

*Online Supplement 1*  
*Traveller MUSH*

**TRAVELLER**

*Science-Fiction Adventure  
in the Far Future*

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# Abbreviations

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This is a short summary of commonly used online abbreviations.

IC	In Character
OOC	Out of Character
AFK	Away From Keyboard
BRB	Be Right Back
BTW	By The Way
ATM	At the Moment
FWIW	For What It's Worth
RL	Real Life
LOL	Laugh Out Loud
ROFL	Roll on the Floor Laughing
MUSH	Multi-User Shared Hallucination

# Player Commands

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This is a summary of player commands used on **Traveller** MUSH.

In the following examples, where multiple commands are listed, you have an option of what you can type in.

<> indicates the argument of the command—don't type these marks when typing the command.

Unless noted, commands are case-insensitive.

## CHARACTER ACTIONS

These are the basic actions used for playing the game.

### To speak in character:

"<message>

say <message>

**Notes:** That's a quotation mark at the beginning of the line. You can omit the quotation mark at the end of the line.

### To pose an action:

: <action>

pose <action>

**Notes:** That's a colon at the beginning of the line, followed by a space. The game will prefix whatever you type with your character's name.

Poses can easily include speech if the character's speech is typed in as part of the pose, including quotation marks.

### To emit a message to everyone in the room:

@emit <message>

**Notes:** This will broadcast your entire message to the room. This is rarely used by players, but can add variety to poses and speech.

### To speak out of character:

+ooc <message>

+o <message>

**Notes:** This broadcasts your comment to the game's OOC channel, and everyone on the channel will see it.

### To speak privately to a player:

page <player>=<message>

p <player>=<message>

**Notes:** Only the recipient of your page will see your message. Pages are always considered Out of Character.

## GENERAL MUSH ACTIONS

### To set a description of your character:

@desc me=<description>

### To set an alias on your character:

@alias me=<alias>

**Notes:** An alias is another name your character can be called by. If your character's name is extremely long, you can use @alias to abbreviate it and save other players the trouble of typing out your name. An alias can be as short as a single character.

### To change your password:

@password <old password>=<new password>

**Notes:** Passwords are case-sensitive.

### To look at something:

look <object>

l <object>

**Notes:** If you omit the object name, you will see a description the room you are in and its contents.

### To see who's currently connected to the game:

WHO

**Notes:** Case-sensitive. WHO also shows how long it's been since a player last showed any activity.

### To set a @DOING message on the WHO:

DOING <message>

**Notes:** Case-sensitive. This is entirely optional, but can be useful to tell other players what you're up to.

### To disconnect from the game:

QUIT

**Notes:** Case-sensitive.

## MUSH CLIENT ACTIONS

These commands are specific to MUSHClient.

### To log the session:

File menu | Log Session

**Notes:** This saves the game session to a text file, so you can read it later.

### To recall your command history:

Ctrl+H

**Notes:** This is useful to repeat a command without having to type it in again.

### **To customize the appearance of the MUSHclient window:**

Ctrl+G

**Notes:** Here you'll find a screen where you can change screen colors, fonts, and other variables.

## **TRAVELLER ACTIONS**

### **To examine any character's stats:**

sheet <character>

**Notes:** If you omit a character's name, you will see your own character's sheet.

### **To perform a task throw:**

task

**Notes:** Tasks are the basic **Traveller** action. Typically the referee will ask you to make a throw and supply a target number you need to exceed. Typing task will roll the equivalent of 2D.

See **Traveller Plus**, *Tasks* for more information on tasks.

### **To roll any number of six-sided dice:**

roll nD

roll nD+x

**Notes:** n is the number of dice rolled and x is any bonus to the roll. You need to type in the D. Generally you won't need to use this command, since a number of specialized commands already exist for game functions.

### **To use Psi points:**

psi -n

Notes: n is the number of Psi points expended in using Psi powers.

## **COMBAT ACTIONS**

For more information on combat tasks, see **Traveller Plus**, *Caliber*.

In a single combat round, a character can take one Long action or two Short ones.

### **To fire a gun at a target:**

fire <target>

**Action Type:** Long

### **To snapshot a gun at a target:**

snapshot <target>

**Action Type:** Short

### **To throw a weapon at a target:**

throw <target>

**Action Type:** Short

**To strike in melee at a target:**

strike <target>

**Action Type:** Short

**To evade in combat:**

evade

**Action Type:** Short

**To ready a weapon:**

ready <weapon>

**Action Type:** Short

**To reload a weapon:**

reload <weapon>

**Action Type:** Long

**To run at full speed:**

run

**Action Type:** Long

**To move at regular speed:**

move

**Action Type:** Short

**To roll damage dice:**

damage nD

damage nD+x

**Notes:** n is the number of dice rolled and x is any bonus to the roll. You need to type in the D.

**To apply hits from damage against Strength, Dexterity or Endurance:**

Str -n

Dex -n

End -n

**Notes:** n is the number of hits to be applied against the chosen characteristic.

**To check how many hits remain from damage dice to apply against characteristics:**

hits

**Notes:** This is useful for tracking how many more damage points you have left to assign, if you lose track. For instance, your character is supposed to take 10 points of damage. You take 3 versus Strength. You get distracted and you're not sure how many more points you need to assign. By typing hits, you discover you still have 7 points left of damage to take.

# Referee Commands

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These commands will only work for the referee. (They're included here for completeness.)

**To announce important game info with emphasis:**

+emit <text>

**Notes:** Includes highlighting and tabs. Good for introductory text, scene changes and summaries of action.

**To ask a player to make a task roll:**

target <PC>=n

**Notes:** n is the target number of the task roll. The player is asked to type Task.

**To specify the striking order in combat:**

sequence <attacker1>, <attacker 2>, <attacker3>,....<attacker n>

**To have an NPC attack a PC:**

pattack <NPC>=<PC>

**To announce that a PC or NPC attack has succeeded:**

asucc <PC or NPC>

**Notes:** could be used for any attack by PC or NPC.

**To announce that a PC or NPC attack has failed:**

afail <PC or NPC>

**Notes:** could be used for any attack by PC or NPC.

**To roll damage against a PC from an NPC attack:**

pdamage <NPC>=nD

pdamage <NPC>=nD+x

**Notes:** n is the number of dice rolled and x is any bonus to the roll. You need to type in the D.

**To let a player know his character has been wounded:**

wound <PC>=n

**Notes:** n is the amount of damage the player has to apply before his next turn.

**To magically heal a PC to full health:**

heal <PC>