

Book 9
Traveller Plus

TRAVELLER
Science-Fiction Adventure
in the Far Future

Book 9
Traveller Plus

TRAVELLER
Science-Fiction Adventure
in the Far Future

This document contains house rules for Traveller. It's formatted as an affectionate and respectful tribute to a game we've played and enjoyed for decades. No copyright challenge is intended by using this format. This document is free to anyone who wishes to download it and may not be redistributed without permission.

Before using these rules, you must own a copy of the original Traveller rules. Copies of Traveller are available for purchase on the World Wide Web at www.farfuture.net.

CREDITS

Design.....Ed Messina (ed@crucible.cc)
Playtesting and Development....Jim LoPiano, Frank Carroll, Barton Toms, Jeff Messina

Revision Date: January 2010

TRAVELLER PLUS

*The **Traveller** game in all forms is owned by Far Future Enterprises. Copyright © 1977 - 2010 Far Future Enterprises. **Traveller** is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this document are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks should not be viewed as a challenge to those copyrights or trademarks.*

Contents

INTRODUCTION.....	4
CAMPAIGN ARCHITECTURE.....	6
CHARACTER PROFILES.....	10
CHARACTER POINTS.....	12
TRAVELLER PLUS SKILL LIST.....	17
CHARACTER GUIDELINES.....	22
EXPERIENCE.....	26
A SAMPLE CHARACTER.....	28
TASKS.....	30
CALIBER.....	36
PSIONICS.....	49

Introduction

Traveller Plus is a collection of house rules for character generation and combat to supplement the **Classic Traveller** rule set. The **Traveller Plus** rules were adapted specifically as a simple and accessible rule set for use in online, real-time gaming. However, these rules can easily be used for standard **Traveller** tabletop sessions as well.

The **Traveller Plus** character generation system allows players to choose their character's skills and abilities, instead of using random die rolls. Character design is optimal for player groups that are geographically dispersed, or where games are played online or by email. Character design decisions are strongly tied to the referee's campaign background, and can help flesh out and explore aspects of the campaign world that the referee did not describe or foresee.

STANDARDS AND ASSUMPTIONS

This booklet assumes familiarity with the **Classic Traveller** rules, otherwise known as the Little Black Books. Some elements, such as skills, have been adapted from other **Traveller** rule sets, but the overall thrust of the rules tends towards **Classic Traveller**.

Support Traveller and purchase reprints of the Little Black Books and other Traveller merchandise at www.farfuture.net.

Unless otherwise stated, all die rolls are made on two six-sided dice (2D).

WHAT'S DIFFERENT?

The **Traveller Plus** character design system allows you to design and build a **Traveller** character by selecting, rather than rolling, characteristics, skills and benefits. The referee will guide the players in making these design decisions, based on the architecture of the campaign. The **Traveller Plus** are intended to be utilized in a variety of campaign settings.

The **Traveller Plus** system differs in several ways from the **Classic Traveller** character generation system.

- *No die rolls:* In **Traveller Plus**, random die rolls are not used to create a character. Instead, players receive an allotment of character points (CPs) and use them to allocate their characters' skills and abilities.
- *Character profile:* You develop the details of your character's life and background on your own. You use the profile as a basis for selecting your character's game statistics.
- *No careers:* This system does not use careers in the traditional sense. When you create the character profile, you're free to choose or create whatever careers you like for your character.
- *Any rank:* Career ranks have little importance in the **Traveller Plus** system. They are considered a detail of the character's background. When you create

your character profile, you are free to assign your character any rank or former rank you choose, based on his character background and the referee's campaign.

- *Any age:* Age is a cosmetic attribute rather than an attribute that affects game mechanics. The player is free to create a character of any age, from a plucky, skilled child to a grizzled veteran.
- *One benefit:* The **Traveller Plus** system uses a single character benefit: Wealth, determined by CPs. Wealth, in turn can be used to pay for physical benefits, such as starships and equipment, or other items from the referee's campaign background.
- *Assets:* Your referee may freely assign your character details, equipment, knowledge or other benefits based on the needs of the campaign. These assignments are called *assets*. For instance, the player characters may be assigned a starship based on the game storyline and are free to use that ship as their path requires. There is no cost for the ship in CPs or Wealth.

Characters designed using this system are completely compatible with standard, randomly-generated **Traveller** characters. Players can create characters independently and be assured that all will be generally equivalent to each other.

TASKS

Traveller Plus offers a unified task system that is consistent with the game mechanics used in **Classic Traveller**. It gives a consistent method to decide the success or failure of player attempts to achieve game objectives, while allowing wide latitude to the referee to decide how to implement the results.

CALIBER COMBAT SYSTEM

The **Caliber** combat system is an enhanced version of the standard **Traveller** combat system, with more combat options and a greater level of detail. Use of the **Caliber** system is optional. It can be used whole or in modular fashion.

Campaign Architecture

The **Traveller Plus** rules assume no specific campaign setting. Instead, the referee needs to tailor the rules to reflect the architecture of his game setting and the requirements of the specific campaign. These decisions will allow the players to create appropriate characters for the game.

Once these choices are made, these rules can easily accommodate **Classic Traveller** campaign types: the mercenary campaign, the trader campaign, the setting of the Third Imperium, or some original **Traveller** background.

DESIGN DECISIONS

Before using the **Traveller Plus** design system, the referee needs to make some basic decisions about the game he plans to run. To some extent, the referee can be thought of as the architect of a building or the director of a film. These design decisions will influence the types of characters that players will consider creating.

Setting

The referee's choice of setting will influence the kinds of characters the players will create. In a science-fiction game, there are infinite possibilities. He could use one of the published **Traveller** settings as a background for his campaign. Alternatively, he could use a detailed background of his own creation.

Style

Will the game be a continuing campaign, a short one-shot adventure, or something else? A campaign could be episodic, composed of a series of unrelated adventures, or could be part of a larger storyline, with interrelated adventures taking many sessions to play out. Most game campaigns have some mix of these two story styles.

Storyline

What stories will be told in the setting? What will game events focus on? What will the character motivations consist of?

Will there be any overall goal to the campaign? For example, a game where the characters are falsely accused of some crime could have a goal of clearing their name. Or perhaps the characters are agents of a nefarious government looking to dominate an isolated world, and the campaign will center on the subversion and conquest of the world.

Character Types

What character types will be needed in the campaign? Will there be a variety of characters, or should they all be similar to one another? Will they be drawn from the list of **Classic Traveller** types such as merchants, scouts and marines, or include new types like assassins or missionaries?

Character Backgrounds

Character backgrounds are important to a well-designed campaign. The referee could stipulate that the characters are drawn from a variety of backgrounds, services or homeworlds, as in most **Classic Traveller** campaigns.

Alternatively, he could choose to run a more tightly focused game where the characters are drawn from more restrictive backgrounds, or even come from the same service or home world. Character skills, wealth levels and backgrounds might all be somewhat similar, or within a narrow range of options.

Assets

Assets are whatever the players will receive in the game without having to expend any character points for. Assets are usually physical equipment, but could also include active duty ranks, campaign influence, or special items. The referee needs to decide what assets will be furnished to the characters as part of the game, if any.

For example, in some military services, characters are issued standard uniforms, gear, weapons, and vehicles without having to spend their own money. Alternatively, the referee could decide that the characters will need to use their own Wealth to purchase all their equipment, including a spacecraft.

Character Limits

The **Traveller Plus** system puts no restrictions on character conceptions. However, the referee may decide to limit character backgrounds, profiles or careers in some way, in order to better conform to the proposed campaign storyline. For example, he could stipulate that no player characters can have a social standing of greater than 6, or that everyone must originate from the same asteroid belt.

Character Point Allotment

The last major decision the referee needs to make is the budget for each character's character points.

- A **Classic Traveller** game, using characters like the ones generated by Book 1 or Supplement 4, typically uses 75 points per character.
- If the referee prefers characters with more skills, such as the kind generated by Books 4-7, a budget of 100 points is called for.

Other CP levels are possible. Suggested CP levels for different campaign styles are shown on page 12.

EXAMPLE CAMPAIGN SETTINGS

Here are some examples of possible campaign backgrounds, and a description of how each would influence the kinds of characters the players will create. These examples are merely to illustrate the decisions a referee needs to make when designing a campaign setting.

Invasion!

The peaceful planet Corbin is being invaded by warlike enemies from a neighboring star system. The characters come from all walks of life, and the campaign revolves around uniting these disparate people to form a resistance movement. Every character begins with 75 CPs. There are no restrictions on character backgrounds, but characters must supply their own equipment, up to TL10.

A Secret War

The characters work for a 1960s covert agency dedicated to investigating UFOs and dealing with the aliens who pilot them. The agency possesses secret maneuver-drive spacecraft that have been reverse-engineered from the UFOs. Characters will be built on 100 points, and can possess any skills that will reflect a 1960s, TL 6 background, including spacecraft-related skills.

Strange New Worlds

The PCs comprise the crew of a scout cruiser, the *Cygnus V*, which is assigned to explore an unknown star cluster on the edge of known space. All characters must be active duty Scouts, built with 100 CPs, and will be issued duty uniforms, TL 12 scientific gear, and personal sidearms.

Welcome to HELL-1

Sentenced to a brutal prison planet on the edge of the galaxy, the characters must fight for survival. They have no access to advanced equipment aside from what they can scrounge or steal. Each character begins with 75 CPs, none of which may be spent on Wealth. Each character's background must highlight a criminal career. Each character begins the game with just a knife and a prison jumpsuit.

T-Rex

In the 22nd Century, time travel is easy and the remote past is a popular tourist destination. The characters are time-traveling dinosaur hunters, journeying into the Cretaceous to bag the ultimate game. Each character has a budget of 50 CPs. One player will play a guide. The other characters will be rich tourists with money to burn. Everyone should have Gun Combat (Lasers) skill at level-1 or higher, and will need to spend personal Wealth to purchase a laser rifle or other hunting gear.

Delta World

The characters are 21st-century astronauts. After thousands of years in cryogenic sleep, they have returned to a radically altered Earth, ruled by the mutated, psionically active descendants of humanity. Character backgrounds should reflect their near-future origins, will be built on 75 points, and will be provided with a variety of equipment.

Free Trader Grendel

The characters are ex-servicemen, who now crew a tramp freighter plying the star lanes of a vast interstellar empire, and performing odd jobs. Characters receive 75 CPs and can have any career background, but the group should collectively possess appropriate skills to operate a free trader.

Mindhunters

The characters are elite agents of the psi police, sent on dangerous missions for the World Government. Each character is created using 125 CPs, and must possess psionic abilities. The Psi Police will freely issue them a variety of TL 15 equipment and weaponry.

The Lost Colony

A long-isolated settlement of the Panhuman Federation has been reduced to a medieval society, with humans living alongside humanoid aliens at TL 4. Characters will be built on 100 CPs, but will not have access to any equipment of greater than TL 4. Skills must reflect the same primitive background, so advanced technological skills are not available.

Character Profiles

The first step in creating a **Traveller Plus** character is to create a character profile, which is an outline of the most important information used to define a character. A profile serves as a guideline both allocating your character points as well as roleplaying the character. In addition, the profile will suggest ways to integrate your character into the game, by describing the details of your character's history and personality.

The profile requires only as much detail as the player likes to flesh out his character. Players can also add information above and beyond the outline to give even more detail to their character profiles than described here. As well, some of the character profile can be left sketchy and then fleshed out later in actual play.

Before creating a character profile, consult your referee for the details of the campaign background. The referee may impose guidelines on the character generation procedure in accord with the design of the campaign.

For example, as part of designing a campaign, he could stipulate that all characters must be military veterans of only NCO rank, and that all characters met during their terms of service. Or perhaps all characters are part of an ancient monastic fighting order, and must spend some character points on martial arts skills.

Consider the following when creating a character's profile:

Background

Consider the character's background and the environment he was raised in.

- **Brief History:** Summarize the character's history, which could include friends, relationships, upbringing, and important events in his life.
- **Family:** Does the character have any siblings, spouses, children or other relatives?
- **Homeworld:** Homeworld description can include physical parameters such as gravity and atmosphere, and the world's cultural, political or ethnic background.
- **Campaign Involvement:** Describe why this character is part of the current campaign. Your referee may be able to make useful suggestions here.

Career Information

Describe the careers that character pursued before entering the game.

- **Schooling:** Describe any formal education the character has received, or any academies attended.
- **Primary Career:** A complete description of the character's primary career can include any of the following:
 - Length of service
 - Important career accomplishments
 - Ranks achieved
 - Distinguished service
 - Honors or awards earned

- Trouble or problems encountered
 - Postings or special assignments
 - Special training received
 - Failures or mistakes
 - Unusual missions
 - Notable battles fought
 - An explanation of why the character left his career
- **Secondary Careers:** A character might have any number of secondary careers. For instance, wounded in action in a space naval battle, a character might have pursued a second career as an asteroid miner.

Psychological Profile

Describe the character's psychology.

- **Outlook:** Describe the character's outlook, drives, and philosophies.
- **Goals:** Does he have any goals, especially those that might influence adventures in the game?
- **Influences:** How has his background influenced his outlook?
- **Problems:** Does he have any neuroses, phobias, obsessions, resentments, or other problems that may cause him difficulty?
- **Habits:** Does he have any regular habits or routines?
- **Vices/Virtues:** Are there any strong vices or virtues he has?
- **Interests:** Does the character have any interests, pursuits, or hobbies?

Description

Describe the character's physical appearance.

- **Age:** How old is the character chronologically? Has anything influenced his physical aging, such as extensive time in cold sleep or anagathic treatments?
- **Physical Appearance:** Include height, weight, complexion, hair color and style.
- **Clothing:** What's the character's typical mode of dress? What does his gear or uniform look like?
- **Physical Problems:** Include any disabling injuries, scars, chronic conditions, or addictions.
- **Physical Enhancements:** Does the character do anything to enhance his physical condition? Examples of such enhancements could include an exercise regimen, or program of anagathic drugs.

NEXT STEPS

Once you've worked up a character profile, you are ready to allocate character points.

Character Points

Character points are used to choose appropriate values for your character's skills and abilities, based on the character profile. Character points are a general metric of player character competence and effectiveness.

Your referee will decide how many character points (CPs) you will have to build a character. Depending on the type of campaign, available CPs could range from 50 to 100 or more.

CHARACTER POINT ALLOTMENT

To allot character points:

1. **Select Characteristics:** Assign values to characteristics. For humans, a characteristic has an average value of 7, and a maximum value of 15.
2. **Select Skills and Skill Levels:** Choose the character's skills and skill levels, based on the Traveller Plus Skill List. In addition, a character gets two free level-0 Basic skills, at no cost.
3. **Choose Starting Wealth And Equipment:** Select the character's starting Wealth. Choose starting equipment, including ships, weapons, and personal gear, either from the standard Traveller sources or the referee's own list. Depending on the campaign, starting equipment could be restricted or entirely supplied as assets. For instance, soldiers in a military unit could have most or all of their equipment issued by their army.
4. **Select Psionic Abilities (optional):** If the referee allows psionic abilities, assign a value to Psi and choose psionic talents.
5. **Total All CPs:** Total the CP costs for characteristics, skills, psionic abilities, and starting Wealth, and ensure that the total is within the point allotment allotted for the character.

CHARACTER POINTS

Depending on the campaign, the referee will assign character point limits for character creation. Suggestions for character point limits are shown in the Character Points Table.

CHARACTER POINTS TABLE

<i>Level</i>	<i>Description</i>	<i>CPs</i>
Normal	Most NPCs and ordinary humans	50
Veteran	Experienced characters (Typical Book 1 or Supplement 4 characters)	75
Elite	Realistic starting PCs (Typical Book 4-7 characters)	100
Cinematic	Extremely able PCs	125+

CHARACTERISTICS

Choose the character's six basic characteristics, as detailed in Book 1. These include: Strength, Dexterity, Endurance, Intelligence, Education and Social Standing. Human characteristics range from 1 to 15, with 7 the average value. Characteristics below 4 should be considered low, and characteristics above 10 should be considered exceptional.

CHARACTERISTIC COSTS TABLE

<i>Value</i>	<i>UPP Code</i>	<i>CPs/Level</i>	<i>Total CP Cost</i>
1	1	1	1
2	2	1	2
3	3	1	3
4	4	1	4
5	5	1	5
6	6	1	6
7	7	1	7
8	8	1	8
9	9	1	9
10	A	2	11
11	B	2	13
12	C	2	15
13	D	3	18
14	E	3	21
15	F	3	24

As the table shows, the higher the characteristic value, the higher the cost per level. For characteristic values of 1-8, characteristics cost 1 point per level. For example, a Dexterity of 7 costs 7 CPs. The cost per level doubles for characteristic values of 10-12, and triples at values of 13+.

The Characteristic Cost Table summarizes the CP cost of all characteristics in both per level terms and the total cost. For example, Strength 10 would cost 11 CPs, and Intel 6 would cost 6 CPs.

SKILLS

The **Traveller Plus** system uses the **Traveller Plus** Skill List, beginning on page 17. Skills are classified by difficulty, into Basic and Advanced skills. The majority of skills are Basic skills. Learning Advanced skills generally require a greater investment in time and commitment (more CPs) than do Basic skills.

Like characteristics, skill costs increase on a sliding scale. The higher the skill level, the higher the cost per level.

For example, level-1 of a Basic skill costs 2 points, and Level-1 of an Advanced skill costs 3 points. Skill cost doubles every 3 levels, so levels 4, 5 and 6 of a Basic skill costs 4 points each, and the same levels for an Advanced skill cost 6 points each.

The Skill Costs Table shows the cumulative CP cost to buy a skill at a given level. For example, if you wanted your character to begin the campaign with Engineering-4 (an Advanced skill), this would cost 15 points.

SKILL COSTS TABLE

<i>Skill Level</i>	<i>Ability Level</i>	<i>Basic Cost</i>	<i>Advanced Cost</i>
0	Rudimentary skill	1	N/A
1	Basic familiarity	2	3
2	Expertise	4	6
3	Professional competence	6	9
4	Professional veteran	10	15
5	Mastery	14	21
6	Long-term mastery	18	27
7	Famous mastery	26	39
8	Very famous mastery	34	51
9	Legendary expertise	42	63

Although the table only goes to skill level 9, there is no theoretical upper limit to skill levels, as long as CPs are available to pay for them.

Free Skills

A beginning player character is entitled to two level-0 Basic skills at no cost in CPs. These background skills should be tied to the character's profile in some way. Possible explanations for these skills include:

- Legacy skills from the character's upbringing.
- Expertise from cross-training in another career branch.
- Sidelines from moonlighting at a second job or career.
- Hobby skills, studied in the character's free time.

At the referee's discretion, the player can defer defining these level-0 skills at character creation and select them later when needed. This is a way to add interest and surprise to the character, and illuminate elements of the character's background.

Having a skill at only level-0 usually disqualifies the character from using it in a permanent or professional capacity. For example, a character with Gunnery-0 may be able to serve as ship's gunner in an emergency, but is unlikely to be hired on that basis.

Advanced skills, which require a commitment of time and effort, are not suitable for level-0 skills.

PSIONIC ABILITIES

Psionic abilities are detailed in **Traveller** Book 3 and expanded on page 49 of this booklet. Availability of psionic powers depends on the campaign setting. Consult your referee to see if psionic powers are available to standard characters.

Psi: Psi costs the same as a standard characteristic.

Psionic Talents: Each psionic talent costs 10 CPs.

Psionic Skills: a character's Psi level and Talent entitles him to psionic skills. A character at a given Psi level receives all psionic skills at that level and all lower levels at no CP cost.

Psionic Talents

- Awareness
- Clairvoyance
- Telekinesis
- Telepathy
- Teleportation
- Special

WEALTH

The default starting Wealth for characters is Cr10000, with an additional monthly income of Cr1000. This level of wealth costs no CPs. Characters can buy additional levels of Wealth according to the Wealth Table.

Wealth can be used to purchase any of the benefits found in the usual Book 1 mustering out process, such as equipment, weapons, membership in societies, passages to other worlds, or even spacecraft.

Limits to Wealth

Your referee may set a limit on character Wealth based on the needs of the campaign, or even adjust the default Wealth level to some different value. For instance, in a game where the characters are all mercenary soldiers expected to live from paycheck to paycheck, the referee would probably forbid spending any CPs on Wealth and might even set the default Wealth level to Cr0.

Even if no limits are in place, the referee may ask for significant

justification for Wealth above the 10-point level, or even outlaw it entirely. Wealth at this level should form a major part of the character's profile. An extremely wealthy character might own a huge estate or run a large corporation, which could be a major force in the campaign world.

WEALTH TABLE

<i>Starting Wealth</i>	<i>Monthly Income</i>	<i>Cost</i>
Cr10,000	Cr1000	0
Cr50,000	Cr5,000	5
Cr100,000	Cr10,000	10
Cr500,000	Cr50,000	15
Cr1,000,000	Cr100,000	20
Cr10,000,000	Cr1,000,000	30
Cr100,000,000	Cr10,000,000	40

ASSETS

During the character creation process, the referee may assign other benefits, known as *assets*. Assets cost no CPs or Wealth and are assigned as a method of enabling the campaign. Only the referee can assign assets to players. Assets can include, but are not limited to:

- **Rank:** This can include active military, political or organizational rank.
- **Equipment:** Weapons, armor, or special gear can be assigned to players instead of requiring them to purchase it.
- **Starships:** The characters can have access to, or outright possession of, one or more starships. These can be military, civilian, mercantile, or scout ships.
- **Property:** Landholdings or inheritances can give the characters influence over wide areas.
- **Social Advantages:** Characters may be members of social, political or campaign groups, and have connections with, or influence over, other members of the group or society at large.
- **Contacts:** Allies, patrons, or information sources can be an important part of some campaigns.

For instance, the referee sets a campaign on board an interstellar battle cruiser, where the player characters are the command crew and most adventures will involve large naval battles. One player wants to portray the ship's captain, another will play the chief engineer, and a third will play the commander of the ship's marines. The referee assigns the appropriate ranks and position based on player interest, and they design their characters accordingly. The referee designs a 50-kiloton ton battle cruiser for them to use in the game. None of the characters is required to pay any CPs or Wealth for the privileges, contacts and technology that accrue from their roles.

In another campaign, the characters are a squad of law enforcers on a densely populated urban world. The referee assigns them an inventory of high-tech weaponry to choose from for their own personal use, and a list of contacts with criminal gangs. There is no CP cost for this equipment or contacts. The characters will make use of these weapons and contacts as their adventures progress.

Traveller Plus Skill List

This chapter contains a comprehensive list of all skills used in this generation system.

Cascade Skills: Cascade skills are shown on the Skill List in boldface, with their cascades listed in the Cascades column. A cascade skill is a container for a group of conceptually-related skills, not a skill itself. A cascade skill cannot be purchased on its own. Instead, a character must choose one of the specialized skills listed under *Cascades*. Possessing one skill in a cascade allows use of the other skills in the cascade at a DM-2.

Cascade skills marked with an asterisk are *expandable*: other cascades can be created and added to the skill set by players, with referee approval. For instance, under Science, the sciences listed are not intended to be an exhaustive list of all possible sciences. A player with a scientist character could suggest other sciences as possible specialties.

Difficulty (Diff): Difficulty represents the time and effort that must be invested in the skill. Basic skills form the majority of all skills. Advanced skills take a significantly longer time to learn, and therefore cost more CPs. In the column, B denotes a Basic skill, and A denotes an Advanced skill.

Description: gives a brief description of the skill, or where the description is already found in **Traveller** books, using the notation book/page, where book is the **Traveller** book number and page is the page number.

Note that the table includes all skills from published **Classic Traveller** sources, but may categorize or arrange them differently. Those sources can be used in place of this list, if desired.

<i>Skill</i>	<i>Cascades</i>	<i>Diff</i>	<i>Description</i>
Admin		B	1/14
Artillery		B	4/11 under "FA Gunnery"
Artisan*		B	The character is a skilled artist.
	Drawing		
	Sculpture		
	Writing		
Athletics*		B	The character is skilled in a competitive activity.
	Gravball		
	Chess		
	Golf		
Blade Combat		B	1/13
	Cudgel		
	Fencing		
	Long Blade		
	Polearm		
	Short Blade		
Bow Combat		B	Supplement 4, page 11
	Bow		
	Crossbow		
Brawling		B	Brawling is considered a Martial Art with one technique: Strike. See page 50 for more information.
Bribery		B	1/14
Broker		B	7/29
Camouflage		B	The character is skilled at hiding objects under cover.
Carousing		B	6/19
Climbing		B	The character is skilled at ascending and descending steep surfaces such as walls, cliffs and mountains.
Combat Engineering		B	4/11
Computer		B	1/17
Cryptography		B	The character is skilled in the creation and deciphering of codes and coded messages.
Demolitions		B	4/11
Disguise		B	The character is skilled at disguising his true appearance.
Engineering		A	1/20

<i>Skill</i>	<i>Cascades</i>	<i>Diff</i>	<i>Description</i>
	Jump Drives		
	Maneuver Drives		
	Power Plants		
Equestrian		B	6/17
First Aid		B	The character is skilled at repairing injuries and wounds on short notice.
Forgery		B	1/14
Gambling		B	1/13
Gun Combat			1/12
	High Energy Weapons	B	Use of plasma and fusion weapons
	Guns	B	Use of slugthrower and gauss weapons
	Lasers	B	Use of laser weapons
Gunnery		B	1/19
	Screens		Defensive systems
	Spinal Weapons		All spinal-mounted weapons
	Turret Weapons		All turret-mounted weapons
Heavy Weapons		B	4/13
	Hvy Energy		
	Hvy Projectiles		
	Rockets/Missiles		
Hunting		B	6/17
Instruction		B	4/13
Interrogation		B	2/7
Intimidation		B	The character is skilled at forcing others to do his will.
Intrusion		A	The character is skilled at breaking into and entering secure locations.
Investigation		B	The character is skilled at investigating and correlating facts.
Jack of All Trades		A	1/20. See also page 31 for additional information.
Language		B	The character can speak a foreign language. Default native language skill=Educ/2.5.
Leader		B	1/15
Legal		B	7/29
Liaison		B	5/12
Martial Arts*		A	Martial Arts skill is explained in detail on page 47. Each martial art is actually a separate Advanced skill.

<i>Skill</i>	<i>Cascades</i>	<i>Diff</i>	<i>Description</i>
Medical		A	1/20
Navigation		B	1/19
Performer*		B	The character is a skilled performer.
	Dancing		
	Musician		
	Singing		
Persuasion		B	The character is skilled at convincing others to see his way.
Pilot		A	1/19
	Small Starships		Interstellar vessels 5000- tons
	Large Starships		Interstellar vessels 5001+ tons
	Ship's Boat		1/17
Prospecting		B	Supplement 4, p12
Recon		B	4/15
Recruiting		B	4/15
Science*		B	The character is knowledgeable in a particular scientific area.
	Archeology		
	Astronomy		
	Biology		
	Chemistry		
	Forensics		Reconstruction of events, especially crimes
	History		
	Linguistics		
	Mathematics		
	Physics		
	Psionics		Psionics
	Psychology		
	Xenobiology		Alien life
Sensor Ops		B	The character is skilled at operating sensor devices on board spacecraft.
Stealth		B	Stealth is the ability to move quietly and stay concealed. Stealth gives a DM of -3 on rolls for a character to be noticed.
Steward		B	1/19
Streetwise		B	1/15
Suit		B	
	Battle Dress		2/5

<i>Skill</i>	<i>Cascades</i>	<i>Diff</i>	<i>Description</i>
	Vacc Suit		1/16
Survey		B	1/3
Survival		B	4/15
Swimming		B	The character can swim in a fluid without wearing any special equipment.
Tactics		A	1/15
	Combat Tactics		1/15
	Ship Tactics		5/13
Technical		B	
	Armory		The character is skilled in repairing weapons.
	Electronics		1/18
	Gravitics		7/29
	Mechanical		1/18
	Robotics		2/11
Throwing		B	The character is skilled at throwing weapons or objects at a distance.
Trader		B	7/30
Vehicle (Ground)		B	4/15
	Hovercraft		
	Tracked		
	Wheeled		
Vehicle (Air)		B	4/15
	Airship		
	Grav		
	Helicopter		
	Jet		
	Prop		
	Spinner		
Vehicle (Water)		B	4/15
	Large Surface		
	Small Surface		
	Submersible		
Zero-G Ops		B	1/4

Character Guidelines

The character guidelines list the most common characteristics, skills and options for **Classic Traveller** character types. The guidelines are a starting point for emulating the sorts of characters produced from the standard character generation system. None of these details are mandated unless the referee specifies, although some character types are expected to have certain abilities. For example, it may be hard to conceive of Doctor without Medical skill.

- *Major Characteristics* represent the important characteristics of the type. For instance, physical occupations place a high premium on strength and endurance.
- *Useful Skills* represent the typical skills learned by the character type.
- *Options* represent choices available when assigning skills or abilities.
- *Notes* describes some common background details of the character type.

New Options: These guidelines do not represent the full range of possible **Traveller** characters. For example, a Naval Intelligence character could combine the Navy and Spy guidelines. Other character types and backgrounds may be created depending on the campaign setting.

Barbarian

Major Characteristics: Stren, Endur

Useful Skills: Sword

Options: Bow Combat, Martial Arts, Hunting, Equestrian, Survival

Belter

Major Characteristics: Endur

Useful Skills: Prospecting, Vacc Suit, Pilot, Technical

Options: Navigation, Survey, Science: Geology

Bureaucrat

Major Characteristics: Intel

Useful Skills: Computer, Admin

Options: Leader, Liaison, Legal

Colonist

Major Characteristics: Endur

Useful Skills: Gun Combat, Vehicle, Jack of all Trades

Options: Computer, Survival, Agriculture

Diplomat

Major Characteristics: Educ, Soc

Useful Skills: Liaison, Persuasion, Language

Options: Admin, Interrogation, Legal

Doctor

Major Characteristics: Intel, Dext

Useful Skills: Medical

Options: Science (Biology or Xenobiology), Admin

Notes: A character with a Dext 8+ is qualified as a surgeon.

Law Enforcer

Major Characteristics: Intel, Dext

Useful Skills: Investigation, Streetwise

Options: Interrogation, Intimidation, Tactics, Gun Combat

Marine

Major Characteristics: Stren, Endur

Useful Skills: Gun Combat, Vacc Suit, Blade Combat

Options: Zero-G, Vehicle, Tactics, Leader, Stealth, Demolitions, Recon

Merchant

Base Characteristics: Intel, Educ

Useful Skills: Trader, Pilot, Navigation

Options: Persuasion, Admin, Vacc Suit

Mercenary

Major Characteristics: Stren, Dext

Useful Skills: Gun Combat, Vehicle, Tactics

Options: Technical, Leader, or a military specialty like Artillery or Heavy Weapons

Navy

Major Characteristics: Intel, Dext (for officers, Educ)

Useful Skills: Depending on their career, a naval character could specialize in Pilot, Navigation, Gunnery, or Engineering.

Options: Technical, Ship's Boat, Ship Tactics, Fleet Tactics, Vacc Suit

Noble

Major Characteristics: Social Standing must be 10+

Useful Skills: Liaison, Carousing, Admin

Options: Blade Combat

Pirate

Major Characteristics: Stren

Useful Skills: Brawling, Gun Combat

Options: Streetwise, Trader, Gunnery, Intimidation

Notes: Pirates are often recruited from the naval or military forces of interstellar governments.

Rogue

Major Characteristics: Dext

Useful Skills: Brawling, Streetwise

Options: Forgery, Bribery, Intrusion, Persuasion

Scientist/Technician

Major Characteristics: Intel, Educ

Useful Skills: Science (any), Computer, Technical

Options: Admin

Scout

Major Characteristics: Endur, Intel

Useful Skills: Pilot, Jack of All Trades, Survey

Options: Science, Survival, Technical, Orienteering, Navigation.

Soldier

Major Characteristics: Stren, Dext

Useful Skills: Gun Combat, Vehicle, Tactics

Options: Technical, Leader, or a military specialty like Artillery or Heavy Weapons

Spy

Major Characteristics: Intel

Useful Skills: Gun Combat, Streetwise

Options: Persuasion, Interrogation, Investigation

ALIEN CHARACTERS

Although the **Traveller Plus** rules assume the default race of the player characters is human, there is nothing to restrict players from using these rules to create alien characters, provided the campaign background permits it. However, the **Traveller** rules work best when the aliens are generally consistent with humans in physical size, shape, environment, and outlook.

The referee must create or supply guidelines to allow the creation of alien characters. These guidelines should be similar to the sample career guidelines shown above, with a brief list of major characteristics, useful skills, and options. The **Traveller** alien supplements are a good model for this level of detail.

An alien race is likely to be as richly varied in physical and mental abilities as humans are, and it is impossible to draw hard and fast rules to encompass all possibilities. Players who wish to create alien characters need enough background information so that alien characters can be created who are consistent with other individuals of the same race. The published **Traveller** races are described in detail elsewhere.

An example of an alien race is given here.

The Veltri

The Veltri are bipedal, blue-skinned reptilians who rule a large, TL 12 empire on the galactic rim. Veltri characters are often encountered in human space as travelers and explorers. Their physiology is similar enough to humans to allow Veltri to use human-style equipment and furniture without any difficulty. However, since the Veltri homeworld has a thin atmosphere, they require breather masks to function in any environment denser than level 6. Veltri are psionically inert and may not take any psi abilities, and their alien physiology protects them from human telepaths.

Their culture is a caste system with a matriarchal Priesthood at the top, Warriors below that, and at the bottom, a huge caste of uneducated Workers. The referee stipulates the following:

- Veltri Priesthood characters must be female and must have an Educ and Soc of 10+. Because of the strictures of their caste, they may not purchase any technical skills. Veltri Priest PCs will have a retinue of 1-6 NPC Workers as referee-assigned assets.
- Warriors may not have a Soc over 10, but must take Str and Endur over 9 and skill levels in the Veltri martial art called *yatag*. They receive ceremonial spears as assets.
- Workers are not suitable for use as PCs.

The referee also supplies the details of the rest of Veltri culture and history, enough to allow the players to create, develop and roleplay Veltri characters effectively.

Experience

Characters can grow with experience after creation, learning new skills, enhancing their abilities, and generally becoming more competent.

EXPERIENCE POINT AWARDS

The referee will award experience points to characters at the end of each game session, based on entertaining and dramatic play. The following are guidelines for awarding experience points.

<i>Character was...</i>	<i>Experience Points Awarded</i>
Played in conception	1
Played well or dramatically	1-3
Contributed to success on minor mission	1-2
Contributed to success on major mission	3-4

IMPROVING CHARACTERS

Like CPs, experience points can be used to purchase skills and characteristics. However, improving skills and characteristics with experience points comes at an increased cost, relative to the character's current level. The higher a character's skills and characteristics, the harder they are to improve. Improved characteristics cost triple their starting costs, and improved skills cost double.

For example, Ace has Streetwise-1. He has 4 experience points to spend. He wishes to increase Streetwise from 1 to 2. At character creation, this would cost 2 CPs per level, but since he's spending experience, this costs his entire 4 CPs.

Improvement Costs	
Characteristics.....	x3
Skills.....	x2

Ideally, character improvement should have some basis in the events of the game. For instance, if a character uses his Demolitions skill often in an adventure, he should be entitled to apply his experience to his Demolitions skill level.

Learning New Skills

A character can learn a new skill at level-1 for triple the usual skill cost. After that, the improvement costs for the skill are as listed above. The referee may rule that a character requires a significant amount of idle or 'offstage' time to learn a brand new skill—perhaps a year or more. (This time might be reduced by advanced technological means.) Generally, Advanced skills will take longer to learn than Basic skills.

If a character wishes to improve a background skill past level-0, he pays the regular experience point cost to learn any new skill. No special point bonus accrues from knowing the skill as a background skill.

Wealth

A character cannot spend experience points to acquire Wealth after character creation. Wealth or equipment acquired in the game after character generation have any experience point cost.

LIMITS TO IMPROVEMENT

A character may not improve a characteristic or skill by more than one level after a single game session. For instance, if a character has Engineering-1, he may increase his skill to Engineering-2, but not to Engineering-3, after a single game session. Unspent experience points can be accumulated between sessions and used according to this limit.

A Sample Character

This is a sample character created using the **Traveller Plus** system.

Sergeant Darry Tanner, Mercenary (100 points)

Darry Tanner was created for a *Mercenary*-style campaign set on the jungle planet New Amazonia. Darry is a sergeant in a mercenary company called Roscoe's Raiders, and the campaign will detail the struggle against the planet's corrupt government, who are aided by the lizard-like natives.

Age: 30

Description: 6'2" tall, ebony skin, head is shaved bald and he wears his mustache in a drooping style. A barcode tattoo marks his right cheek. He's clad in a black sleeveless jumpsuit, which is form-fitting, with zippers and pockets in various places, and kept scrupulously clean. A beret is cocked over his brow at a rakish angle, with the badge of the Raiders prominent on the front.

Homeworld: Tau Ceti IV

Family: Darry is divorced, and has one son, from whom he rarely hears.

History: Darry Tanner's fists have been getting him into trouble his whole life. Born on Tau Ceti IV, Darry's family was killed during the First Border War, and he was raised in a colonial orphanage, where he was usually in trouble for his aggressive and quarrelsome tendencies. His potential was noticed by the Colonial government and he was recommended for the Colonial Marines. He attended Officer School, but flunked out shortly thereafter because of his temper.

He had a long and checkered career, never staying in any one assignment very long, moving about the various colony planets. Because of his prickly nature, his rank never exceeded Sergeant until the Second Border War. In that conflict, he received a Federation Starburst for his actions in the Battle of Altair, where he saved his Marine platoon from certain death aboard a boarded enemy dreadnought.

During the Third Border War, he was captured early in the fight and spent 4 years as a prisoner of war in a Sirian camp.

Upon his release, disillusioned with the Marines, he left the Colonies, and joined the Raiders, a famous mercenary company on the Edge.

Psychological Profile: Darry is pugnacious and usually spoiling for a good fight. As a career soldier, he's chosen a field where he can put these tendencies to good use. His time in confinement has left him oriented towards his own survival. He recognizes that he would be totally out of place in a civilian environment and likes the mercenary life: payment in cash, plenty of travel and lots of action.

He doesn't like the Sirians much.

Darry keeps a three-legged cat named Lefty.

Medical Profile: Darry suffered a bout of scaly fever when he was 20 that nearly killed him. He must receive annual booster shots on a TL 10+ planet to prevent a recurrence.

UPP: ABA796 (57 points)

Skills: Gun Combat (Guns)-4, Tactics-3, Brawling-3, Gambling-2, Suit (Vacc)-2, Blade Combat (Short Blade)-1, Technical (Armorer)-1, Vehicle (Air)-1, Stealth-1, Zero-G Ops-1, Intimidation-1. (43 points)

Wealth: Darry has the standard starting Wealth of Cr10,000, with an income from his pension of Cr1000. (0 points)

Psionic Abilities: Darry has no psi abilities.

Assets: Since Darry is a character in a mercenary campaign on a jungle planet, the referee assigns him an allotment of weapons and body armor suitable to his unit: The Raiders carry ACRs and wear compoz armor, and they carry machetes to deal with the dense growth (and unruly natives). Since this equipment is issued to him, this costs Darry nothing in terms of money or CPs. As an infantry company NCO, he is also given a rank of First Sergeant, a jungle camouflage uniform, a registry tattoo, and command over a squad of 12 troopers. He also has a bunk on board the mercenary cruiser *Eagle*.

Example of Later Experience: Darry earns 4 experience points on his first mission, which involved fighting jungle natives in a lot of hellish close combat. He uses this to buy his Short Blade skill from level 1 to level 2, which costs 4 points.

Tasks

A *task* is an attempt to use a character's abilities to accomplish a particular end. In a **Traveller** game, a task can be anything from repairing a computer, aiming to hit a target in combat, or piloting a starship to a safe landing.

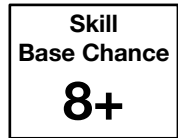
There are two types of tasks:

- *Skill checks* use the character's skills to determine success.
- *Characteristic checks* use characteristics to determine success. Use a characteristic check for situations where no relevant skill exists.

SKILL CHECKS

A skill check is an attempt by a character to use a skill to achieve a goal in the game. The referee decides which skill is relevant for success, and the player rolls the dice to determine success.

Resolution: The base chance for success for a skill check is 8+. However, no matter the DMs, a throw of an unmodified 2 is always a failure. See *Murphy's Rule*, on page 33.



DIE MODIFIERS

Apply DMs to the base chance of a skill check as follows:

Skill DMs

Per skill level of appropriate skill	+1/level
Possesses another skill in same cascade	-2
Unskilled use of a required Basic skill	-4

Difficulty DMs

Easy (almost always successful)	+4
Simple (usually successful)	+2
Routine (typical attempt)	+0
Challenging (difficult to perform)	-2
Formidable (hard even for experts)	-4

Situational DMs

Rushed/Under Pressure	-2
Technology Differences	-1 per 2 TL difference

SKILL USE

The referee may impose additional DMs to a skill check based on the situation and the specific skill being used.

Cascade Skills: Cascade skills default to each other with a DM -2 on their use. For example, a character with Gun Combat (Guns) uses all the other skills in the Gun Combat cascade (Lasers, Energy Weapons) at two levels less than his Guns skill. This default skill level is never less than 0.

Default Skill Use: Characters can attempt to use Basic skills they do not possess, at a significant penalty DM to use. For instance, someone unskilled in the use of firearms can still attempt to shoot a rifle, and someone without Forgery skill can still attempt to forge documents. Characters who lack the skill required for a given situation suffer an unskilled penalty DM of -4. (A character with level-0 expertise in a Basic skill avoids the -4 penalty DM for lack of skill.)

Because Advanced skills represent a significant investment of time and education, they cannot be used by untrained characters. For example, tasks involving the use of Medical or Martial Arts would be impossible to characters without those skills.

Jack of All Trades: Levels of Jack of All Trades (Jack-o-T) skill can be used to offset the negative DMs imposed on lack of skill in a particular field. However, Jack of All Trades skill can never give a positive DM, no matter how high the level. A character with Jack-o-T may even attempt using Advanced skills at a base DM -6, adjusted upwards for levels in Jack-o-T skill. Jack-o-T can be applied to any skill check, including those in combat.

For example, a character with Jack of All Trades-2 but no skill at First Aid attempts to patch a wound. Instead of the DM -4 he would receive for this task due to lack of skill, he only receives a DM -2. The same character could also attempt a task using an Advanced skill that he doesn't have, such as Piloting, with a base DM -4.

Characteristic Effects: In keeping with the rules for **Classic Traveller**, an individual's characteristics generally have no effect on skill use.

CHARACTERISTIC CHECKS

In **Traveller Plus**, a *characteristic check* is used for tasks for which no skill exists, but where the success of the task is controlled directly by one of an individual's characteristics. Characteristic checks may be used to simulate any number of physical or mental challenges that no skill is suitable for.

Resolution: The base chance for a characteristic checks is 15+, with the characteristic value applied as a DM. However, no matter the DMs, a throw of an unmodified 2 is always a failure. See *Murphy's Rule*, on page 33.

Characteristic
Base Chance

15+

DIE MODIFIERS

Apply DMs to the base chance of a characteristic check as follows:

Characteristic DMs

Applicable characteristic

+Characteristic value

Difficulty DMs

Easy (almost always successful)	+4
Simple (usually successful)	+2
Routine (typical attempt)	+0
Challenging (difficult to perform)	-2
Formidable (hard even for experts)	-4

Situational DMs

Rushed/Under Pressure	-2
-----------------------	----

For instance, a Strength check for a character with a Stren of 9 would have a base chance of 15+, DM+9 for Stren 9, for a total success chance of 6+. If the referee decided that this was a Challenging task, he would impose a DM of -2 on the throw, for a final success chance of 8+.

The table below lists examples of characteristic checks and how they might be used in a game.

<i>Type</i>	<i>Characteristic</i>	<i>Examples</i>
Physical	Strength	Forcing open a door.
Agility	Dexterity	Leaping a gaping chasm.
Toughness	Endurance	Inhaling a noxious gas without harm.
Perception	Intelligence	Detecting a hidden enemy in combat.
Research	Education	Seeking academic knowledge in a library.
Influence	Social	Arranging a meeting with a politically important NPC.

Jack of All Trades skill has no effect on characteristic checks.

TASKS WITH MULTIPLE CHARACTERS

Most tasks will be performed by a single character. However, tasks can involve more than one individual.

Collaborative Tasks

At the referee's discretion, two individuals may attempt to collaborate on a task to increase the chances of success.

To resolve a collaborative task, impose a DM of the skill level or characteristic of the attempting character, plus an additional DM of one-half the relevant skill or characteristic level of a single assistant, rounded down.

Characters participating in collaborative tasks may not use default skill levels to affect the task success.

For example, two trained surgeons with Medical-4 and Medical-2 collaborate on a tricky operation. The total skill DM for the task is $4+1=+5$.

In another instance, two crewmen with Strength 10 and Strength 9 collaborate to pry open a jammed iris valve. The total characteristic DM is $10+4=+14$.

More collaborators can be added to a skill attempt at the referee's discretion, at a similar penalty to skill.

Competitive Tasks

Tasks can be performed competitively when individuals' skills or characteristics are pitted against each other. To resolve a competitive task, all competitors check the task as normal. Whoever succeeds by a higher margin wins. On a tie, the competitor with the higher skill or characteristic wins.

For instance, to resolve the ownership of a disputed merchant vessel, two rival captains decide to arm wrestle. They both have Strengths of 8 and need to roll a Routine check of Strength. This is a 7+ for each. Ace rolls an 8, a margin of 1. Trey rolls an 11, a margin of 4. The ship now belongs to Trey.

INFORMATION TASKS

Tasks that involve information that would be hidden from the character should be performed by the referee, who can choose how much information to reveal about the task results.

For example, a group of NPC enemies wait in ambush for the player characters in a maze of urban alleyways. The referee decides to give the lead PC a chance to detect the ambushers, rolling a Challenging check of Intelligence. He doesn't tell the PCs about the possible ambush, and rolls dice in secret, using the appropriate modifiers. If the roll succeeds, the referee will reveal the ambush and allow the PCs to avoid it. However, if the roll fails, the PCs will have no idea of the ambush until it is sprung.

MURPHY'S RULE

There is no such thing as an automatic success. No matter the DMs, on any task, a natural throw of 2 is always a failure.

Note the *margin* of failure when rolling a 2. This is the difference between the throw needed and the actual number rolled. For example, if a character needs a 4+ to succeed and rolls a 2, the margin of failure is 2. But if the character needs a 10+ to succeed and rolls a 2, the margin of failure is 8.

Murphy's Dice: If a 2 is thrown, roll a further 2D, and add the margin of failure, to determine the severity of the failure. This scale is extremely relative and examples are supplied as guidelines. The exact consequences of failure are up to the referee and depend on the particular circumstances. They can range from the mundane to the spectacular.

Roll+ Margin	Description
3-10	<p>Minor Failure: a trivial setback affects the character. The setback causes minor problems, delays or inconveniences.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> • A tool is dropped in a narrow duct and must be found for repairs to continue. • A weapon jams for 1 turn. • A character slips and falls in combat.
11-14	<p>Average Failure: a typical failure affects the character. Injuries or other temporary effects may result from the failure.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> • A bungled attempt to sell forbidden goods offends local customs and angers a local crowd. • The character's weapon breaks in battle and needs to be repaired in a machine shop. • A vehicle collides with another vehicle or object.
15-18	<p>Major Failure: a significant failure affects the character and could affect those around him, as well. Injuries will probably result. There is a strong chance the consequences could be fatal for someone, probably an NPC.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> • A team attempting to survive on a hostile planet drinks poisoned water. • The grenade hurled by the character slips and explodes among the party. • The ship's computer memory is wiped and will take days to replace.
18+	<p>Catastrophe: a disaster occurs to the character and probably those around him. Injuries will certainly result on a large scale. Someone, probably a PC, is going to die.</p> <p><i>Examples:</i></p> <ul style="list-style-type: none"> • Botched diplomacy between two nations causes a major war. • An attempt to apply first aid to an injured comrade kills the patient. • The ship's jump drive explodes, killing the entire engineering crew.

EXAMPLES OF TASK USE

Routine Skill Use: A pilot with Air Vehicle (Grav)-2 attempts to land a helicopter in calm weather. Landing is a Routine task. 8+, DMs: +2 for skill, -2 for having another skill in the same cascade, for a total success of 8+.

Challenging Skill Use: A rogue with Streetwise-3 attempts to locate the hideout of a gang on an unfamiliar planet. Locating this gang is a Challenging task. 10+, DMs: -2 for difficulty, +3 for skill, -2 more for being unfamiliar with the planet, for a total success of 11+.

Tech Level DMs: A scientist with computer-2, from a tech level 10 world, attempts to use a computer on a tech level 8 world to find some data on the early settlement of the planet. This is a Routine task. 8+, DMs: +2 for difficulty, +2 for skill, -1 because of the differences between TL8 and TL 10 computers, for a total success of 5+.

Unskilled Task: An army trooper with no Vacc Suit skill is trapped near a hull breach. He attempts to hurriedly suit up to avoid depressurization. This is a Simple task. 6+, DMs: -4 for lack of familiarity with a Basic skill, -2 more for rushing, for a total success of 12+. (Good luck, trooper!)

Characteristic Check: A sentry with Intel 9 is given a chance to spot an approaching commando, who is using Stealth skill. This is a routine Intelligence check. His base chance is 15-9=6+, DMs: +0 for Routine task, -3 for the commando's use of Stealth, for a total of 9+. (If it were nighttime, this might be a Challenging task, for an additional DM of -2.)

Murphy's Rule: A senior Scout attempts to lead his survey team across an unmapped outback. He rolls a Routine check of Recon, 8+. He throws a 2, which is an automatic failure, and then a 10 (+6 for the margin of failure) on the Murphy's Rule table, for a total of 16. This is a Major failure. The referee rules that the Scout accidentally leads the team into a dense jungle filled with deadly parasitic creatures that will infest the party members. (But he doesn't tell them that, just yet.)

Caliber

The **Caliber** combat system is a modular set of combat rules, based on the combat system found in Book 1. It provides more depth and options in combat, and can partially or completely replace the standard Book 1 combat system.

You should be familiar with the Book 1 combat system before using the **Caliber** system.

The *Armory and Ordnance Handbook* contains design sequences for creating weapons for use with either the **Caliber** system or with the standard **Traveller** rules.

COMBAT TURNS

Combat is played in turns. Each turn has a duration of one second.

PROCEDURE

Cycle through this procedure each turn.

1. **Combat Sequence:** Characters act in order of Dexterity.
2. **Actions:** Each participant takes an action, such as movement or attack.
3. **Attacks:** When a character attacks, sum all DMs affecting the attack, such as:
 - Range
 - Skill
 - Accessories
 - Dexterity
 - Autofire
 - Evasion
4. **Roll attack.** If result is 8+, the attack is successful.
5. **Damage:** throw damage dice and apply the results as wounds.
6. **Wounding:**
 - Check for knockdown.
 - Subtract Armor Value from damage.
 - Apply remaining damage to target's characteristics.
 - Check for stunning and (optionally) sudden death.
7. Proceed to the next character.

COMBAT SEQUENCE

Characters in combat move act in order of their Dexterity. If Dexterity is equal for two characters, the higher level of skill with any ready weapon determines who moves first. If these are still equal, throw dice to determine who acts first. Example: Ace and Trey both have Dexterity 8. Ace has a sword ready, and has Sword-3. Trey has a rifle ready and has Guns-2. Ace will act before Trey does.

ACTIONS

In a combat turn, a character can take one of the following actions:

<i>Action</i>	<i>Description</i>
Aim	Take a full second to aim before firing.
Change Posture*	Change from any posture to any other and move.
Evade*	Evade attacks and move.
Fire*	Fire a ranged weapon and move.
Move	Move standard movement allowance.
Ready Weapon	Draw a weapon and move.
Reload	Reload a gun.
Run	Move double movement allowance .
Strike*	Attack in melee combat and move.
Throw	Throw a weapon.

An action marked with an asterisk (*) means that the action can be combined with a free Move action in a single turn.

Actions in Detail

Aim: A character who spends a whole turn aiming a ranged weapon gets a DM +2 to hit the next time he takes a Fire action. Aiming takes a full turn, and must be followed in the next turn by either another Aim action or the Fire action. (A character may not Move if he chooses to Fire after Aiming.) A character can aim for any number of turns, but gets no additional DM for additional time spent aiming.

Aiming can be used on an area as well as a target, in which case the aimer can act first against any potential target to enter the area. The covered area must be in line of sight, in the forward arc, and at Long range or closer.

Change Posture*: A character's posture may affect his movement and affect an attacker's chance to hit him in combat. A character may have one of three postures: standing, crouching or prone. Typically, a character is only prone involuntarily.

<i>Posture</i>	<i>Movement</i>	<i>Defensive DM</i>
Standing	Normal	--
Crouching	1.5 m/turn	-2
Prone	None	+2

Changing from any posture to any other takes one action. *Movement*

indicates the movement possible by a character in that posture. *Defensive DM* indicates the DM imposed on opponents attempting to hit the character in combat.

This action can be combined with a free Move action.

Evade*: Attacks against an Evading character are at DM-2 to hit. A prone character, or one who is stunned, may not Evade. Each use of the Evade action counts against fatigue, described on page 43. This action can be combined with a free Move action.

Fire*: Fire is the standard action taken by anyone who uses a ranged weapon. This action can be combined with a free Move action.

Move: A character using Move can move up to his standard movement rate, with the standard modifiers for Dexterity. (See *Movement*, below.) An action marked with an asterisk means that the character can take a free Move action in addition to his selected action in the same turn. He must perform the Move first and then can perform his second action. For example, a character can Move and then perform a Fire action, all in the same turn, or instead, he can Move and then Evade.

Ready Weapon*: The Ready Weapon action allows a character to ready a holstered or sheathed weapon and use it in combat on the next turn. (The same action can also be used to holster or sheath a ready weapon.) This action can be combined with a free Move action.

Reload: The Reload action allows a character to reload a gun by replacing the weapon's magazine or power cell.

Run: A running character moves at double his normal movement rate. (See *Movement*.) Each use of the Run action counts against fatigue, which is described on page 43.

Strike*: A Strike is the standard action taken by anyone who makes a melee attack. Use of a Strike action counts against fatigue. Martial Arts skill entitles a character to a specialized set of strike actions, outlined on page 47. This action can be combined with a free Move action.

Throw: A Throw action lets a character use a thrown weapon.

Other Actions: players may wish to take other actions, which can involve the use of a skill. For instance, a character in combat may drag a wounded character to safety, requiring a Strength check, or open a locked iris valve, requiring the use of Electronics skill. The referee will decide the details of these actions in combat, but such actions generally take more than 1 combat turn.

MOVEMENT

Movement in combat can be determined in any of the traditional **Traveller** methods, depending on the encounter.

- *The range band method*, described in Book 1.
- *The grid method*, where each grid square or hex is equal to 1.5 meters, used in some **Traveller** board games. Characters are represented by a counter, and move strictly according to the movement rules outlined here.
- *The freeform method*, where no grid or markers are used, and all movement is tracked by the referee. In this method, detailed movement rules are ignored. The referee informs players where they are and how far they can move, and players declares their actions in response.

A character's movement rate for each method is given here. Note that movement rate can be affected by a character's Dexterity, see page 39. (This movement rate presumes the character is standing. A crouching character can only move 1.5m per turn.)

	<i>Range Bands</i>	<i>Grid</i>	<i>Abstract</i>
Walk	1	3m+	Slow
Run	2	6m+	Fast

The referee will decide which method is used to resolve a particular encounter. The grid method provides the most detail, but the freeform method is much quicker.

ATTACKS

To attack, sum all DMs and throw 2D. On a throw of 8+, the attack is a success.

As with all tasks, a roll of 2 is always a failure. See *Murphy's Rule*, page 33.

DMs: Attack DMs, both positive and negative, can include: Skill, Dexterity, Range, Evading, Autofire, Cover, and other factors.

Base Chance to Hit 8+
--

SKILL IN COMBAT

The level of expertise in a weapon is used as a positive DM on the basic throw to hit. Weapon skills include Gun Combat, Blade Combat, Throwing and Heavy Weapons.

Cascade Skill: if a character knows a skill in the same cascade as another skill, apply a DM of -2 to skill use. For instance, Ace has Gun Combat (Guns)-3 and attempts to use a laser carbine. Use of the laser carbine is governed by Lasers skill, which is a cascade of the Gun Combat skill. Ace would fire the laser carbine as if he had Lasers-1.

Unskilled Attacks: Most attacks are governed by the use of Basic skills. If a character has no skill in a weapon he's using, apply a DM of -4 to attack throws. (As with other Basic skills, Jack of All Trades skill can reduce this penalty, as described on page 31.)

CHARACTERISTICS IN COMBAT

Characteristics can affect a character in combat.

- A high or low Dexterity gives a bonus or penalty to attacking and to movement rate.
- A high or low Strength gives a bonus or penalty to the damage done in melee combat.

Superhuman Characteristics:
Technological means can give individuals characteristics at levels

<i>Dext</i>	<i>Attack DM</i>	<i>Grid Walk</i>	<i>Stren</i>	<i>Damage DM</i>
4-	-2	-1m	4-	-2
10+	+1	+1m	10+	+1
13+	+2	+2m	13+	+2

well in excess of normal human levels. To determine bonuses for high characteristics, use the following formulas. Round down all fractions.

Attack and Walk DM: $(\text{Dext}-7)/3$

Damage Bonus DM: $(\text{Stren}-7)/3$.Convert each +3 DM to an additional +1D.

For example, a character with a Strength of 30 would get a damage bonus of $30-7=23/3=+7$, which converts to an additional +2D+1 damage to all melee attacks.

WEAPON RANGE

Weapon ranges in the **Caliber** system correspond to the standard **Traveller** ranges: Close, Short, Medium, Long, and Very Long. However, instead of being pre-defined distances, the distances for each of these ranges depends on the Effective Range of weapon used. The weapon's Range DM is then determined based on the distance to the target.

To determine ranges for each weapon, multiply the weapon's Effective Range by the Effective Range Multiple found in the table here. Range DMs for a ranged weapon at each of these ranges follow from the table.

<i>Range</i>	<i>Effective Range Multiple</i>	<i>Range DM</i>
Close	N/A	-Size
Short	x1/10	+2
Medium	x1	+0
Long	x2	-2
Very Long	x5	-5

Close Range: Close range is defined as being in contact with the target. Any weapon, including melee weapons, used at close range suffers a negative DM equal to the weapon's Size.

Maximum Range: A weapon's maximum range in meters is equal to its effective range x 5 (that is, the same distance as Very Long range).

Thrown Weapons: Thrown weapons have an effective range equal to the thrower's Strength in meters, and use the same range modifiers as described above. However, thrown weapons cannot be used past Long range. Thrown weapons cannot be thrown at Close range, but at the referee's discretion, may possibly be used as melee weapons instead.

Melee Weapons: Melee weapons can only be used at a range equal to their length plus 1m (or an adjacent square), and take no modifiers for this distance.

Examples of Range DMs: Ace's auto pistol has an effective range of 60m. He gets a DM +2 to hit targets at Short range, which is up to 6m away. Medium range is 7-60m (apply a DM +0). Long range is 61-120m (DM -2), and Very Long is 121-300m (DM -5). The auto pistol cannot hit targets past 300m. In addition, the pistol has a Size of 1, so when used at Close range, its attack DM is -1.

If Trey, with Stren 9, uses a thrown dagger, the dagger's effective range is 9m, with a maximum range of 18m.

Standard Traveller Range DMs: If using the standard **Traveller** combat system, the standard range DMs should be imposed on the attack throw in place of the Range DMs given here.

SPECIAL ATTACK TYPES

Autofire: a weapon's rate of fire (RoF) will affect the number of targets the user can attempt to hit.

- *RoF* indicates the number of rounds used for each burst of the weapon.
- *Primary autofire* consists of multiple shots that can be fired at a single target.
- *Secondary autofire* can be directed at multiple adjacent targets (within 1.5m) up to the number listed. Roll separately for each secondary attack, with an attack DM of -3.
- *Total Targets* indicates the total number of targets that can be fired upon.

For example, a weapon on rapid fire will fire 10 rounds per turn. Four of them can be directed at a single primary target, and 3 more can be directed at up to 3 adjacent targets.

Note that with high rates of fire, some shots will be wasted. Good fire discipline only uses the optimal rate of fire for a given situation. For example, a weapon with an RoF 4 can fire at 2 targets. 2 shots are resolved on the primary target, and 1 on the secondary (at DM -2 to hit). The other round is wasted.

<i>RoF</i>	<i>Shots</i>	<i>Primary</i>	<i>Secondary</i>	<i>Total Targets</i>
Semi	1	1	-	1
Auto	4	2	1	2
Rapid	10	4	3	4

A weapon that can fire multiple rounds can fire at any lower rate. For instance, a weapon with an RoF 10 can also be set to fire at RoF 1, 4, or 10.

Called Shots: At the referee's option, with an additional DM of -4, after an Aim action, an attacker can attempt to hit a vulnerable location on a target. If the attack is successful, apply damage as usual, but treat Armor Value as half normal, rounded in the attacker's favor. Called shots can be used for ranged, thrown or melee attacks.

Explosive Rounds: Explosive rounds can hit all targets within 3 meters of the primary target. Roll attacks as normal to all targets in this radius. (This can include the firer.) Apply an attack DM of -1 against each potential target, and apply half damage to targets hit.

Group Hits By Shotguns: Each shot by a shotgun may attack up to three individuals within 1.5m of the original target. In addition, when firing against flying targets (winged animals, flying vehicles) within range, a DM of +2 is allowed.

Zero-G Combat: Characters in zero-g will move in straight lines, at walking movement rates, until stopped by an obstacle in their path such as a wall or bulkhead. Combatants in zero gravity need to check for loss of control at the beginning of each turn. Resolve a Simple skill check against Zero-G Ops. DMs include: +5 if

using a handhold, - 6 if striking a blow, -6 if firing a non-accelerator slugthrower or high-energy weapon, +1 if Dext 7+, +2 if Dext 12+.

Characters who lose control may take no actions until they regain control. Check for regain of control at the beginning of each turn with a Routine skill check against Zero-G Ops.

Grenades: Arming and throwing a grenade takes a full turn. It explodes at the end of the turn after which it is thrown. When thrown, grenades use the range DMs for Thrown weapons. The attack throw for a grenade must be made separately for all targets in its burst radius. Full damage is applied to any targets hit by the grenade.

A grenade that misses its primary target will scatter, landing at a random location. Throw 1D for direction: 1: left, 2: right, 3-4: long, 5-6: short. Throw 1D. This indicates the distance in meters of the missed throw.

Cover: a character in cover is partially concealed by intervening obstacles, brush or other impediments to vision. Cover imposes a DM to hit on the covered character of anywhere from -2 to -6.

WEIGHT AND ENCUMBRANCE

Characters are restricted in the total weight that they may carry, and may suffer negative DMs if they carry enough weight to become encumbered. Total the weight carried by the character and compare it to the table shown here.

<i>Load (kg)</i>	<i>Dexterity Penalty</i>	<i>Movement Penalty</i>	<i>Duration in Hours</i>
1xStren	None	None	Indefinitely
2xStren	-1	None	Endurance
3xStren	-2	-1m/turn	(Endurance)/4
4xStren	-4	-2m/turn	Endurance/10

Each line of the table shows the maximum weight the character may carry, in multiples of his Strength, before suffering the indicated penalties. Duration in hours shows the time the character can carry this load, in hours, before the character becomes fatigued.

For example, a character with a UPP 586777 can carry a 5 kilogram load of weapons and equipment indefinitely without tiring. He can carry a 10 kilogram load, but will take a -1 DM on his effective Dexterity while doing so, and may carry this load on a long hike for up to 6 hours before needing a rest period. With a 15 kilogram load, he will take a -2 effective Dexterity, will be reduced to by 1m/turn, and will need to stop for rest after 1.5 hours. With a 20 kilogram load, he will take a -4 on effective Dexterity, be reduced to one-quarter his normal movement speed, and only be able to carry this load for 36 minutes without requiring a rest period.

Gravity: To determine a character's effective Strength under different gravity, divide the character's strength by planet's gravity. For example, a character with Strength 8 on a planet with gravity of .8G will have an effective Strength 10.

FATIGUE

A character has a number of fatigue points equal to his Endurance. When fatigue points are reduced to 0, the character is considered *fatigued*. Characteristic and skill checks, melee attacks, and melee damage throws by fatigued characters are made with a DM-2. A character recovers from fatigue according to the rules in Book 1.

The following activities in combat will each subtract 1 from a character's fatigue points.

- A melee or thrown weapon attack.
- Use of the Evade or Run actions.
- Any characteristic check against Strength or Endurance.

A character can intentionally make fatigued actions (including blows and characteristic checks) at a DM -2. Fatigued actions do not count against the character's fatigue points.

DAMAGE AND WOUNDS

A weapon's Damage indicates the number of dice thrown if the weapon hits the target successfully, plus any modifiers to the throw. Damage can affect a target in several ways including knockdown, stunning, unconsciousness, injury, and death.

Knockdown

A character's knockdown threshold is equal to Strength x2, +5 if he is wearing rigid armor. If hits taken by a character in a single attack exceed this number, the character is considered knocked down and prone. A prone character cannot move until he takes the Change Posture action, and attackers gain an attack DM of +2 to hit the prone character.

Check for knockdown before applying the effects of armor.

Armor Value

Armor protects by absorbing damage inflicted in combat. Subtract the Armor Value (AV) from any damage before applying it to the target.

Standard Traveller Armor: If using the standard **Traveller** armor rules, Armor Value can be ignored. Instead, impose the standard armor DMs from the **Traveller** tables on the attack throw. If the throw indicates a miss, the target suffers no damage.

Wound Levels

After the effects of armor are applied, all remaining hits are applied as Wounds to the target's Strength, Dexterity, and Endurance on a temporary basis. A player is free

to decide how wound points are applied to his characteristics, and can reduce them in any amount up to the total Wounds.

When any one

characteristic is reduced to

zero by wounds, the character is rendered unconscious. When two have been reduced to zero, the character has been seriously wounded. When all three have been reduced to zero, the character is dead. Once a characteristic has been reduced to zero, further points may not be applied to it. They must be applied to other (non-zero) characteristics.

Stunning: If wounds taken by a character in a single attack exceeds his Endurance, the character is considered *stunned* and may take no actions on the next turn. He can act normally in the turn after that.

Bleeding: A Seriously Wounded character will continue to lose 1 characteristic point each 10 turns (that is, each 10 seconds) until he receives medical attention, or dies. Stopping bleeding is a Routine check of First Aid or Medical skill, requires a medical kit, and takes 10 turns.

Sudden Death (the Redshirt Rule): Each result of 6 on a damage die gives a 1 in 6 cumulative chance to cause sudden death to the target. For example, 3D are thrown for damage and come up 6, 6, and 2. The target receives 14 points of damage. In addition, the firer can throw another die. On a throw of 1 or 2, the target is killed instantly, regardless of armor or remaining wound levels.

This rule is optional. It is best suited for use in large combats against hordes of enemies and should be ignored against PCs or major NPCs.

Recovery from Unconsciousness

Unconscious characters recover consciousness after five minutes (300 turns) with all characteristics temporarily placed at a value half way between full health and the wounded level, rounded down. For example, a character with a Strength of 8 wounded to Strength 4 (and rendered unconscious through the zeroing of another characteristic) becomes Strength 6 when he regains consciousness, and remains so until recovered. A return to full health for the character requires medical attention (a medical kit and an individual with at least First Aid-1 or Medical-1 skill and a Routine skill check), or three days of rest.

Seriously wounded characters recover consciousness after three hours. Their characteristics remain at the wounded level (or 1, whichever is higher). Recovery is dependent on medical attention (a medical facility and an individual with Medical-3 skill and a Routine skill check. Recuperation to full health without medical attention is not possible).

<i>Injury</i>	<i>Status</i>
1 Characteristic ≤ 0	Unconscious
2 Characteristics ≤ 0	Seriously Wounded
3 Characteristics ≤ 0	Dead

THE TACTICS POOL

At the beginning of each combat, sum the total Combat Tactics skill from all characters in a force and multiply by 2 to find the *tactics pool*. The tactics pool can be used as positive or negative DMs which can be applied to any throw made in a single combat session, including throws to hit and damage dice made by any participants. The force could also use the pool DMs to negatively influence the dice throws of an enemy. DMs must be applied before any throws are made. They cannot be applied retroactively to change the results of a throw.

Tactical DMs are expendable, like points. Once a DM is used, it depletes the pool by that much for the duration of that combat session, until the pool is empty. A pool's points cannot be saved between combat sessions.

Tactics points are jointly owned by all characters in a force, and so should be used consensually.

For example, a force of PCs possesses 3 characters with Combat Tactics-2, Combat Tactics-1 and Combat Tactics-1, a total Combat Tactics skill level of 4. The force has a tactics pool of +8, which can be used as 4 DMs of +2 each, a single DM of +8, or any other combination.

The referee and players should be prepared to describe the game effects of their use of the tactics pool. This will prevent it from becoming just an application of DMs and will instead become an opportunity to add drama and color to an encounter.

For example, Ace and Deuce begin a combat with 6 points in the tactics pool. Midway through the battle, Ace uses points from the tactics pool to add +2 to his to-hit throw with his rifle. The player explains this by describing how Ace took his time with his shot until the foe came around the corner, aiming carefully, and then hit his target just where he aimed. Later, Ace's partner Deuce uses 3 more points from the pool to impose a -3 DM against an enemy who is trying to shoot him, causing the enemy to miss. Deuce's player describes this as a heroic leap through a quickly closing iris valve, evading the enemy's bullets. There is now 1 point remaining in the pool for use in the battle.

SPOTTING WEAPONS

Weapons may be spotted both in and out of combat. A weapon's Noise and Flash will affect the chances of spotting it in combat.

Noise

Weapon noise can give away a firer's position. To hear a weapon firing, make a Routine check of Intelligence, DMs: +weapon Noise, -1 for every range class past Short. Success means the hearer knows the approximate location of the weapon. Weapons using a silencer cannot be heard past the weapon's Short range. Weapons cannot be heard on planets with atmosphere Type 0 or 1.

Flash

Some weapons can be detected the flash they make. To spot weapon flash, make a Routine check of Intelligence, DMs: +weapon Flash, -2 at the weapon's Long Range or farther. Success means the spotter knows the approximate location of the weapon and can take appropriate action.

Concealing Weapons

Outside of combat, a character may wish to conceal a weapon, or determine whether or not potential adversaries are concealing weapons. To spot a concealed weapon, make a Routine check against the spotter's Intelligence. The weapon's Size is a DM to the check. This check can also be modified if the spotter has a chance to conduct a lengthy search.

MARTIAL ARTS

A martial art is a collection of techniques that give a character more options in combat. Each Martial Art is a separate Advanced skill and consists of three techniques chosen from the table shown here.

Resolve a martial attack like a Strike action, but use the additional attack DMs and damage modifiers shown in the table. In addition, an attack could have additional results outside of attack and damage DMs, such as disarming an opponent.

Techniques: A *technique* is intended to cover a broad range of possible attacks. For instance, a Kick could represent an actual attack made with the feet, or it could represent a particularly effective style of punching.

The player is free to describe his actions in combat in whatever way he wants.

However, in game terms, each technique uses the same modifiers and has the same game effect. Each technique incurs its own attack DMs, in addition to any other DMs that apply to the attack.

Attack Roll: Unarmed attacks use the attack DM shown in the table, plus the Strength Damage DM, plus skill level in the art. For example, Ace, who has Karate-3 and Stren 10, attempts a kick against an unskilled opponent who is not Evading. His basic roll to hit is 8+, DMs: +3 for skill, -2 for the kick, and +1 for Stren, for a total of 6+.

Damage: Base damage for an unarmed attack is 1D+Strength Damage DM, as shown in the table above, plus any skill level in the art. In addition, some attacks using martial techniques gain additional damage modifiers, as shown in the table. For

<i>Technique</i>	<i>Attack DM</i>	<i>Damage Mod</i>
Block	Special	--
Disarm	-4	--
Hold	-2	--
Kick	-2	+1D
Parry	--	--
Power Strike	-4	+2D
Strike	+0	+0

example, Ace, who has Karate-3 and Stren 10, attempts a kick. If he hits, he does 1D,, +1D for kicking, +1 for Strength, and +3 for skill, for a total of 2D+4.

Armed Martial Arts: Armed arts, such as one that specializes in the use of a sword, are possible. In this case, the art can only be performed if the character is armed with the specified weapon. If using a technique, the attack and damage modifiers in the table apply to the use of the specified weapon.

Cascade Skills: All martial arts are considered cascade skills of the others. Attempting a technique outside an art incurs the usual cascade penalty DM of -2. For example, a boxer attempts to disarm an opponent. He incurs the Disarm DM of -4, as well as the cascade penalty DM of -2, for a total attack chance of 14+, before applying DMs for Boxing skill and Dexterity.

Brawling: Brawling is a Basic skill that consists of one martial technique: Strike. A character may attempt other martial techniques with Brawling skill at the standard cascade penalty DM of -2.

Unskilled Attacks: A character without Brawling or Martial Arts skill can only attack with a Strike and receives a DM -4 to hit (same as the penalty for attempting to use a Basic skill with no training.)

Martial Arts Techniques

Each turn, a character can choose one technique made in the place of any action.

Blocking: A Block is a free defensive action, made in an attempt to prevent an attack from succeeding. If a character is attacked by a technique that is included in his art, apply his skill level as a defensive DM against attack rolls. For example, a grappler attempts to put a Hold on Trey, who has Lunar Jujitsu-2. Hold is an included technique in this martial art, so attempts to perform a Hold on Trey are at -2.

Disarm: A Disarm is an attack that attempts to take away a hand-held weapon from an opponent. If the attack succeeds, the attacker has the choice of either knocking the weapon away (which removes it from the combat), or keeping it to use himself.

Hold: In a Hold, an attacker grabs his opponent to immobilize him. If successful, the target can take no actions until he wins a Competitive Check of Strength. The character doing the holding can add his martial arts skill level to his Strength for this check.

Kick: A Kick is any high-damage attack and does an additional 1D damage.

Parry: If a character parries, apply the character's skill level as negative DM against melee attacks made that turn. If a parried attack misses, no damage is taken, and the character who parried may attack his opponent first next turn with a DM of +2.

Power Strike: A Power Strike is an attack made for power at the expense of accuracy, and does an additional 2D damage.

Strike: A Strike is the basic martial attack.

Throw: A Throw is an attack that attempts to render an attacker prone. If the attack succeeds, the target takes the indicated damage, DM+the attacker's skill level, and is prone the next turn.

Common Martial Arts

Some common, current martial arts styles are listed here. A campaign may incorporate these under new names, or may create new, futuristic or alien arts.

- *Aikido*: Throw, Hold, Disarm
- *Boxing*: Strike, Power Strike, Parry
- *Fencing (performed with foil)*: Strike, Disarm, Parry
- *Jujitsu*: Strike, Hold, Disarm
- *Karate*: Strike, Kick, Power Strike

Psionics

These psionics rules are based on the rules given in Book 3 and adapted for use with the **Traveller Plus** system.

Psionics in the Campaign: The standard **Traveller** rules stipulate public prejudice against psionic powers, and that their use has been driven underground. However, there is no reason to assume that all societies will take this attitude towards these powers. The referee will be able to supply details, based on the campaign setting.

THE PSI CHARACTERISTIC

Psi is a characteristic like the other more familiar ones (Strength, Dexterity, etc.) and is purchased at the same cost. Like other characteristics, 15 is the normal human maximum.

Psi is an optional characteristic. If a character spends no points in Psi, he has a Psi of 0.

USING PSIONIC POWERS

Use of any psionic power requires a Routine characteristic check of Psi. Success indicates the power has worked and the character must expend a number of Psi points, as detailed under the power description. Further, a power used at range will require more Psi than a power used close up, as shown below.

Expended Psi points do not affect the Psi use throw—always use the character's base Psi.

Using most psionic abilities requires a single turn (one second). Extended use of psionic powers, such as very deep telepathic probes, or detailed clairvoyant reconnaissance, may require more time—anywhere from a minute to much longer. The referee will adjudicate this.

Generally, the use of psionic powers is invisible, but targets can sense if such powers are being used on them.

Range Modifiers

Psionic activity is restricted by the range at which it is performed. A greater number of Psi points are required to do psionic tasks at greater ranges, as shown in the table below. Apply the additional costs in this table to the base cost of any psionic activity performed at range. Note that the ranges close to very long are identical to the tactical ranges used in personal combat. Psionics have so far proven incapable of interplanetary ranges.

Range refers to simple straight-line distance. Psionic activity, at the ranges given, is effectively instantaneous, and is not affected by intervening matter in most cases (for example, electromechanical psionic shields do interfere with psionics, but planetary masses or walls do not).

<i>Range</i>	<i>Distance</i>	<i>Telepathy</i>	<i>Clairvoyance</i>	<i>Telekinesis</i>	<i>Teleportation</i>
Close	0m	+0	+0	+0	+1
Short	1-5m	+1	+1	+1	+2
Medium	5-50m	+2	+1	+2	+3
Long	50-250m	+3	+2	+4	+3
Very Long	250-500m	+3	+2	+9	+3
Distant	500m-5km	+4	+3	N/A	+4
Very Distant	5-50km	+4	+3	N/A	+4
Regional	50-500km	+5	+4	N/A	+5
Continental	500-5000km	+5	+4	N/A	+5
Planetary	5000-50000km	+6	+4	N/A	+5

Recovery

When Psi points are expended, the available points for a character are reduced. A process of rest and recuperation naturally recovers such points. Beginning ten minutes after the last psionic activity, a character regains one Psi point per ten minutes until the total equals the normal Psi. Such recovery is independent of physical activity. Psionic activity is defined as any psionic-related acts, including the taking of psi-drugs for any purpose.

PSIONIC TALENTS

In order to be able to use psionic abilities, a character must also purchase one or more psionic talents at the cost of 10 CPs each. Within each talent, a character's Psi indicates which specific psionic abilities a character is capable of.

For each ability below, PS indicates the required Psi strength, and the number following indicates the cost in Psi points used to perform the ability.

Telepathy

Telepathy is the ability to contact other minds directly. In rudimentary forms, it allows the communication of feelings and emotions. In advanced forms it allows the transfer of information. In situations where a non-player character is read or influenced by telepathy, it is the responsibility of the referee to determine the person's reactions and thoughts.

A telepath will automatically detect when he is being telepathically scanned.

There are several levels of telepathic abilities, use of which depends on the Psi and experience of the user.

Shield (PS 1, 0+Range)

All telepaths are trained to shield their own thoughts. Attempting to probe a shielded mind is a Competitive task. Roll a competitive Psi check for each psionic. If

the prober makes the throw by a greater margin, he has complete access to the target's mind. If the prober fails, the target resists the probe completely.

Telepaths can also attempt to shield those around them in the same manner. This requires 1 Psi for each mind being shielded, and is subject to range modifiers.

Life Detection (PS 1, 1+ Range)

The most elementary form of telepathy is the ability to detect the presence of other minds. Life detection enables a character to sense the presence of other minds, the number of minds present, the general type of minds (animal, human, etc.) and their approximate location.

Life detection activity may last up to 60 seconds. Life detection is reasonably sophisticated, and can "ignore" bacteria or unimportant animals in the area. It functions best in detecting intelligent minds. If an individual whom the telepath knows is "life detected", he or she will be recognized.

Telempathy (PS 2, 1+ Range)

The communication of emotions and basic feelings is accomplished by telempathy. This ability serves well in the handling of animals and beasts of burden, but may also be applied as a psychological weapon against humans. Sending of emotions such as love, hate, fear, and others may influence other beings (although not necessarily in the manner desired). Telempathy also allows the emotions and feelings of others to be read by a character. Activity may last up to 60 seconds.

Read Surface Thoughts (PS 4, 2+ Range)

The most commonly known feature of telepathy is the ability to read the thoughts of other individuals. Only active, current thoughts are read by this ability, with the subject (if himself not a telepath) unaware of the activity.

Send Thoughts (PS 5, 2+ Range)

Complementary to the ability to read surface thoughts is the ability to send thoughts to others. Such individuals need not themselves be telepathic to receive such thoughts. Telepathic individuals are normally open to such transmissions, but may close their shields against them if they become bothersome or threatening. A thought transmission may last up to 120 seconds.

Probe (PS 9, 8+Range)

The application of great Psi will enable a telepath to delve deep into the mind of a subject and to then read his innermost thoughts. Questioning can be used in the procedure to force the subject to divulge specific information. The prober can easily determine deliberate untruths told (thought) by the subject. Probe cannot be used against a shielded mind. Probing may last up to 10 minutes, which time is usually sufficient to determine the information sought.

Assault (PS 10, 10+Range)

Violence may be dealt by a telepath. Against an unshielded mind, the result is automatic unconsciousness, and possible death. Against a shielded mind, an instant duel ensues. An unshielded mind, when assaulted telepathically, is rendered unconscious immediately, and the character receives wounds equal to 2D+6. When a shielded mind is assaulted, the attacking telepath compares his Psi to the Psi of the defender: the difference (attacker minus defender) is the required DM. For the assault to succeed, the attacker must throw 8+. For example, an attacker with a Psi of 13 assaults a character with a Psi of 5 (13—5=8). A DM of +8 is allowed in the assault.

Clairvoyance

Clairvoyance is the general talent which allows a person to sense events at some location displaced from the viewer.

Clairvoyance abilities allow eavesdropping activities as well as spying and detection-free exploration of situations. While telepathic life detection will determine the presence of living minds in a closed room, for example, sense will determine if a room is occupied or empty. Others, including by other psionic talented individuals, cannot sense clairvoyant activity.

There are several levels of clairvoyant ability:

Sense (PS 2, 1+Range)

Sense is the ability to sense things at some point in the distance. A character will become aware of the most rudimentary characteristics of a location when applying this ability. For example, the referee will give a basic description, without detail: ‘a room, containing 4 dogs’ or ‘an open plain with a tree, and no animals or men present’. The clairvoyant character must state the range at which he is applying his talent, and will generally sense the most interesting or important feature at that range.

Clairvoyance (PS 5, 2+Range)

This specific ability allows actual viewing of a situation at some displaced point. It may be performed outright, or to allow elaboration of some situation sensed. The clairvoyant character must state the range at which he is applying his talent.

Clairaudience (PS 5, 2+Range)

This ability is identical to clairvoyance, with the exception that it allows hearing instead of seeing.

Combined Clairvoyance and Clairaudience (PS 9, 2+Range)

A character is capable of both seeing and hearing a specific situation by using this ability.

Direction (PS 3, 0+Range)

A character may specify the exact location at which he is applying his ability, if it is out of physical sight, by direction, provided he has some knowledge of the location by experience or description. This guidance assists him in performing his activity in the most efficient manner.

Telekinesis

Telekinesis is the talent that allows objects to be manipulated without physically touching them. Telekinetic power is classified by the number of grams weight that the person can manipulate. Any manipulation is treated as if the person was physically handling the item, but physical danger, pain, or other stimuli are not present. Telekinesis includes a limited amount of sensory awareness, sufficient to allow actual intelligent manipulation.

The telekinetic levels table indicates the weight manipulation allowed by level of ability. In addition, the level of ability indicates the cost in Psi points to perform such

<i>Psi</i>	<i>Cost</i>	<i>Maximum Weight</i>
PS 1	1+ Range	1 gm
PS 2	2+ Range	10 gm
PS 3	3+Range	100 gm
PS 5	5+ Range	1 kg
PS 8	8+ Range	10 kg
PS 10	10+ Range	100 kg

manipulation. Costs due to range must also be paid. The costs envision normal lifting or manipulating. Throwing with Strength equivalent to physical throwing may be performed at a double Psi point cost. (Resolve attacks using Throwing skill and use the range modifiers for Thrown weapons.) Any one telekinetic feat may last for up to 60 seconds.

Note that personal mass in most cases will not exceed 100 kilograms. A

character of level 10 telekinetic ability can levitate. Gravity differences will not alter the mass which can be manipulated.

Telekinetic power may not be applied at greater than very long range, and then only (as may be seen from the range table), at relatively great cost in Psi points.

Awareness

Awareness is the psionic talent that allows control of one's own body. Awareness is not capable of affecting others and may not be used for healing or enhancing other characters.

Pain Resistance (PS 1, 2)

The character becomes resistant to pain for periods lasting up to an hour. For a cost of 2 Psi points, a character will never be Stunned as a result of injury.

Suspended Animation (PS 2, 3)

Personal body activity may be suspended for varying periods of time. A character with awareness may enter a suspended animation state (similar to cold sleep, but without the intrinsic danger of death) by willing himself into it. Such a state continues

for 7 days, without need for food or water, and with minimal air needs. Such a person could effectively travel in a cold sleep berth, without actually undergoing cold sleep and its dangers. Suspended animation may be stopped at any time, provided external stimulus is given to awaken the sleeper (such as a friend or a mechanical alarm).

Psionically Enhanced Strength (PS 4, 1/Strength)

Psi points may be converted to physical strength points on a temporary basis. The character makes the commitment, reduces his available Psi by a specific number of points, and increases his physical strength characteristic by that number. In no case may the number of strength points gained exceed the character's current level of awareness. Physical strength may be increased beyond 15. Psionically enhanced strength reaches its new level immediately, remains at that peak for 60 minutes, and then declines at the rate of 1 strength point per minute until normal strength level is reached.

Psionically Enhanced Endurance (PS 5, 1/Endurance)

Psi points may be converted to physical endurance points on a temporary basis. The character makes the commitment, reduces his available Psi points, and increases his endurance characteristic by the same number. In no case may the number of endurance points gained exceed the character's current level of ability. Endurance may be increased to beyond 15. Psionically enhanced endurance reaches its new level immediately, remains at that level for 60 minutes, and then declines at a rate of one point per minute until normal endurance level is reached.

Regeneration (PS 9, 1/wound point)

Wounds and injuries may be healed rapidly. Wound points may be healed by the application of this ability, exchanging one Psi point to regenerate one wound point. Healing occurs immediately (less than one minute). If one session of healing is insufficient, further healing and regeneration may be applied after expended Psi is recovered. Regeneration may also be applied to the growing of new limbs or organs to replace lost ones, or to heal old wounds suffered prior to psionic training. Regeneration may not be used to counteract aging.

Teleportation

Teleportation is a talent that allows effectively instantaneous movement from one point to another point, without regard to intervening matter. Psionic teleportation is limited to the movement of the teleported character's body and (for highly skilled

teleporters) his or her clothing and weapons. Independent, non-carried items or other individuals may not be moved.

Teleportation takes one second (one combat turn) to perform, regardless of the distance traveled.

<i>Level</i>	<i>Maximum Load</i>	<i>Psi</i>
Naked	No clothing or weapons	PS 5
Simple	Up to 1000 grams payload	PS 7
Loaded	Up to character's Strength in kg	PS 9

Cost: Teleportation calls for the range cost as indicated on the Psionic Range table to be paid in order to perform the activity, regardless of the level of the skill or its apparent difficulty

Requirements: Teleportation involves certain requirements in order to be accurate, and to insure obedience of the laws of physics.

Preknowledge of Destination: A character must always have a mental image of his or her destination before teleporting. This mental image is acquired by personally visiting the location first (including just viewing it from a distance), having the mental image implanted in one's mind (by telepathy) by another person who has visited the destination, or by viewing the location through clairvoyance (full clairvoyance, not simply the lesser Sense).

Energy and Momentum: Teleportation involves serious restrictions on movement in order to assure the conservation of energy and momentum.

On planetary surfaces, teleportation is restricted to jumps of less than regional distance. Jumps at very distant range involve disorientation for a period of 20 to 120 seconds. Jumps at distant range involve a chance (throw 8+) that the character will stumble or fall upon arrival. The character should demonstrate to the referee the specific effects to be expected, and then how they will be avoided, before attempting jumps at ranges greater than distant.

This restriction results from the law of conservation of momentum: on a rotating planet, two locations will have different rotational speeds and directions. A jump from a point on the earth's equator to its antipode would result in a total velocity difference between the character and his surroundings of over 3300 kph.

Changes in altitude (actually all movement to locations of differing gravitational potential) will result in potential energy changes, manifesting themselves as changes in body temperature. A jump of 1km straight down will result in a temperature increase of 2.5 degrees Celsius. This is sufficient to cause extreme fever, brain damage, and even death. A jump up will cool the body by the same amount, with equally serious results. To be safe, a jump may not involve an elevation change of more than 400 meters, and multiple jumps should not involve a cumulative elevation change or more than 600 meters in one hour. These problems may be gotten around through the use of technological devices: energy compensators, heat suits, and other means. Characters may feel driven to invent such materials, commission their invention, or seek them out from those who already have them.

Special

Although psionic activity generally lends itself to classification, some individuals defy this very classification. Individuals with special talent are capable of some activity that is not described here. The referee dispenses this talent after deliberation. The special talent may include abilities not covered by this section, or may be a random assignment of otherwise unreceived abilities. Special talents should be made psychologically dependent on a focus, in the form of some artifact or charm, which must remain in the possession of the character.

PSIONIC TECHNOLOGY

Anti-Psi Devices

Artificial Telepathic Shields: (TL 10, Cr4000, 1 kg) These are clumsy helmet-like devices that function in the same manner as the telepathic Shield ability, and give the wearer a Psi of 5 for purposes of defending.

Improved Telepathic Shields: (TL 13, Cr 4000, 0.5 kg) Improved telepathic shields give the wearer a Psi of 8 for purposes of shielding.

Psi-Drugs

Chemical means are available to enhance Psi points on a temporary basis. These drugs are:

Psi-Alpha: (Cr1000/dose) The basic psi-drug, available in small one-dose pills. Psi-alpha increases an individual's available Psi points by +3 if taken when Psi is at full power, or by +2 if Psi is at a reduced level. Additional doses of psi-alpha have no effect if taken within an hour, and the drug will never boost Psi points to a level greater than normal +3. The drug-induced additional Psi will wane and disappear at the end of one hour.

Psi-Beta: (Cr4000/dose) A more potent form of psi-alpha drug, also available in small, one-dose pills. Otherwise identical to psi-alpha, psi-beta increases psionic power by +6 if taken when Psi is at full power, or by +4 if taken when Psi is at a reduced level.

Gammadine: (Cr10,000/dose) The rarest of psi-drugs, gammadine is available only in liquid form and must be taken by injection. Gammadine gradually increases Psi points by 15 at the rate of one point per hour. Psi remains at this level (if unused) for four hours and then wanes at the rate of one point per hour until Psi reaches zero. Normal recovery then occurs. Gammadine has some dangers, and there is a chance (Easy check of Endurance) that it will permanently reduce Psi by -1.

Pitfalls: The abuse of psi-drugs can lead to the loss of psionic powers and to physical debilitation. If a character takes three doses in three days, there is a chance that drug overdose will take place within six hours of the last dose. This is a Hard check of Endurance. If overdose occurs, the character becomes seriously ill, lapsing into unconsciousness and taking hits equal to 3D. Upon recovery from the illness, Psi is reduced permanently by -1.

