Gravity	0.875g
8	12,800 km	Average Gravity	1g
9	14,400 km	Average Gravity	1.125g
A+	16,000 km	Heavy Gravity	1.25g

2ND DIGIT: ATMOSPHERE

The digit indicating planetary Atmosphere represents the type of atmosphere encountered on the world. Some types of atmospheres require the use of protective clothing or masks.

No Atmosphere or Trace: Total or near total vacuum. Survival in these atmospheres requires a vac suit, or other pressurized shelter or protection.

Very Thin: The world has a very thin standard oxygen/nitrogen atmosphere of 0.1 to 0.49 atmospheres. Survival requires the use of compressors to ensure an adequate supply of oxygen can be drawn from the atmosphere.

Thin: The atmosphere is thin (0.5 to 0.74 atmospheres) but a standard oxygen/nitrogen mix. No assistance is needed to breathe on these worlds, though those not acclimatized to the conditions will tire quickly.

Standard: A normal to near-normal atmosphere density (0.75 to 1.49 atmospheres) with an oxygen/nitrogen mix. No assistance is needed to breathe on these worlds.

Dense: A dense atmosphere (1.5 to 2.5 atmospheres) with a standard oxygen/nitrogen mix. No assistance is needed to breathe on these worlds, though those not acclimatized may find breathing uncomfortable.

Digit	Description
0	No Atmosphere.
1	Trace.
2	Very Thin, Tainted.
3	Very Thin
4	Thin, Tainted.
5	Thin
6	Standard
7	Standard, Tainted.
8	Dense
9	Dense, Tainted.
A	Exotic.
B	Corrosive
C	Insidious
D	Dense, High Pressure
E	Ellipsoid
F	Thin, Low Pressure

Tainted: The atmosphere contains some type of taint such as severe industrial pollutants, a high sulfur count, a biological agent, or some other contaminant which requires the use of a filter mask or filtration system to survive.

Exotic: An exotic atmosphere is one with an unbreathable gas mix that requires the use of a constant fresh air supply such as oxygen tanks for survival. No other protective gear is normally required.

Corrosive: These atmospheres are physically corrosive and damaging to all but the most robust of equipment and gear. A hazardous environment suit or vac suit is required to survive in these types of atmosphere.

Insidious: A similar but more extreme version of the Corrosive atmosphere, an insidious atmosphere will actually defeat any protective measures within 2-12 (2d6) hours of their exposure.

Dense, High Pressure: Pressure at or below sea level is too high to support most forms of life, but at higher altitudes in the lower pressure the atmosphere becomes breathable.

Ellipsoid: The world's shape is an ellipsoid rather than a sphere, causing much higher atmospheric pressure at the poles of the planet and much lower atmospheric pressure in the equatorial regions. Usually a region with a breathable atmosphere can be

found at some point between these extremes.

Thin, Low Pressure: Because of the enormous size of the world, its thin atmosphere sinks to the lowest levels of the terrain rendering the atmosphere unbreathable except at very low altitudes such as deep valleys, crevasses, and depressions.

3RD DIGIT: HYDROGRAPHICS

The digit indicating Hydrographic percentage represents the percentage of planetary surface (in increments of 10%) covered by seas or oceans. For normal worlds, this will be water; on other worlds (with exotic, corrosive, or insidious atmospheres), it may instead be other liquids, such as ammonia.

Digit	Description
0	No free-standing liquid. Desert
1	10% surface liquid
2	20% surface liquid
3	30% surface liquid
4	40% surface liquid
5	50% surface liquid
6	60% surface liquid
7	70% surface liquid
8	80% surface liquid
9	90% surface liquid
A	No large land masses. Water or Fluid World

4TH DIGIT - WORLD POPULATION

The digit indicating population is an exponent of 10. This may be viewed as the number of zeros following a one. Thus, a population digit of 6 indicates a population of approximately 1,000,000.

Digit	Description	Population
0	No Inhabitants	0-9
1	Tens of Inhabitants	10-99
2	Hundreds of Inhabitants	100-999
3	Thousands of Inhabitants	1000-9999
4	Tens of Thousands	10,000-99,999
5	Hundreds of Thousands	100,000-999,999
6	Millions of Inhabitants	1,000,000-9,999,999
7	Tens of Millions	10,000,000-99,999,999
8	Hundreds of Millions	100,000,000-999,999,999
9	Billions of Inhabitants	1,000,000,000-9,999,999,999
A	Tens of Billions	10,000,000,000+

5TH DIGIT: WORLD GOVERNMENT

The digit representing planetary government indicates a range of possible ruling systems, from anarchy to totalitarianism. The planetary government table gives a brief description of the general characteristics of each government type. Balkanization is a special result, and indicates that there is no world government; instead several rival territorial governments exist.

Digit	Description
0	No Government Structure: In many cases family bonds predominate.
1	Company Corporation: Government by a company man agerial elite. Citizens are company employees.
2	Participatory Democracy: Government by advice and consent of the citizens.
3	Self-Perpetuating Oligarchy: Government by a restricted minority, with little or no input from the masses.
4	Representative Democracy: Government by elected representatives.
5	Feudal Technocracy: Government by specific individuals for those who agree to be ruled. Relationships are based on the performance of technical activities that are mutually beneficial.
6	Captive Government: Government by an imposed leadership answerable to an outside group. A colony or conquered area.
7	Balkanization: No central ruling authority exists; rival governments compete for control.
8	Civil Service Bureaucracy: Government by agencies employing individuals selected for their expertise.
9	Impersonal Bureaucracy: Government by agencies that are insulated from the governed.
A	Charismatic Dictator: Government by a single leader enjoying the confidence of the citizens.
B	Non-Charismatic Leader: A previous charismatic dictator has been replaced by a leader through normal channels.
C	Charismatic Oligarchy: Government by a select group, organization, or class enjoying the overwhelming confidence of the citizenry.
D	Religious Dictatorship: Government by a religious organization without regard to the specific needs of the citizenry.
E	Religious Autocracy: Government by a single religious leader having absolute power over the citizenry.
F	Totalitarian Oligarchy: Government by an all-powerful minority which maintains absolute control through widespread coercion and oppression.

6TH DIGIT: LAW LEVEL

The digit representing Law Level indicates the relative force of law extant on the world. The level specifically states the restrictions in force concerning the possession and use of weapons by individuals.

Digit	Description
0	No Law. No prohibitions.
1	Low. Body pistols undetectable by standard detectors, explosives (bombs, grenades), and poison gas prohibited.
2	Low. Portable energy weapons (laser carbine, laser rifle) prohibited. Ship's gunnery not affected.
3	Low. Weapons of a strict military nature (machineguns, automatic rifles) prohibited.
4	Moderate. Light assault weapons (submachineguns) prohibited.
5	Moderate. Personal concealable firearms (such as pistols and revolvers) prohibited.
6	Moderate. Most firearms (all except shotguns) prohibited. The carrying of any type of weapon openly is discouraged.
7	Moderate. Shotguns are prohibited.
8	High. Long bladed weapons (all but daggers) are controlled, and open possession is prohibited.
9	High. Possession of any weapon outside one's residence is prohibited.
A	Extreme. Weapon possession prohibited.
B	Extreme. Rigid control of civilian movement.
C	Extreme. Unrestricted invasion of privacy.
D	Extreme. Paramilitary law enforcement.
E	Extreme. Full-fledged police state.
F	Extreme. All facets of daily life rigidly controlled.
G	Extreme. Severe punishment for petty infractions.
H	Extreme. Legalized oppressive practices.
J	Extreme. Routinely oppressive and restrictive.
K	Extreme. Excessively oppressive and restrictive.
L	Extreme. Totally oppressive and restrictive.

Note: Law level is also the DC to avoid police or enforcement harassment for violations. Thus, on a world with law level 4, the Referee must make a basic check vs. DC 4 to see if local officials attempt to harass or arrest the characters when they encounter them. Most such harassment will be of a petty nature, such as demanding identification, rather than groundless arrest. However, the characters may not be aware that they have violated a local law or custom until the police arrive...

7TH DIGIT: TECHNOLOGICAL LEVEL

The degree of technological expertise, and thus the capabilities of local industry, is indicated by the Tech Level (TL) of the world. See the Equipment section for details of what is available at any given tech level.

Digit	Description
0	Stone Age, primitive
1	Bronze Age to Middle Age
2	circa 1400 to 1700 AD
3	circa 1700 to 1860 AD
4	circa 1860 to 1900 AD
5	circa 1900 to 1939 AD
6	circa 1940 to 1969 AD
7	circa 1970 to 1990 AD
8	circa 1990 to 2100 AD
9	circa 2100+ AD
10	Early Interstellar Community
11	Average Interstellar Community
12	Average Interstellar Community
13	Above Average Interstellar Community
14	Above Average Interstellar Community
15	Technical Maximum Interstellar Community
16	Occasional Interstellar Community

ADDITIONAL INFORMATION

The UWP includes certain extra information:

TRADE CLASSIFICATIONS

The term trade classification is a general catchall phrase that covers world attributes which influence trade and commerce, and other information that is of interest to PCs.

Agricultural (Ag) worlds have large portions of their economies devoted to agriculture. They must have an Atmosphere of 4 through 9, Hydrographics of 4 through 8, and a Population of 5 through 7.

Non-agricultural (Na) worlds must import much of their foodstuffs from off planet. While such a world may produce synthetic foodstuffs for local consumption, it probably imports quality foods as luxury items. A non-agricultural world must have an Atmosphere of 3 or less, Hydrographics of 3 or less, and a Population of 6 or more.

Industrial (In) worlds have large production bases and can easily engage in the manufacture of finished goods. Such a world must have an Atmosphere of 0, 1, 2, 4, 7, or 9 (vacuum, trace, or tainted), and a Population of 9 or greater.

Non-industrial (Ni) worlds are forced to import much of their finished goods. Non-industrial worlds must have a Population of 6 or less.

Rich (Ri) worlds have good climates and environments and are sought after by most individuals as living places. A rich world must have Government type 4 through 9, an Atmosphere of 6 or 8, and a Population of 6 through 8.

Poor (Po) worlds are undeveloped and marginal backwaters. A poor world must have an Atmosphere of 2 through 5 and Hydrographics of 3 or less.

Water worlds (Wa) are totally covered by seas and oceans, i.e. Hydrographics A.

Desert worlds (De) have no standing water, i.e. Hydrographics 0.

Vacuum worlds (Va) have no atmosphere i.e. Atmosphere 0.

Asteroid belts (As) are accumulations of small planetoids in a belt around the central star of the system, occupied by the majority of the system population and thus considered to be the mainworld. Asteroid belts have Size 0

Ice-capped (Ic) worlds have water present only in the form of ice caps; these are mostly vacuum worlds that would ordinarily have no water. Ice-capped worlds must have Atmosphere 0 or 1 and Hydrographics 1 or greater.

Other notations are possible as well. The Referee may elect to note the presence of prison worlds, exile worlds, preserves or reserves for various purposes, and so on.

BASES

N indicates a Navy base
S indicates a Scout Base
Other base codes are possible

PBG

The PBG code refers to "Population, Belt, Gas Giants"

P: The digit under P gives an indication of the exact population of the world. Eg a world with a pop digit of 4 (10,000s of people) and a PBG digit of 3 would have 30,000 people.

B: This is the number of planetoid belts present in the system. A mainworld that is a planetoid belt is referred to as an asteroid belt and is not included in this number.

G: The number of gas giant planets in the system.

ALLEGIANCE

This code gives an indication of the political affiliations of a world. Codes in use vary from region to region.

STELLAR DATA

This code indicates the type of star that the system orbits.

WORLD DATA FORMAT

When noting Universal World Profiles, the following format should be used in order to insure recording all necessary information.

Name: The name of the star system, typically also the name of the mainworld.

Hex #: The hex location of the system on the local sector (not subsector) map.

UWP: The mainworld Universal World Profile. The UWP is a shorthand notation of a world's basic 8 characteristics. In order of placement these are: Starport Classification, Size, Atmosphere, Hydrographics, Population, Government Type, Law Level, and Technological Level. For example:

Speer C432430-8

The world called Speer has a Class 'C' starport, a size of 4 (6400km), an Atmosphere of 3 (Very Thin), a Hydrographics rating of 2 (20% surface water), a Population of 4 (Tens of Thousands), a Government Type of 4 (Self-Perpetuating Oligarchy), a Law Level of 0 (No prohibitions), and a Technological Level of 8.

Bases: The type of bases found in the system. S is used to

WORLD DATA FORMAT SAMPLE

Name	Hex #	UWP	Bases	Trade Classification	Zone	PBG	Allegiance	Stellar Data
Speer	0108	C432430-8	S	Poor, Non-industrial	R	404	1	K8 V

denote a scout base, while N is used to denote a naval base.

Trade Classification: The trade classifications of the local mainworld.

Travel Zone: The local TAS travel zone rating, typically R for a red zone or restricted world, A for an amber zone or dangerous world, and G for a green zone or safe (relatively) world. Red zoned or interdicted worlds are usually either posted with warning buoys or actively patrolled by scout or naval vessels.

PBG: Three digits representing: The local mainworld Population Exponent, the number of planetoid belts found in the system, and the number of gas giants found in the system, respectively.

Allegiance: A numerical or abbreviated representation of the allegiance of the system to any interstellar government.

Stellar Data: Size and spectral classification data for the stars found in this system.

TRAVELLER ADVENTURES AND CAMPAIGNS

Traveller lends itself to a great variety of adventure and campaign styles. Quite specialized campaigns are common, where the characters are all of a similar type; for example a band of hard-bitten mercenaries, corporate troubleshooters or the crew of a Navy warship. The full rules go into detail about what can be done with Traveller. However, here we are going to concern ourselves with one particular style of game; the Free Trader campaign.

A Free Trader campaign need not be (and indeed, is not usually) all about making money. Instead, the campaign centers around the adventures of a small merchant starship and her crew. Not all of these characters need be merchants; so long as there is a reason for them to be aboard, characters could be of any class. All that is necessary is that the characters be capable of operating the ship.

A possible set of characters includes:

- The vessel's owner, a down-at-heel merchant who gets his crew into trouble looking for the "big score"
- The streetwise pilot, with a shady past working aboard smuggler vessels
- The astrogator, an ex-Navy officer
- The Chief Engineer, a smart university graduate trying to save up enough to go back and finish her Doctorate
- The Medic/Purser/Steward, a quiet young man who dis plays hints of telepathic powers
- The gunner, an ex-Marine searching for his lost brother
- The cargo hand, a champion scrounger who might just be on the run from the Ministry of Justice.

The full rules cover all these character types and more; for now, most of them can be created using the Merchant character class and a little creativity.

These characters own and operate a Type A2 Far Trader. It's in pretty poor shape and there is little money in the coffers, and there's a spaceworthiness inspection coming up. The crew needs to raise some money, and quick!

Trading will actually be a small part of this campaign. As the ship moves from port to port it can make a few credits transporting whatever is in need of moving, but the campaign focuses on the crew's need to get-less-broke-quick. Adventures will center around dubious schemes that a less desperate crew would not touch. Ideas include:

- The ship is chartered by a corrupt government official, to pick up a shipment of high-tech components "diverted" from a shipment and stashed on an asteroid in deep space.
- The crew are away from the ship, negotiating a deal on a frontier world, just as war breaks out all around them. They must get through the war zone and back to their ship.
- Naval Intelligence leans on the crew to "go undercover" and penetrate a smuggling ring.
- A mysterious old man and a young boy urgently request passage offworld.
- A rumor in an ancient book suggests the location of a downed naval transport, filled with forgotten riches.
- The ship is commandeered to deliver a team of marines to a colony which has just gone out of contact.
- The crew have been on-planet for a few hours, enjoying their first shore leave in months, when....

... when what? Well, that's the point. ABSOLUTELY ANYTHING can happen to a Free Trader crew. The ship and their cash shortage give them reasons to be in places where most people wouldn't want to be, and the means to get there.

THE FULL T20 SYSTEM

These Lite rules barely scratch the surface of what is covered in the full T20 system. The full rules include:

- More Character Classes and Prestige Classes including: Navy, Mercenary, Academic, Belter, Traveller, Ace Pilot
- Rules for Alien Player-Characters including Aslan, Ursa and Vargr
- Full skills and feats listing including: Combat Engineering, High-Energy Weapons, Use Alien Devices
- Vehicle and Starship combat rules
- Full rules for Psionics
- Military and Heavy Weapons
- Advanced Combat Rules
- Full trade & Commerce rules
- Vehicle and Starship design sequences
- More Vehicles and Starships
- World and Star System Creation
- Starship Encounters
- Random "People" Encounters
- Animal Encounters
- Patron Encounters
- Guidance on Campaign and Adventure Creation
- An Introduction to the Official Traveller Universe

CHARACTER		PLAYER NAME	
CLASS		LEVEL	RACE
HOMEWORLD		GENDER	DATE OF BIRTH
HOMEWORLD LOCATION	HOMEWORLD UWP	ACTUAL AGE	APPARENT AGE
HEIGHT	MASS	HAIR	EYES
HANDEDNESS	RANK	TITLE	TAS MEMBER? ☐ Yes ☐ No

ABILITIES

	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH			
DEX DEXTERITY			
CON CONSTITUTION			
INT INTELLIGENCE			
EDU EDUCATION			
WIS WISDOM			
CHA CHARISMA			
SOC SOCIAL STANDING			
PSI PSIONIC STRENGTH			

STAMINA / LIFEBLOOD

CURRENT STAMINA   CURRENT LIFEBLOOD

Stamina Dice

LIFT | LIFT OVER HEAD | LIFT OFF GROUND | PUSH OR DRAG
= MAX LOAD   = 2 × MAX LOAD   = 5 × MAX LOAD

ARMOR CLASS

☐ = 10 + | RACE | ARMOR (AR) | SHIELD | DEX | SIZE | MISC | TEMP | PENALTY

ARMOR WORN

SAVING THROWS

	TOTAL	BASE	ABILITY	MISC	TEMP
FORTITUDE CONSTITUTION					
REFLEX DEXTERITY					
WILL WISDOM					

INITIATIVE

TOTAL	DEX	MISC

SPEED | METERS | HEX/SQ

ATTACK ROLLS

	TOTAL	BASE	DEX	SIZE	MISC	TEMP
MELEE						
RANGED						

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

SKILLS

MAX RANKS = LVL+3(/2)

CROSS CLASS	Skill	TOTAL	RANKS	MISC	ABILITY	KEY ABILITY
☐	Animal Empathy					Cha
☐	Appraise ■					Int
☐	Balance ■					Dex*
☐	Bluff ■					Cha
☐	Bribery ■					Cha
☐	Climb ■					Str*
☐	Combat Engineering					Int
☐	Craft ■ [_____]					Int
☐	Decipher Script					Int
☐	Demolitions					Dex
☐	Disguise ■					Cha
☐	Driving ■					Dex
☐	Entertain ■ [_____]					Cha
☐	Forgery ■					Int/Dex
☐	Forward Observer					Int
☐	Gambling ■					Int
☐	Gather Information ■					Cha
☐	Gunnery ■					Wis
☐	Handle Animal					Cha
☐	Hide ■					Dex*
☐	Innuendo					Wis
☐	Intimidate ■					Cha
☐	Intuit Direction					Wis
☐	Jump ■					Str*
☐	Knowledge [_____]					Edu
☐	Leader ■					Int/Cha
☐	Liaison ■					Cha
☐	Listen ■					Wis
☐	Move Silently ■					Dex*
☐	Navigation					Edu
☐	Pilot					Int/Dex
☐	Profession [_____]					Wis
☐						
☐	Recruiting ■					Edu
☐	Ride ■					Dex
☐	Search ■					Int
☐	Sense Motive ■					Wis
☐	Spot ■					Wis
☐	Survival ■					Wis
☐	Swim ■					Str
☐	Technical [_____]					Edu
☐						
☐						
☐						
☐	Technosavvy					Int
☐	Trader ■					Int
☐	Tumble					Dex*
☐	Use Alien Devices					Wis
☐						
☐						
☐						

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES

EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt

Current Load _____   Total Weight Carried _____

OTHER POSSESSIONS

FEATS & SPECIAL ABILITIES

CREDITS

EXPERIENCE

Total Experience

XPs Needed For Next Level

LANGUAGES

BACKGROUND

NOTES