



Characters and Combat

The Traveller's Handbook

TRAVELLER T²⁰



TRAVELLER20 – The Traveller's Handbook Characters and Combat

BASED ON THE AWARD-WINNING TRAVELLER GAME SYSTEM AND UNIVERSE BY MARC W. MILLER
Derived from the 2nd Printing of The Traveller's Handbook

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Dedicated to the Memory Of

Rhonda Sue Gordon

Robert "Bob" Jones, Jr.

Mildred Charlyne McMullin

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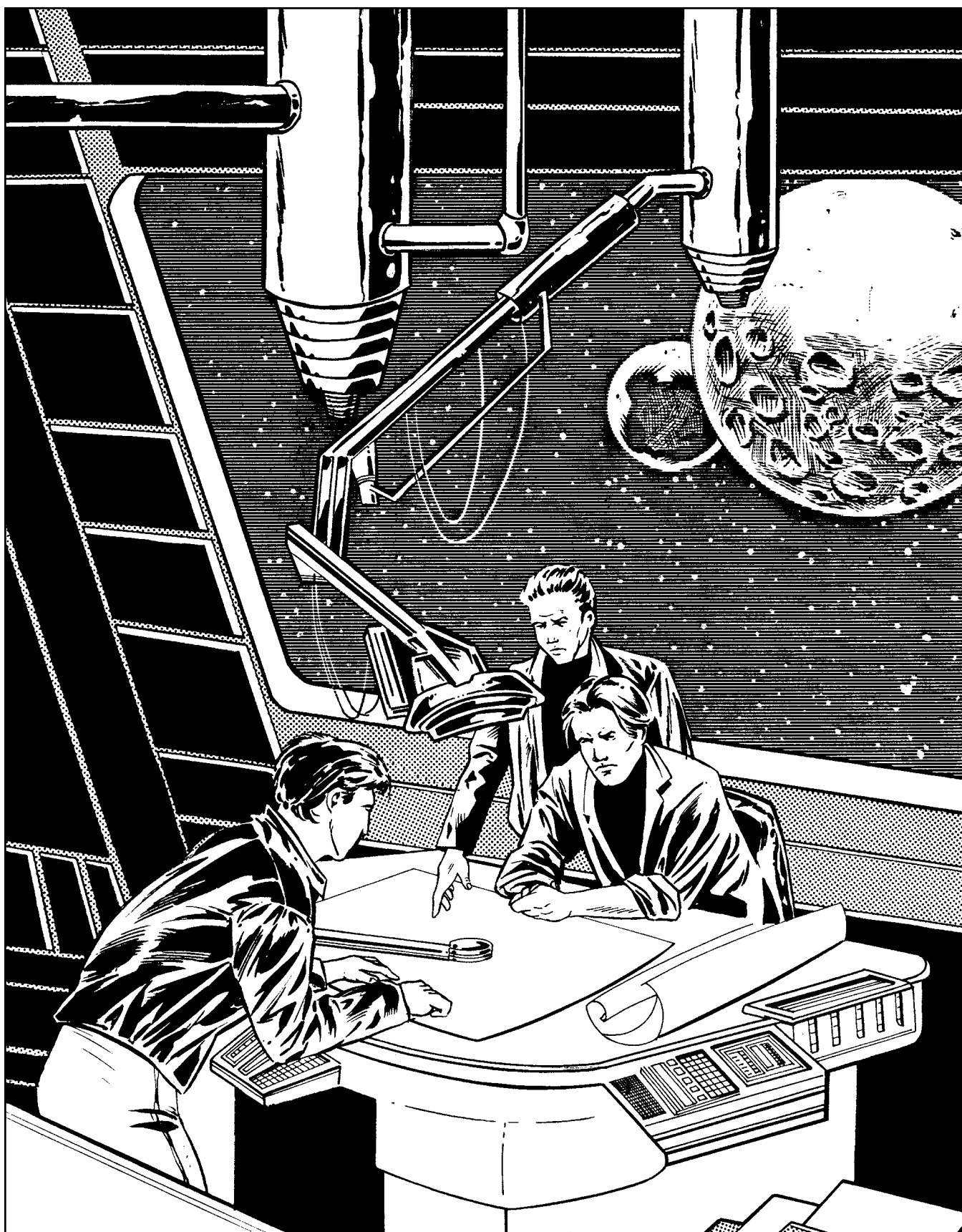
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KISHIMAA DOWNPORT- OR BUST!

When Dr. Sobraashii's archeological research team found the Rule Of Man-era ruins they'd been seeking for the past year, the whole camp erupted into an impromptu party. Everyone drank too much, including Tallei Haalein the research assistant. When the party finally died down, Tallei the civilian stumbled over her friend Duek's boots in the tiny prefab they shared, then fell into her bunk and was instantly and deeply asleep.

But when shots rang out in the compound three hours later, the civilian was gone and Lance-Corporal Haalein, Imperial Army Rifle Instructor and all-round hard case, was back.

She woke to find that she was already rolling from her narrow bunk in the prefab living unit. Twelve years of soldiering in the Emperor's name had left certain useful instincts behind. Like the one that got her moving before it woke her up.

Her Army-issue reflexes slipped feet into boots, ballistic vest over t-shirt, and draped her overjacket on top of that. By the time her mind had realized it was awake and started to demand coffee she had scooped up her rifle and magazine bandolier. She opened the door a crack to eyeball the situation.

Chilly night air seeped into the bunkroom as Tallei peered out the door into the snow-dusted compound. Subconsciously she tracked Duek's position behind her as the female Vargr stumbled out of her bunk and began rummaging among discarded clothing on the floor. Duek Roghz was a civilian, a fellow research technician with no battlefield survival instincts. A good friend, but a liability at a time like this.

At no point did Tallei doubt that they were in mortal danger; that someone was coming here to kill both of them; that she was the only chance for survival for them both. Nor was there any doubt that she could deal with the situation, get them both to safety, and save their employer too. There wasn't any room for thoughts like those and besides, they were groundless. Tallei could, and would.

Shots, shouting and the sound of Contragrav lifters came from outside. The locals didn't have Contragrav, so most likely someone in the compound was starting an air/raft for a swift getaway. Good for them, so long as they left at least one of the 'rafts behind for Tallei.

Leadfooted steps - two sets - thundered up to the doorway, labored breaths sounding harsh and loud in the night air. Tallei crouched, ready. The door was hammered open and a figure hurled itself inside. Tallei tripped it, in case it wasn't who she expected, then stood to face the pursuer. He was a young man, dressed in dark gray camofatigues and a steel helmet. The carbine in his hands was tipped with a wicked bayonet.

Not even seeing Tallei in the darkness, the soldier raised his bayonet to plunge down at his victim. Tallei hit him with her rifle. The high-impact plastic stock made a dull thump as it slammed into unsuspecting ribs. The soldier doubled up and dropped his weapon. Tallei kicked him as he went down, glanced behind to check the figure she'd tripped really was her employer, and dragged the local soldier upright by the throat.

"We've just become unwelcome, I take it?" Duek said as she fumbled into her clothes - unlike Tallei, the Vargr didn't sleep mostly dressed and ready for anything from an earthquake to a planetary invasion. After pulling her jacket she helped her employer up from the floor.

Between gasps, Dr. Gavin Saint-Etienne Sobraashai said, "Yeah. One of the local nations just turned nasty. We've got to get out; make for the Downport. Zuri got a distress call off, but the Marine contingent can't spare anyone for a rescue." He dragged himself up to his full five feet five inches and straightened his quilted cold-weather jerkin, checking his instruments remained unbroken. His tone was sarcastic as he went on, "they have a situation."

"They told us to pull out last week," Duek said, buckling a webbing belt containing a semi-automatic pistol around her waist. She cocked her head, ears twitching. "I hear two air/rafts warming up. I suspect we'd better make a run for one of them."

"Yup," Tallei agreed. "But first...." She banged her captive's head against the door frame, then snarled, "How many, which nation, and you live!"

"Aw... Awlech... just a strike team... couple of trucks...." The soldier stammered, naming one of Kishimaa's many small nations. Until a week ago, Awlech had been a district of the relatively stable Lowland Alliance. Now, apparently, the breakaway state was flexing its muscles by driving the offworlders out. A grand and pointless gesture that would ultimately cost its leaders dear. But for now....

"Awlech?" Gavin said. "Now, I'd have put money on the Republic of Drallei, or...."

"Boss!" Tallei snapped. "Stop theorizing and grab my ready bag. I bet you lost your sidearm...."

"It's in my quarters.... I was just out looking over the ruins again!" Gavin said defensively.

"Whatever. Listen. As of now, you are no longer an archeologist. You are a refugee, and I am your only chance to stay alive. So it's do as told and mouth shut, get it?"

Gavin nodded nervously, and Tallei turned back to her captive as an air/raft hummed low overhead. "Right. Is this a hostage snatch or something nastier?" She demanded.

"S...snatch," the soldier said. Tallei kneed him in the crotch, hard. He groaned and slid down the door frame.

"Why'd you do that?" Gavin demanded.

"Don't need him chasing us. And besides, he was lying," Tallei replied grimly. "Now grab his weapon and be ready to run. If you get tired, or someone gets in the way, just remember that they're planning to shoot anyone they capture."

The three of them edged out of the prefab and into the chaos of the dig site. Figures ran about the compound, firing and looting. One of the clusters of prefab quarters modules - the one with the main sample storage area - was already alight. Someone was shooting from the other, and soldiers in the compound were firing back. So far the third cluster, the one Tallei and Duek inhabited, was relatively undisturbed. Away to the right, close to the earth berm they'd built when they bulldozed the living area flat, one of the air/rafts was still grounded. A couple of figures fired hand-guns from the other as it slowly rose on its lifters.

Tallei led her companions towards the grounded air/raft. If they could reach it or one of the others came back, it might be possible to pick up some of the other survivors - assuming there were any. If not, well, they were pretty much stuffed. It was several hundred kliks to the Downport and the Neutral Area enforced by Imperial Marines, through territory controlled by unstable and sometimes downright hostile states. And the cavalry wasn't coming to save them.

A new dusting of snow began to fall as the three flitted through the darkness. Behind them, someone threw a grenade into their prefab. Tallei wondered in a detached way if her captive had managed to get out. Not that it mattered all that much.

The shooting, which had been dying down, suddenly increased in intensity. Bullets zipped past as several local soldiers spotted them and opened fire. Gavin dove to the ground; Duek swerved away to the right and dashed behind a prefab. Tallei went prone, her rifle tracking around even before she stopped skidding.

The locals were shooting low-tech bolt-action carbines; the very best their technological base could produce. Slow to load and inaccurate - but deadly - they gave

away the firer's position with a huge muzzle flash and a cloud of smoke.

Not so Tallei's weapon. That was an Imperial Army-issue 9mm ECT Advanced Combat Rifle fitted with electronic sighting aids and designed to maximize the effectiveness of the individual trooper. Such weapons weren't easy to come by - Tallei's was a gift from the army for 12 years' exemplary service; a faithful companion wherever she might go. And Tallei hadn't just been a lift trooper armed with an ACR, she'd been a marksmanship instructor.

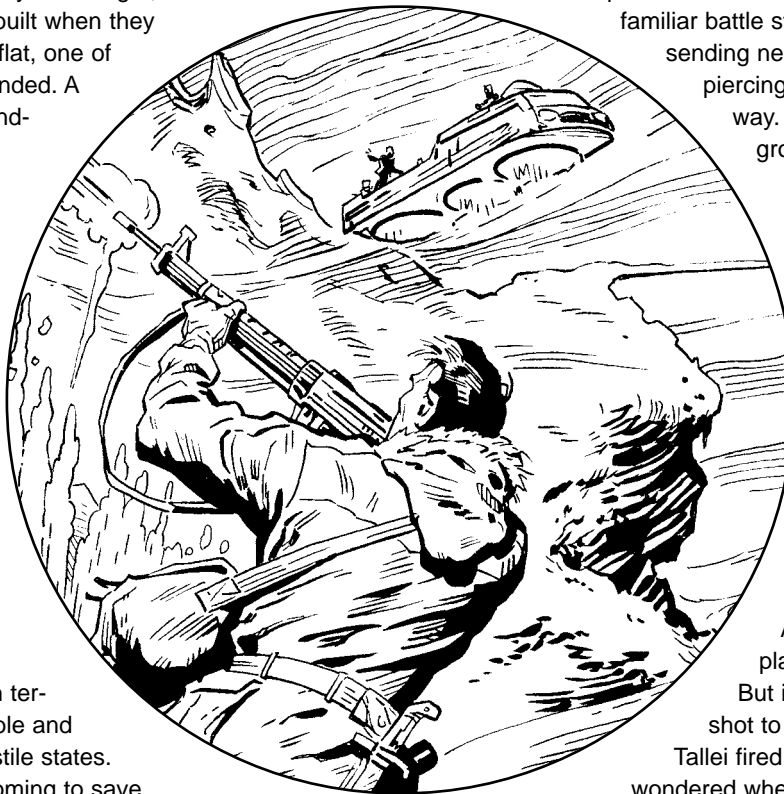
It showed as the ACR came into play.

Electrochemically-excited propellant made a dull, ripping thump and assailed Tallei's nostrils with its familiar battle stench. The rifle twitched, sending neat bursts of 9mm armor-piercing rounds on their deadly way. Soldiers tumbled to the ground.

"Gav! Run for the 'raft! I'll cover!" Tallei barked, her rifle searching out new targets. The heads-up goggles would make the task so much easier, but they were in her grab bag, and Gavin was carrying that. Still, Lance-Corporal Haalein, late of the 2716th Lift Infantry (Retired) armed with an ACR was a match for a platoon of low-tech troopers. But it'd only take one lucky shot to finish her, all the same.

Tallei fired again and again, and wondered where the others had got to. If that air/raft didn't get here soon...

Lifters whined overhead. An air/raft slewed sideways, drifting half out of control as its inexperienced pilot tried to bring it in close. Gavin leaned out, offering a hand. Tallei timed its erratic approach, winced as a carbine round starred the windshield, and sprang up, leaping for the 'raft side. Her right arm heaved the rifle aboard, her left missed its grip on the open-topped vehicle's side. The pilot floored it, accelerating away and lifting at the same time, dragging Tallei's boots along the ground. Then Gavin reached down, grabbed the first thing he laid hands on - a handful of the butt of her trousers, but nobody was standing on ceremony - and heaved. Tallei's left arm found purchase, and suddenly she was in the 'raft, tangled up with Gavin and her grab bag, but safe and accelerating away from the dig site.



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"Hey, thanks Duek...." Tallei said, then paused. The pilot wasn't Duek. It was Garh'ahl, the only other Vargr among the dig team. Garh'ahl's snout was shorter, and black rather than tawny, graying with age. And he was snarling in pain as he hunched over the controls.

"Medic!" Tallei snapped reflexively, seeing the spreading stain on the pilot's shoulder. He'd been hit before he got into the 'raft, Tallei realized. Amazing that he'd managed so much, but he was clearly losing his fight for consciousness. As Gavin fumbled for the air/raft's medkit, Tallei realized they were headed straight for the perimeter berm. She vaulted over the front seats and lunged for the emergency autopilot handle, flipped up the cover, and slammed it home.

The 'raft was a Ling Standard Products Venture-600, a rugged model designed for frontier use. Its terrain-following safety systems, overridden during the hurried takeoff, were designed to save the crew, no matter what.

They tried.

The 'raft's headlong acceleration suddenly slowed, power surging to the lifters instead. The vehicle lunged skywards, straining to clear the berm. Bullets cracked and whined from the rear bodywork and lift plates. The bow cleared the berm, but the 'raft's rear end clipped it and flipped high. Tallei grabbed Garh'ahl and wedged herself against the dash as Gavin clung to the rear seat.

The 'raft's automatics cut lift, trying to prevent the craft from flipping over. It began to level out, but only at the cost of height. Gavin's voice shouted, "Brace for..." and then the grav vehicle was plowing a furrow in the half-frozen earth. Lifter plates buckled and sheared away, automatic systems killing the power to prevent a catastrophic discharge. After a tooth-loosening slide, the craft came to rest. It was brutally obvious that it would never fly again.

Tallei scanned back the way they'd come through her rifle sights. Nobody was pursuing them out over the berm, but there were lights approaching out of the darkness. A vehicle. It sounded like a combustion-engine jeep. The occupants weren't likely to be friendly.

Gavin worked feverishly, trying to pack the bullet wound in Garh'ahl's shoulder. The old Vargr had lost consciousness; maybe he was already dead. But Gavin tried anyway, talking into his wrist comm. as he struggled in the bloody darkness to save an old friend's life.

"This is Dr. Sobraashaii... Anyone, please answer," he said over and over. The comm. had a short range, and the air/raft's booster was likely smashed, but there was a chance that someone might hear. Perhaps whoever had got out in the other 'rafts might turn back. Perhaps Duek might be out there somewhere. Perhaps....

The jeep was closing fast, and someone aboard it had spotted them. Shots rang out. Tallei's rifle answered. Behind her Gavin hunched down and kept working on the

wounded Vargr. She'd have to grab him and make a run into the darkness. Not that their chances were good, of course. Any minute now, unless she could knock out the crew and grab that jeep, she'd have to pry him away from his friend. He'd fight, he'd hate her, but she'd do it. Being alive and hurting was better than the alternative. That was something else the Army had taught her.

But she'd give Gavin every chance first; she'd let him try to save his friend. She'd do what the Army did; the service for which they'd let her keep the rifle. She'd defend Imperial citizens from foes within and without.

Until they killed her.

Light flared within the compound. Another vehicle was approaching, hurtling up the berm. Tallei tracked her aim point to where the headlight pattern suggested it would appear, then noted the sound it made. Electric drive train, fusion powered! She grinned and went back to shooting at the jeep, which skidded to a stop.

The vehicle crested the berm. As Tallei had suspected, it was the Portalab, a converted All-Terrain-Vehicle with its own fusion plant. The front six of the eight huge studded balloon tires left the ground as the heavy vehicle crested the berm. For a second it hung suspended in the air, drive train howling protest, sparks from rifle shots flickering along the hull. Then the front wheels plunged to earth, balloon tires bulging and spurting their gel filling where bullets had holed them. They'd seal in seconds, Tallei knew. Rifles wouldn't hurt an ATV.

The ATV shed a scattering of tools and equipment cases as it bounced, almost leaving the ground a second time. Then the wheels bit the hard earth, showering snow and dirt as the vehicle swerved left.

Towards the jeep.

Two soldiers leaped down and fled into the night as the ATV crunched over their vehicle. Then it was racing towards the crashed air-raft, skidding to a stop with the wide hull doors open and inviting. Tallei grabbed Garh'ahl's corpse - no, he was moving slightly - and scrambled aboard, gently lowering the Vargr scientist to the floor amid a heap of scientific equipment that'd poured out of sprung lockers or fallen from broken mountings.

Gavin stood up in the air/raft wreck and began throwing everything he could find aboard the ATV. A survival kit came arcing up. Tallei caught it and threw it inside. A Dens-Pak Cold Weather Clothing set followed. Tallei began to call to Gavin, to tell him to get aboard. They had survival gear in the ATV. But as Gavin turned back to the wreck, one of the local soldiers lunged out of the darkness and grabbed him. Another rushed up, carbine raised.

Tallei reached for her rifle, knowing she'd be too late. A shot rang out, the round passing over Tallei's shoulder to ricochet around in the ATV for a frighteningly long time. She hosed half a magazine at the soldier as he worked the bolt of his carbine, more or less cutting him in half.

The other assailant had lost his weapon - Tallei guessed it was crushed in the jeep wreckage - and was trying to grapple Gavin to the ground where he could be pummeled at leisure.

But Gavin was having nothing of it. His right hand, gripping something dark and hopefully solid, swung out in a wide clumsy blow that connected with the soldier's head. There was a crunch, and the trooper staggered away. Gavin took whatever he'd used as a club in both hands and bashed the soldier over the head with it several more times. He fell groaning to the ground. Tallei left him be as Gavin jumped into the ATV. He dropped the remains of his hand computer to the deck as Tallei slammed the hatch.

"Barbarians!" snarled Gavin. "All my notes were on that handcomp!"

Tallei shrugged. Alive with a broken handcomp was better than dead. "Wait till you see what Duek's done to the lab..." she muttered, then moved to Garh'ahl's side and reached for the large medkit. Most casualties that reached an aid station lived, she knew. This old Vargr must be supremely tough to have held on this long. He'd make it if she had anything to do about it.

Gavin looked around at the wreckage of his portable lab and muttered something about barbarians again. Then he helped Tallei clear the wreckage, set up a drip, and minister to Garh'ahl. The ATV raced on into the night, occasionally skidding, tilting alarmingly or even bouncing into the air as Duek kept the throttle on the floor and tried to make sense of the thermal imaging and radar displays.

After a while, Gavin and Tallei came forward to the driving compartment. Duek didn't take her eyes off the displays but nodded a weary greeting.

"Didn't know you could drive an ATV," Tallei said.

"Neither did I," Duek replied. "But it was learn quick or stay permanently. What happened?"

"I heard a rumor about war crimes and mass graves a while back," Gavin said. "I discounted it at the time, but I wonder if one of the local factions has something to hide. Perhaps they thought we might find something..."

"So they decided to murder a bunch of people in case we discovered they'd murdered a bunch of people..." Duek said.

"People do stuff that seems to make sense at the time," Tallei put in. "Not that it matters why, really. Once the Marines at the Downport deal with their situation they'll show the locals why you don't murder Imperial citizens. Meantime, we have to reach the port if we want to stay alive."

"Quite," Gavin replied. There really wasn't much else to say.

For a long while there was silence in the ATV cab. They slowed their breakneck pace and took turns to spell

Duek at the controls. Garh'ahl clung grimly to life in the lab area, and slowly the dawn crept upon them. With it came a new problem.

"Oh, but you people have got to be kidding!" Tallei said. Gavin was at the controls, wrestling the ATV through a frozen-up watercourse. Unable to make sense of the radar display, he'd called Tallei over.

"This is bad?" Duek said from somewhere behind.

"Aircraft incoming," Tallei replied.

"Air/raft?" Duek said.

"Aircraft. Moving at less than a hundred and fifty kph. I'd guess local biplanes."

"You're kidding!" Duek said. When Tallei shook her head the Vargr lapsed into her native dialect for some choice expletives to add.

"Armed biplanes would represent the pinnacle of local technology," Gavin offered. "These people must really want us dead. Can the ATV survive their attack?"

"No," Tallei replied. "The hull will resist smallarms indefinitely, but they could chew us up with concentrated machine-gun fire. But it's worse than that. We're getting a satellite feed from the Port; it seems that their little situation is an all-out war between several of the local states. And we're in the middle."

"Ideas?" Gavin said.

"Keep running," Duek suggested.

"Outstanding," Tallei replied, staring at the terrain map. Unlike the others, she could read the military symbols displayed on it. Assuming the recon satellite they were getting the feed from was remotely accurate, then there was a major war going on ahead. That would explain the Marines' 'situation' and their inability to send help to a dig team they'd advised to pull out a week before.

"Aircraft closing," Gavin said needlessly.

"Yeah.... Look, boss, we can't go through a war zone. Come right and we'll take a shortcut," Tallei suggested.

"I'm reading this display right, am I not?" Gavin said.

Yup, that's a river," Tallei confirmed. "The A in ATV stands for 'All', remember?"

"Hmm... the autodrive pegs it as uncrossable... too much current, steep banks, waterfalls..." Gavin replied.

"Just do it, boss. We'll find a way."

"Okay.... What about the biplanes?"

"Just drive!" Tallei snapped, putting her boot on the back of Gavin's chair and throwing open the roof hatch. Bitter dawn air flooded into the speeding ATV, taking away everyone's breath. Tallei jammed herself into the hatchway and changed magazines in her rifle. One full, one partial, and that was it. And shooting at an aircraft from a moving vehicle. She should know better. Tallei laughed bitterly and brought the rifle up to her shoulder. .

The ATV lurched sharply to the right, hurtling out of the frozen streambed and across the tundra, crashing

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through bushes and bouncing over rocks. Some kind of grazing animal fled in terror from this insane, speeding beast with its whining drive and scrabbling wheels.

Machine-guns thundered, chewing up the tundra as the first biplane made a pass. Tallei hunched down, trying to tell herself that the pilot had as much chance of hitting her as she had of bringing the plane down with a rifle. But all the same... she shoved the fear into that armored vault where she kept it during combat. When this was all over she'd bring the terror out, examine it carefully, and maybe have a little breakdown all to herself... but that was for later. For now there was rifle, target, aimoff, recoil and a very, very unstable firing platform.

Tallei sent burst after burst at the second biplane as it began its run. Ironically, the low signature of her rifle was working against her. The pilot probably didn't even realize he was being shot at; he wouldn't be rattled by what he was oblivious to.

Heavy-caliber-slugs rang and sparked from the aft end of the ATV, scattering most of the remaining tools and equipment. The right-rearmost tire shredded in a fountain of gel. Tallei slid out of the hatch as the ATV slewed crazily to the right, tilting violently. The rifle skidded overboard. Tallei started to go after it, sliding across the ATV roof.

Duek lunged from the hatch, grabbing at her friend's boot. Her claws sank into the tough pseudohide, stopping the skid long enough for Tallei to twist around and grab a tool rail. Duek hauled, and together they tumbled back into the driving compartment.

Gavin battled with the controls as the hull rang and thudded to the impact of more heavy bullets. Spallation - fragments of hull metal detached by the impact - blazed across the crew area, amazingly missing the unconscious Vargr strapped to the emergency bunk on the port side. The ATV skidded again as Gavin flinched from the impact of Duek's flailing boot. The scientist hunkered down, weaving the ATV through boulders and between lines of tracer.

The ATV clipped a boulder, lurching crazily. A tire snagged, tearing. Tallei and Duek clutched at the back of the seats, unable to do anything but cling on. Gavin was shouting at the communications panel, but neither of his companions could hear what he was saying.

The ATV straightened up, beginning a headlong rush for the river. The far shore was considered Imperial territory; if they could just get there, then maybe the locals would break off their attack. It wasn't likely, but it was just about possible. Shooting up a dig site in the middle of a war was one thing; attacking Imperial citizens on Imperial territory was an act of war and few low-tech nations wanted to take on the entire Imperium.

It wasn't much but it was a chance, and the only one they had.

The ATV's drive whine rose to a shriek as it streaked

for the riverside, trailing shredded balloon tires and debris as Gavin abandoned evasion in favor of straight-line speed. Tallei got up off the floor and looked out the windshield. "We're crabbing right!" she hissed urgently in Gavin's ear.

"No, we're not!" he replied with a strangely manic grin.

"Yes, we.... Oh, but you are kidding!"

Gavin just nodded. He wasn't following the streambed into the river, he was aiming to the right where the ground rose; where a six-meter cliff jutted above the water.

"We're real slow in the water!" Gavin said. "I want to cross as quick as possible!"

"It floats! It doesn't fly!" Tallei all but yelled in his ear, but Gavin kept the hammer down, racing for the line as the biplanes closed in for a new attack pass. Tallei and Duek threw themselves into the front seats, slapping the crash harnesses closed as the ATV left the clifftop under full throttle.

The ATV hit the water nose first and plunged under, turning over on its side. The nose drove into soft silt on the riverbed, icy water pouring in through bullet holes and the open hatch. The craft rolled right over, then bobbed to the surface, floating lopsidedly. With two tires gone on one side, the vehicle had lost much of its buoyancy, and the pumps were only just keeping pace with the leaks.

Gavin ignored the water lapping around the base of his seat and engaged the water jets, apparently unconcerned that the vehicle's electrical systems might electrocute him. The ATV moved slowly forward, struggling against the rapid current.

And astern, the biplanes closed in again.

Gavin didn't look up from the controls, trying to drive the ATV onward by sheer will. Duek's ears went flat.

"That's it," she said softly. "We're..."

Tallei shook her head, holding out her right hand.

Duek pulled the autopistol from her belt and handed it over. It was their sole remaining weapon, a pitiful thing against what was coming. Tallei took it and began climbing out of the hatch.

"What's she hope to do with that?" Gavin's voice said from below.

"She's going to do what the Army does..." Duek replied, and up above them Tallei grinned.

The bank was still a hundred meters away; the planes were closing from astern. Tallei chambered a round and wedged herself in the hatch ring. She brought the pistol up in a two-handed grip. Yes, this was what the Army did. It protected Imperial citizens to the very end. Tallei had mustered out two years ago, but the rifle they'd let her keep was more than a weapon. It was a symbol of trust and a reminder that she had a duty to those who couldn't protect themselves. The weapon was gone, lost, but the duty remained. Nobody was going to get to her friends except over this soldier's dead body. And right to the end

she'd be trying to win the fight. Machinegun bullets stitched the water astern as Tallei took aim and ever so gently squeezed the trigger.

The biplane vanished.

Tallei blinked, uncomprehending, as the second plane stood on its wingtip, trying to escape. A ripping snarl came from behind Tallei as the plane and its pilot were instantly turned to matchwood and meatpaste. Something hurtled overhead, swinging back to hover beside them. A Marine Support Sled, an armored Air/raft topped by a turret mounting a VRF Gauss Gun with a truly awesome rate of fire. Not much of a combat vehicle for the modern battlefield, but more than a match for anything on this miserable planet.

Tallei slid back inside the ATV, splashing into the remaining water.

"Marines on the radio," Gavin said. "They're offering to send a G-carrier out for us."

Tallei caught his undertone, and agreed with the sentiment. "Tell them no. We could use a grav ambulance for Garh'ahl, but we're coming in under our own power."

Duek barked something, then translated, "Could use some dry socks though!"

Tallei glanced around at the half-wrecked ATV. "Thank them for the offer, but we got this far ourselves. Let's finish this."

Gavin nodded, speaking into the commset. "The Downport is secure, and the Marines are sending a G-carrier to take Garh'ahl in," he said. "But I've told them what we want to do."

The ATV hit the far bank, tires scrabbling in the half-frozen silt of the riverbed. The drive whined as they cleared the water and the Marine support sled raced off.

"Right then," Gavin said "Kishimaa Downport or bust."

The ATV bounced and jolted onwards. Tallei looked around at what was left of it.

"Make that and bust!" she said. "Kishimaa Downport - AND bust!"

FOOTNOTES

While some worlds of the Imperium are safe, well-policed, neatly-organized paragons of high-technology civilization, others are lawless frontiers where smart travellers go armed and are prepared for self-defense. Danger takes many forms, from hostile locals to pirates, robbers and other criminals. Flora and fauna, and even the environment, can threaten the safety of those making their living out on the frontiers. For this reason, many Imperial citizens who travel away from home own a personal weapon or two, and ex-military personnel (like Tallei) are sought out as travelling companions.

Traveller characters are rarely beginners fresh from the farm (though there is no reason why not!). Most are

mature adults with a history or a career behind them and a bank of useful skills. A Traveller party might include one or two very inexperienced characters, one who is quite old (but with many, many skills) and several of moderate experience and age. Everyone will have some useful role to play, if they are smart enough to find it.

Most cultures in the Traveller universe are effectively "blind" to concepts like gender and even species. Thus males and females can hold any position they are capable of handling - it is the person that is important, not some arbitrary label like "Man", "Woman" or "Non-human".

Many alien species are fully integrated within Imperial society, and stand out only as much as someone with blonde or black hair, or who insists on wearing only black clothing, stands out in modern-day Terran society. For example, the Vargr (bipeds descended from canines rather than apes) are particularly common in some regions of the Imperium and people are as used to seeing them as humans.

Sometimes prejudice is encountered, but this tends to be in isolated communities or where the locals have had bad experiences with a particular species in the past. For the most part, individuals are seen as "a person who is a male member of the Vargr species" or "a person who is a female human", or even "A person who is an unclassifiable member of some species I've never heard of".

First and foremost in the Imperium, individuals are people. Labels serve to identify individuals, not to classify or stereotype them.

Thus any of the characters could have been the ex-military "Warrior", or the "Scholar", or, like Duek, the generalist "Traveller". Imperial society does not limit individuals based upon what they are. People are judged on what they can do, and what they actually do; not on what species, creed, "race", gender or religious sect they may belong to.

One of the main features of the Traveller universe is the mix of technologies. Quite often, characters may find themselves travelling by steam train or dirigible to a Starport where they will take passage on a starship. The weapons and equipment they carry may represent a technological level far beyond the reach of the world government.

The richness of culture does not end with technology. It is possible to go from an urbanized, industrial high-tech world to a rural agrarian setting - which may use oxen or grav-tractors to till the soil - in a short trip aboard a starship. Airless rockballs, waterworlds, icy wastes and lush jungle planets have all been settled by humans and aliens, and these settings have left their mark upon local society. It is this great variety of settings that makes it possible to run any sort of adventure in the Traveller universe; to go anywhere and to do anything.

In the rest of this book, you'll see how that's possible.

INTRODUCTION

by Marc W. Miller

1

WHAT IS TRAVELLER?

Most people never travel beyond their own region; they live their lives close to home, pursuing honorable goals, raising families, creating and sustaining the framework of society and economy that drives civilization. But adventure comes to those who travel, move, and act. Adventurers are travellers and this game system centers on the potential for epic adventure that travel presents.

Traveller is about travel.

Players want to know about the universe in ways that extend beyond their daily lives... they want to know about other worlds and other cultures, about space travel and alien beings, about technology and how it will be used. Traveller emphasizes the effects of science in a fictional setting that is realistic enough to be the future.

Traveller is about the human condition.

As players encounter alien races, exotic cultures, strange worlds, and the unknowns of time and space, they see the results through their own human eyes. If an alien culture is so random or so illogical or so incomprehensible that players cannot understand it then, in this game system, it serves no useful purpose.

On the other hand, well-thought-out alien cultures stimulate both thought and understanding. Encounters with a war-like alien race makes us think through or examine our own perceptions of violence and its place in society. A world where music is prohibited forces us to examine the value of that art to society and to ourselves. Everything in Traveller is ulti-

mately understood through its effects on the human condition and seen through the lens of human understanding.

Traveller is about consequences.

All actions have potential consequences beyond their immediate result. A random act of kindness sets in motion the possibility of consequences at some point distant in both space and time; negative acts potentially produce negative consequences. The fact that acts have consequences strongly influences (or should strongly influence) the decisions every role-player makes.

Traveller is about danger

Travel without danger is mere tourism. It is only when there is an element (however small) of hazard or peril that travel becomes adventure.

Traveller is about risk and reward.

Gains that come purely by chance are no more than lottery prizes; true rewards come only when the players take risks (albeit calculated risks) in order to achieve their goals.

And so, Traveller is about goals.

Some people want to build empires; others are content to follow their leaders. Some individuals care about money, others about power, still others care about knowledge. Players can set their own goals and pursue them at their own pace. The adventure is not in achieving goals, it is in the process of getting there.

Marc W. Miller is the creator of the award winning Traveller science-fiction universe.



INTRODUCTION

T20 is a conversion of the *Traveller* Science-Fiction RPG to the d20 System. *Traveller* was first published in 1977, and has gone through many incarnations since then. With each new edition, the background became deeper and richer.

While various *Traveller* products use other rules systems, the background, library data and setting are all compatible with T20. Conversion to these rules is quick and easy, since most *Traveller* products are rules-light. Similarly, ideas and even whole scenarios can be “borrowed” from other games, movies or novels without difficulty. *Traveller* is not a thing of rules; it is a setting and a Space-Opera-meets-Hard-SF style of gaming.

And it's fun.

Welcome to **T20**.

WHAT YOU NEED TO PLAY

Please note that this rulebook is not a standalone game system. It requires that you already possess a copy of a roleplaying game core book published by Wizards of the Coast® and that you be familiar with those basic rules, particularly character creation, skills, feats, and combat. T20 assumes this familiarity and thus only includes rules already existing in the core rulebook that have changed or are useful enough to warrant inclusion here.

In order to play **T20** you will need at least the following items:

- A roleplaying game core book published by Wizards of the Coast®, which tells you how to create and play characters under the basic d20 System and how to apply the effects of experience gained by your character during the course of play.
- This copy of the **Traveller's Handbook**, which details the changes and enhancements to the basic d20 rules that are used in T20, along with the new rules for starships, worlds and adventuring in a science-fiction universe!
- One or more of each of the following types of dice: four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20).
- Pencil (or pen) and paper for keeping notes about your character and the adventure. Graph paper is also recommended for making maps of places your character has visited.
- If you enjoy playing online, or are interested in playing *Traveller* online, you should also have a copy of *GRIP: Traveller*. *GRIP (Generic Roleplaying for Internet Players)* will allow a Referee and up to eight players to get together via the Internet or a local area network (LAN) and play *Traveller* (or any other RPG) no matter where they are located physically in the world. Visit <http://www.RPGRealms.com> for more information.

T20 - TRAVELLER FOR THE D20 SYSTEM

Traveller is a hard-SF (Science-Fiction) roleplaying game. That is to say, the *Traveller* universe obeys consistent and realistic laws. A few physics-tweaks are necessary to allow characters to travel between worlds, but what they find on those alien worlds will be physically plausible.

Traveller also obeys the laws of social science. The people encountered in the game will behave in a believable manner. Even aliens will follow their own consistent rules of behavior, even if they are so alien as to be incomprehensible.

Far from limiting the imagination, this grounding in hard science promotes creativity by creating a sound foundation to work from and a core of “normality” to counterpoint the wonders of the universe. Nothing is weird for the sake of making it weird, but there is certainly plenty of strangeness to explore and encounter.

The *Traveller* universe is a strange and mysterious place, but it is not frivolously so. A mysterious artifact or an alien society will have a reason for being as it is. Finding that reason may be a challenge, but who said exploring the universe was going to be easy?

Since *Traveller* first appeared in the mid-1970s, several editions have been published. Each had slightly (or radically) different rules. Each was set in a different era of the *Traveller* universe. These different systems allowed players to experience the classic SF RPG in different ways, and yet to a large degree they were all compatible. In fact, it is quite possible to mix-n-match components from all the different *Traveller* editions. We know this from experience. Our gaming table is littered with *Traveller* stuff from the past 25 years: our favorite rules, a setting book from a different *Traveller* line, deck plans and an adventure from yet another.

These rules allow *Traveller* to be played with the d20 System. They do not require knowledge of any previous *Traveller* rule set and will be supported by d20-specific supplements and adventures. Or you can plug them into any *Traveller* game, in any era. Everything in **T20** (other than the game mechanics) is cross-compatible with all official *Traveller* products.

One thing is important to note. *Traveller* is a high-technology setting, and this means that often a character's skills will be far more important than his or her level. Of course, those skills are gained by increasing levels, but it is important to understand that a high-level Academic with few appropriate skills will actually be less adept at his or her job than a lower-level but more specialized individual.

TRAVELLER GAMES

Traveller is suited to just about any style of play. Gritty and realistic to heroic and cinematic, the rules allow the Referee (*Traveller* has always referred to the GM, DM, Keeper, Project Director, Storyteller or whatever other

names you want to give this person - "Evil Sadist" is quite common - as the Referee, and **T20** follows this practice) sufficient flexibility to create a style of game suited to his or her players. There is no limit to the range of adventures that can be undertaken, but a few of the more common themes are listed here for reference:

Mercenary: One of the favorite *Traveller* themes has the characters as a team of well-armed mercenaries (or perhaps part of an organized military unit). Mercs act as proxies for world governments and megacorporations. They handle dubious tasks that the regular army cannot, for political reasons. They often get caught up in events beyond their control, where firepower may not be the answer. But when it IS the answer... these guys have it. And some to spare!

Free Trader: In the other classic *Traveller* game, the player-characters form part or all of the crew of a small merchant starship. With the big trade routes sewn up by the megacorp freighters, Free Traders (as these small starships are known) are forced to take whatever cargoes are on offer. A seemingly good deal can go sour in an instant, requiring fast talking or faster shooting. Free Traders often undertake other kinds of adventure, following up rumors that might lead to a big score... or a whole pile of trouble.

Exploration: Inside the frontiers and beyond them, there is still plenty to find out about the *Traveller* universe. As part of an exploration team, the characters get the chance to research some of it first-hand. That means interacting with strange aliens and stranger humans, investigating mysterious ruins and all the time trying not to get eaten by the local wildlife.

Intrigue: The corporations and world governments throughout charted space are constantly engaged in espionage, sabotage and intrigue. There is always work for a small team of experts-for-hire, especially if they don't mind getting their hands dirty. Or bloody.

Political: The grand events of the *Traveller* universe don't just unfold around characters. Sometimes they are driven by PC diplomats, nobles and military officers. From alien relations to arbitrating a corporate dispute, there is plenty for the well-connected character to get involved in. And political events can involve anyone... whether they like it or not.

Scientific: *Traveller* characters often explore ancient ruins or investigate strange biospheres for profit or in the name of science. Field research can be dangerous, especially on frontier worlds or in hazardous environments.

Adventuring: Most *Traveller* campaigns are a mix of the types mentioned above, and others too. Adventurers never know what will happen next. A routine port stopover can turn into Die Hard In A Vacc Suit. A simple cargo delivery may lead the characters to a mysterious alien vessel. A megacorporate official may decide the characters make a convenient scapegoat for his embezzlement of funds. The

only certainty is that the unexpected can and indeed will happen - but not when you expect it!

THE TECHNOLOGY OF TRAVELLER

Certain concepts are integral to the *Traveller* setting. Most importantly, there is no means of faster-than-light communication other than sending a courier ship. With no FTL radio, communications are limited to the speed of the Jump drive, which is the only means of traveling between the stars. Any Jump takes a week or so, and most ships are limited to Jump 1 or 2, meaning that they can cross a parsec or two in a week. News travels slowly in the *Traveller* universe.

This creates a situation similar to Terra around 1850. Far-off colonies were weeks or months from advice or assistance, even if they could summon it. Cruising warships were the only representatives of government in some regions.

So it is in the universe of *Traveller*. Local leaders must make their own decisions. Higher authority can dictate general policy but it is the people on the scene who make the big decisions. Trustworthy, reliable, competent people are at a premium. Many freelance experts make a good living by being available where they are needed.

Worlds can have widely varying technology. A high-tech world with contragravity and fusion power may exist just parsecs from one relying upon steam power - or stone axes. There is no "prime directive" to prevent the sale of high technology to the savages - but what would they pay with? So Charted Space is a mix of industrial worlds and hardly-explored backwaters.

There are no "ray guns" in *Traveller*. The most common weapons are high-technology versions of modern firearms and blades. Laser, plasma and fusion weapons do exist, but they are grounded in real science rather than pure invention.

THE TRAVELLER SETTING

Traveller games can be run in any setting. The basic rules (ignoring any obviously irrelevant parts) could be used for a modern-day or post-apocalypse game, a cross-over fantasy/high-technology game... even a Superhero game. There is no reason why your *Traveller* campaign should not feature spacegoing Orc pirates, zombie assault troops and interstellar dragon-riding mages (imagine filling in the insurance claim forms with "our starship then became involved in a fierce ship-to-dragon action in the Brogan system"!) or any other elements you deem suitable. These things do not appear in the "Official *Traveller* Universe", but don't let that stop you from creating the setting YOU want!

The *Traveller* rules can also (obviously) be used for any SF setting. You may decide (for example) to do away with some aspects of the technology such as Jump drive in

favor of your own invention or one lifted from your favorite movie. Or you could use the *Traveller* rules exactly as written but create your own setting from the ground up.

For those who do not have the time or inclination to immediately begin developing their own campaign universe, there is the official *Traveller* universe (sometimes referred to as the OTU). The OTU is one of the most fully realized science-fiction campaign settings ever created, having been developed over 25 years (and counting...). This rulebook assumes that games will be set in the OTU, or something that looks a lot like it. This gives us a handy source of examples, but it doesn't mean that you have to adopt all, or any, of the background concepts referred to.

THE OFFICIAL TRAVELLER UNIVERSE (OTU)

The Official *Traveller* Universe is set in a region known as Charted Space. Habitable worlds and intelligent life are common in this region - and much of that life is human. Major and minor alien races live within Charted Space, and here and there can be found remnants of older high-technology species. Charted Space has been inhabited for a long, long time. But there are still mysteries to uncover, new places to find and new dangers to face.

Most *Traveller* games are set in the Third Imperium, often just referred to as "the Imperium". The Imperium is a large region dominated by humans, but which grants full citizenship and rights to sentient aliens within its borders.

The Imperium is made up of thousands of member worlds, which agree to certain High Laws and pay a proportion of their income in tax, but which are otherwise free to tend to their own affairs. Friction, even to the point of open warfare, is tolerated amongst member worlds so long as the security of the Imperium is not threatened and trade is not disrupted.

With the exception of a few strategic worlds and areas of territory on most planets (for example, Starports are considered Imperial territory, but not local spaceports), the Imperium does not rule planets. Instead, it controls space and thereby all trade and movement of personnel.

So long as member worlds remain within their charter of membership, they are free to form any kind of government (or none at all!), and to pursue whatever goals seem appropriate. Trade is for the most part unrestricted, and citizens are free to move around as they please.

The vast majority of people live out their lives without ever leaving their homeworld. Others may study or work offworld for a time, or serve in the Imperial armed forces, before returning home.

Individuals who are not really tied to any one world are known (sometimes disparagingly) as "Travellers". Many Travellers are freelance scholars, engineers or specialists, who travel between the worlds and stations of the Imperium selling their skills and experience to the highest bidder.

Other Travellers include freelance troubleshooters, mercenaries, smugglers, merchants, spies, criminals and adventurers. What they all have in common is that they travel - hence the name - and that they have a way of finding adventure wherever they go.

A LITTLE HISTORY...

When the humans of Terra (now known as the Solomani) first ventured out into interstellar space, they encountered the Ziru Sirka, the Grand Empire of Stars. Now known as the First Imperium, the Ziru Sirka was ruled by another race of humans, the Vilani. Eventually it would come to light that many offshoot human races existed, seeded among the stars by the mysterious Ancients.

War flared up between the expansionist Terrans and the stagnant First Imperium. After decades of bloody conflict, the Ziru Sirka began to collapse from within. Deep in decay, the apparently stable First Imperium crumbled in an astonishingly short time.

The Terrans' mission to conquer the First Imperium became a crusade to save it, and for 400 years they almost succeeded. The Solomani created the Second Imperium out of the wreckage of the First, uniting both species of humans in what became known as the Rule of Man. Historians have another name for this period; they call it the Ramshackle Empire.

Unable to stop the decay of the old First Imperium, and having accelerated it by war and conquest, the Rule of Man slowly collapsed into what became known as the Long Night. The Long Night is rightly named: nearly 2000 years of darkness ensued. Star travel all but ceased. Worlds regressed or died if they could not support life without outside assistance.

Lights flickered here and there in the darkness. Pocket Empires sprang up and took the hope of dawn with them out into the wilderness. All of them failed, collapsing back to a tiny cluster or even a single world clinging to the remnants of its technology.

Finally, the lights came on again. The Sylean Federation somehow succeeded in defeating internal and external enemies to attain that critical mass needed for expansion. In time, the Sylean Federation became the Third Imperium, and brought civilization back to the stars. The current Imperial dating system is based on the founding of the Third Imperium in year 0. (This dating system uses the prefix IE, e.g. IE 782).

The Third Imperium is now a thousand years old. It has survived civil war, murdered Emperors, rebellions, border clashes and bloody conflict with human and alien states. The borders of the Imperium are more or less fixed, but expansion still takes place in some areas.

On the surface, it seems that the Imperium is enjoying a golden age of stability and peace. Yet peace is a fragile thing. It must be maintained by the vigilance and efforts of diplomats, covert agents and military personnel. However

UNIDIGIT/HEXADECIMAL

Traveller uses a number of shorthand codes, for example UWP (Universal World Profile) and USP (Universal Ship Profile) codes. These are presented as a string of digits, e.g. A-573278-B.

For obvious reasons, it is not possible to use numbers above 10 in such a code, so Traveller uses a system based on Hexadecimal notation. This means that numbers of 10 and above are replaced with letters. A is 10, F is 15, etc.

Most codes use a 1-15 (1-F) range, but sometimes a larger number is required. For this reason, the hexadecimal notation is extended through the alphabet, missing out potentially confusing digits such as letters I and O.

Thus numbers in the Unidigit system are represented as follows:

Base 10 Number	Unidigit	Base 10 Number	Unidigit	Base 10 Number	Unidigit
1	1	12	C	23	P
2	2	13	D	24	Q
3	3	14	E	25	R
4	4	15	F	26	S
5	5	16	G	27	T
6	6	17	H	28	U
7	7	18	J	29	V
8	8	19	K	30	W
9	9	20	L	31	X
10	A	21	M	32	Y
11	B	22	N	Reserved	Z

Note that Z is undefined, and can be used to represent any number as needed.

placid things may seem from the cities of the core worlds, there is always someone at the sharp end, struggling to prevent a war or defuse a crisis.

And sometimes, they fail.

DIRECTIONS IN CHARTED SPACE

North, south, east, west are insufficient terms for referring to directions within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to direction:

Toward the galactic core is Coreward; away from it, in the direction of the rim, is Rimward. In the direction in which the galaxy is rotating is Spinward, and the opposite direction is Trailing. In the OTU, these directions are widely used in describing Imperial features and businesses. For example, the Spinward Marches is a sector at the extreme Spinward fringe of the Imperium; Rimward Lines is an important interstellar transport company. The term Coreward is also used within the Imperium of the OTU to indicate the direction of Capital, the Imperial core. There is some potential for confusion if the term is accepted out of context.

THE TRAVELLER'S AID SOCIETY

The Traveller's Aid Society (TAS) exists to help and support those who travel as part of their occupation (as opposed to those who make the occasional trip for a holiday or similar reasons). TAS maintains a network of hostels and other facilities, which are available at a preferential rate to members.

TAS facilities are renowned for their safety and security (though they are expensive for non-members.) TAS hostels are also good places to meet other travellers and share tales or conduct business. Many an adventure has begun with an encounter in the lounge of a Starport TAS hostel.

TAS also operates a news and advisory service, which is well known for its accuracy and impartiality (some would go so far as to say "arrogant nosiness"), and assigns "Travel Zone" ratings to worlds. Most worlds are unrated (or "Green"); this does not mean that they are totally safe, merely that no unusual or particularly dire threats exist. Amber zones are assigned to worlds where dangerous conditions (these can be natural, political, environmental etc) exist and caution is advised. Red Zones are not imposed by TAS, but are reported by them. Red Zones indicate worlds that are prohibited to unauthorized travellers. Visas are sometimes but not always available, but red zones are interdicted for a reason, so caution is necessary.

TAS membership is sometimes gained as a benefit upon mustering out of a service or career. It is also possible to purchase membership. See TAS Membership on page 127 for more information.

A character who is a member of TAS can use the facilities at a discounted rate, receives preferential treatment from the staff, and also has access to the members-only sections of TAS reports. This can give a TAS member a significant advantage over other travellers.

CHARACTERS

Just as **Traveller** lends itself to almost any style of adventuring, so almost any character can find a place in a Traveller group.

- A burned-out Scout Service pilot on the edge of a breakdown...
- A young medical student, working passage aboard a Free Trader to earn enough for the rest of her medical degree...
- A tough ex-Marine searching for his missing brother...
- A smooth-talking merchant captain, charming but deadly with her twin gauss pistols...
- An unappreciated genius, ridiculed by the scientific community but determined to vindicate himself...
- An Ex-Navy officer with a dark secret...
- Or a professional adventurer, doing it for the thrill of it all.

Traveller characters are the heart and soul of the game. Any character you can conceive has a place in Traveller. Player-Characters (PCs) are individuals a little apart from the great mass of humaniti (a term that refers to the many human major and minor races) or whatever species they belong to. Travellers are skilled, resourceful individuals who are not afraid to face a little danger in the course of their endeavors. Each character brings unique skills and strengths to the group, depending upon their background and previous experience.

PCs are rarely first-level beginners, though there is no reason at all why a player should not choose to take on the role of a callow youth fresh from the agropod. More commonly, PCs have prior experience in education and/or a career, plus some life skills picked up along the way. 5th-7th level starting characters are not uncommon as a result of the previous experience system. Characters starting play can be very young, mature or even quite old if the player so desires. Such a highly experienced starting PC will have impressive skills, but may be a little frail.

Characters are shaped by certain factors. These are:

ABILITIES (PG. 20)

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

Education: A measure of learning from formal and informal education and academic reading.

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

RACE (PG. 21)

A character's species has a considerable effect upon his or her attributes. Most characters are humans of one

sort or another, but a PC can belong to any intelligent species. Vargr are popular player-characters, and other non-human races may be chosen depending upon the region of space the game is set in. Example races are presented later in this section.

HOMEWORLD (PG. 30)

A character's homeworld is important in many ways. Physical conditions such as gravity, hydrographics or atmosphere can result in a character having special abilities or skills. Homeworld tech level is also important in determining what equipment a character knows how to operate. Some careers are only open to characters from a particular type of homeworld.

CLASS (PG. 34)

T20 uses nine main character classes. A character's class represents his or her main field of activity but does not preclude a broad range of skills. Note that a character's class may have nothing to do with her current employment. A character belonging to the Academic class does not necessarily work in a university: he may be a merchant ship's purser or even a military administration officer. A member of the Mercenary class need not be a bounty hunter or soldier. She may be a security guard or actually work as a finance clerk, but obsessively train for combat in her free time.

The core T20 character classes are:

Academic: Scholars, researchers and scientists, those with a thirst for knowledge but little or no aptitude for physical activity or combat.

Barbarian: Hardy individuals from a rustic, low-tech background. Barbarians are usually pretty fair fighters with low-tech weapons.

Belter: Spacegoing miners and prospectors with good low-g and space skills.

Mercenary: Characters specializing in combat of one sort or another. A mercenary is likely to have served in the military or an organized security force at some point in his or her career.

Merchant: Starfaring traders working for large corporations or as Free Traders.

Noble: Powerful, rich individuals from important families. Nobles are leaders and diplomats.

Professional: The businessman, technician, dock-worker, and other common professions. Professionals are generally active individuals with little combat aptitude.

Rogue: People who go in harm's way and take risks, and may train a little for combat.

Traveller: Active, handy people who don't train specifically for combat but can handle themselves.



PRIOR HISTORY (PG. 120)

A character's prior experience dictates his or her level, skills and feats.

Traveller characters gain prior experience by cycling through a series of "terms" served in various careers. Each term can have special results, determined randomly, and gives the character experience points as well as specific feats and skills. At the end of a period of service, characters roll for benefits gained upon "mustering out". Not all service is voluntary; characters who fail to enter a service may be drafted into another. Prior experience falls into the following categories:

Education: PCs often attend university or take courses to improve their skills and knowledge. Degrees and academic titles can be useful in their own right.

Military Service: Prior service in the Army, Marines or Navy may fit a character for a life of adventuring. Or she may be drafted during a period of crisis.

Non-Military Service: Many PCs come from the Merchant lines or Scout Service. Their skills include those required for starship crew, plus more general abilities.

Career: Many PCs have pursued or are still pursuing a civilian career. They may have been anything from a Belter (spacegoing prospector) to a freelance Xenobiologist.

Other: Some adventurers have a dark and shady past. Criminals, conmen and special agents fall into this category.

ABILITIES

The basics of generating your character's ability scores are as detailed under the standard d20 rules, but Traveller adds two additional abilities to your character: Education and Social Standing.

EDUCATION (EDU)

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

You apply your character's Education modifier to:

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

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

ABILITY SCORE MODIFIERS

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

All creatures that can think and learn begin with 0 points of Education. A creature with no Education score is an animal, operating on simple instincts. It will automatically fail Education checks.

An education of 0 means that the character has absolutely no formal schooling or education.

EDUCATION SCORES

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

* For reference only, does not imply the character holds an actual degree.

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

use Education to determine if the character knows or can remember it.

SOCIAL STANDING (SOC)

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

SOCIAL STANDING SCORES

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

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

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

Some low-SOC people resent the higher-ups, while others are respectful or even obsequious. On the other

hand, some high-SOC individuals are contemptuous of the "rabble" while others see themselves as serving the masses, and treat less privileged individuals with courtesy and respect. This depends upon the individual and local conditions, and the Referee may choose to modify reaction rolls when individuals with very different SOC scores meet.

Cost of Living: A character must spend a minimum of Cr100 per point of SOC per month to maintain the standard of living required for his or her social status. This will cover the character's basic expenses such as food, minimal clothing, and adequate shelter for the period. For each month a character is not able to monetarily maintain his Social Status, his effective SOC ability score is temporarily reduced by 1. If the next month a character is once again able to maintain the normal Social Status, their effective SOC ability score is returned to normal (no matter how low it had dropped). See Subsistence on a Long Term Basis (pg. 214) for more information.

RACES

There are a multitude of sophont species in the Traveller universe. Some are widespread, some confined to a single world. Not all of them are properly understood. In addition there are many groups of humans that display sufficient cultural or physical variation from the norm as to seem "alien". Some such "alien-humans" are genetically-modified harsh-world settlers sent out by the Solomani or other civilizations, while others have been shaped over many years by conditions on their adopted homeworld. And some defy explanation.

While the non-human races described in the Player's Handbook could conceivably be used as alien races within the Traveller universe, those races are not wholly designed nor suited for use in a Traveller campaign.

ALIEN LEVEL

Some alien races, particularly those whose ability scores are considerably above normal have a specific Alien Level. When these aliens acquire a character class, they follow the rules for multiclassing. The creature's character level equals the number of class levels it has, plus the number of alien levels for such beings. Thus a 1st level Ursa Rogue is a 2nd level character (1 class level + 1 alien level = 2 character levels) and begins play with 1000xp already accumulated. This will cause some alien PCs to advance more slowly than others, though this is usually offset by specific racial benefits.

HUMANITI

Humans are the most commonly encountered race in Charted Space. When Terran humans reached the stars, they encountered dozens of distinct Human races (and that's not counting minor variations among colonists after a mere few hundreds of years on non-Terra-like worlds), some having developed rather unique racial characteristics. How this came to be is the subject of many debates, but it does appear that all owe their original genetic heritage to the Humans of Terra.

Most humans are of mixed blood. Some "racial" characteristics have survived through the ages, and the whole range of human variation can be encountered. On some worlds, the gene pool of the original colonists was such that a particular skin color or other characteristic dominated. In other cases a cultural characteristic came to dominance, creating a society with the flavor of, say, a Southeast Asian nation on Terra but very diverse physical characteristics among the populace. Some groups of colonists were shaped by their environment, coming to resemble one of the races of old Terra through adaptation to similar conditions.

HUMAN RACIAL TRAITS

- Human base speed is 9 meters.
- Medium-size. Humans receive no special bonuses or penalties due to their size.
- 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- 1 extra feat at 1st level.
- Automatic Languages: See Subrace information below.

HUMAN SUBRACES

VILANI HUMANS

Vilani are as mixed in physical characteristics as any other human group. Their culture is the remnant of an empire (the Ziru Sirka, or First Imperium) that once dominated thousands of worlds. The traditions of the Ziru Sirka remain a powerful force even today. Vilani society is built around guilds and Bureaus that run the various services needed to keep a society working; these too are holdovers from the First Imperium period.

Vilani view scientific and technological progress with disdain; stability is more important than progress. Pure-blooded members of the race tend to live very long lives. This trait is rapidly diluted by interbreeding. When selecting Vilani as their character's race, players should state whether the character is of mixed or full-blooded Vilani descent.

Status: Major Race

Homeworlds: Vland A967A9A-D

Languages: Galanglic and Vilani.

SOLOMANI HUMANS

Originally known as Terrans or Earthlings among themselves, these humans of Terra (Earth) eventually adopted the title of Solomani or the Men of Sol as the designation for their race. Solomani or humans belonging to a Solomani-influenced culture are more innovative and inquisitive than their Vilani cousins. Solomani are explorers and tinkerers. Solomani societies tend to be more violent and unstable than their Vilani equivalents.

Status: Major Race

Homeworlds: Terra (Earth) A867A49-D

Languages: Galanglic.

MIXED RACE HUMANS

The humans of Charted Space include some pure-blood Vilani and Solomani groups, but the majority are of mixed blood. Some regions are dominated by Solomani or Vilani cultural ideas (this has little to do with lineage, though pure-blood Vilani tend to maintain their traditional lifestyles). Most humans think of themselves first as citizens of their homeworld, then as citizens of any interstellar government. Cultural pollution has caused many worlds (especially those on major trade routes) to move towards a "standard-starfaring" culture, though even this is subject to local variations. Some worlds are very different to this starfaring-norm culture. Diversity (within limits) is more common than compliance.

Status: Major Race

Homeworlds: Numerous.

Languages: Galanglic and their own local homeworld languages (if any).

ZHODANI HUMANS

The other major human group is the Zhodani, who rule a large area of space away to Coreward-Spinward. The Zhodani have embraced telepathy and other psionic talents and are ruled by a psionic nobility. Their society is stable and peaceable, but ready to defend its borders against aggression.

At the top of the Zhodani social order are the psionic nobles, either drawn from the most adept psionists among the Intendant class, or trained from birth when born of a noble family. Nobles in Zhodani society form the core of the elite business owners and managers, politicians and military leadership.

Below the nobility is the Intendant class. Intendants are psionically trained individuals born of an Intendant family, or selected from among the proles for their high psionic potential. Intendants act as the middle managers, bureaucrats, and functionaries of Zhodani society. Many are assigned as personal secretaries to individual Zhodani nobles.

The Proles, who greatly outnumber Nobles and Intendants, are typically not psionic, or are low strength

natural talents without any formal training. The Proles are the contented farmers, factory workers, scientists, technicians, dockworkers, supervisors, junior managers and enlisted members of the armed forces who make up the majority of Zhodani society.

All Zhodani characters with a Social Status of 16 or higher are nobles and are automatically considered to be a Natural Psionic Talent (see Psionics, pg. 186). All other Zhodani characters should automatically be checked to see if they are a Natural Psionic Talent. If the character is a natural talent with a PSI score of 10 or higher, he or she is considered to be an Intendant. If an Intendant's Social Status is below 10, it is automatically raised to 10.

Status: Major Race

Homeworlds: Zhdant A6547C8-D

Languages: Zdetl.

OTHER HUMANS

Various groups of genetically engineered, adapted or pure-blood humans exist in Charted Space; some of them in strange places. Cultures vary widely; usually this is the result of local conditions. Not all of these offshoot species are capable of interbreeding with genetically "straight" humans, and some are very different from the "human" norm.

Status: Minor Race

Homeworlds: Numerous.

Languages: Galanglic and their own local homeworld languages (if any).

VARGR

Of all the races of Charted Space, Vargr are the most similar to humans, though their biology and culture is quite different. Vargr have a pack mentality, which includes an obsession with status and "Prestige", and are known for their liberal attitude to laws. Vargr corsairs are notorious, and in some areas are the only contact humans have with Vargr. However, Vargr are part of human-dominated society in many regions.

The Vargr are an intelligent race descended from a carnivore/chaser stock that has a remarkable resemblance to the native Terran (Earth) animal known as the wolf.

VARGR RACIAL TRAITS

- +2 Dexterity, -2 Strength, -2 Constitution.
- Vargr base speed is 12 meters.
- Medium-size. Vargr receive no special bonus or penalties due to their size.
- Eyesight is much sharper than human sight, but has a more limited range of color sensitivity. They receive a +2 on all Search checks.
- Hearing is excellent, extending into lower ranges beyond the level of human capability. They receive a +2 on all Listen checks.



- Vargr also possess a keen sense of smell, gaining them a +1 on all Spot checks.

• Vargr enjoy a +1 BAB when attacking with their claws or bite. An unarmed Vargr may make two claw attacks (1d4 + STR Modifier in damage each) as a full round action, a single claw attack (1d4 + STR modifier in damage) as a standard action, or may try to bite an opponent (1d6+3 damage) as a standard action each round.

• Vargr have a special characteristic known as Prestige that is based on the character's Charisma score, but works in place of Charisma when dealing with other Vargr. It measures a Vargr's status (not necessarily self-worth) among his or her peers. Initially the Prestige score is equal to the character's Charisma score divided by 3 (round down, minimum of 1). When a new level is achieved the Referee should determine if the character will gain or lose one point of Prestige (or remain at the same score) based on the actions of the character since they last gained a level. Actions of notoriety (good, bad or otherwise) are more likely to improve Prestige than actions that gain little or no publicity. Prestige-gaining actions include leadership of a mission, promotion to an impressive post or rank, particularly flamboyant execution of a task, defeat of a notorious foe or avoiding destruction at the hands of

such a foe while carrying out actions that diminish them. Prestige loss is likely when a character suffers public defeat or humiliation, is eclipsed by another character of lesser Prestige, or is forced to back down publicly. For high-Prestige characters, simply not gaining more Prestige implies that they have started "playing it safe". Prestige will be lost if the character stops trying to build their legend.

- Automatic Languages: Irilitok and Galanglic.

Personality: Vargr are frequently characterized as 'inconsistent' by outsiders, who see many of their behavior patterns as contradictory and strange. They are a gregarious people who take great joy in the company of one another, and seek the security and comfort of fellowship with other of their own kind. Yet at the same time Vargr engage in almost constant struggles to achieve prestige and dominance within their group. This frequently gives the appearance of a quarrelsome, sometimes even treacherous nature. Indeed, Vargr move from one group or association to another with such great regularity that they may seem to have no loyalty to any specific institution or purpose. This is not the case. Vargr are every bit as loyal to their cause, leader, or institution as a human would be, but they know that eventually the time will come to shift that allegiance. When that time comes, they will transfer their loyalty to some new focus, and remain true to that until it is time to move on. Exactly what criteria are needed to convince a given Vargr that it is time to change varies widely.

Physical Description: Physically, Vargr are slightly smaller and lighter than an average Human (1.6m, 60kg), upright, bipedal, and remarkably humanoid in development and appearance. They are covered with short fur, which is generally brown, black, or rust colored and frequently combines shading of these and other colors. Their tails are fairly long and generally end in a flaring brush. The muzzle is much shorter and less pronounced than in Terran canines, but is still quite evident. The fingers of a Vargr also retain sharp pointed, non-retractable nails that can function as claws in some close combat situations. On the whole their reactions are slightly faster than those of a human.

Status: Major Race

Homeworld: Lair A8859B9-D

Languages: The most common dialect spoken by Vargr in the Gateway region of space is Irilitok, though there are numerous other Vargr dialects spoken through charted space. Most all Vargr also speak Galanglic.

Adventurers: Vargr are well suited to the risk/reward nature of the ever-changing adventurer lifestyle. The inbuilt drive to better oneself produces many born adventurers, and thus ideal Traveller characters.

Note: Other versions of *Traveller* do not have a Charisma



stat. Vargr Prestige is called Charisma in these versions. The change was made for T20 to avoid confusion. If using materials written for a different Traveller rules set, treat any reference to Charisma as Prestige.

ASLAN

The first humans to encounter this alien race thought the humanoid Aslan to be vaguely "lion-like" in appearance and labeled them with an appropriate word from a Terran language. The resemblance is fairly minor (and Aslan certainly have no connection with Terran felines) but the name stuck. Aslan society is rigidly divided into male and female roles. Males are warriors and protectors; females are administrators and scientists. Male Aslan, who measure wealth in terms of land and prestige, have difficulty in surviving in human society. Concepts like "money" are alien to them, while humans seem to lack "honor". Females are more adept at organization, finance and business, and have far fewer problems interacting with non-Aslan.

Aslan are descended from four-limbed carnivorous pouncer stock that rose to the top of the food chain in the forests of their homeworld, Kusyu.

ASLAN RACIAL TRAITS

- All Aslan: +2 Strength, -2 Dexterity
- Male Aslan: +1 BAB with all weapons (which makes +2 with dewclaw; see below), -2 Wisdom. May not take the Academic, Belter, Professional, Merchant, or TAS Field Reporter classes.
- Female Aslan: May not take the Big Game Hunter, Mercenary, Noble, Scout, or Ace Pilot classes.
- Medium-size. Aslan receive no special bonuses or penalties due to their size.
- Require 10-11 hours of sleep every 32 or will begin to suffer degradation of their abilities.
- Aslan base speed is 12 meters. However they are capable of short bursts of speed. In combat an Aslan has a movement of 18 meters.
- Aslan enjoy a +1 BAB when attacking with their dewclaws (see Physical Description, below). An unarmed Aslan may make two separate dewclaw attacks (1d6 + STR modifier in damage each) as a full round action or a single dewclaw attack (1d6 + STR modifier in damage) as a standard action each round.
- Hearing is superior to that of humans, giving all Aslan a +1 to Listen checks.
- Low Light Vision: Aslan can see twice as far as humans in starlight, moonlight, or other low light conditions.
- Automatic Languages: Aslan and Galanglic.

Personality: The Aslan are a warrior race, noble and proud. They are dedicated to those in authority above them and responsible for those who owe fealty from below. Their society is based around the family and its relationships. They are fairly touchy, and it is quite easy for Aslan to give or take offense. Dueling is a common way by which insults and slights are resolved (see the Tolerance feat pg. 110).

Aslan males have a territorial instinct to acquire and accumulate land. This is the male's primary goal in life, his status being determined by the amount of land he controls. In society most males (except the lowest classes) are found in the military or in politics. Aslan females are the ones that handle the trade, industry, and accumulation of knowledge within Aslan society.

Aslan measure SOC by how much land an individual or his kin can lay claim to. A low to moderate SOC (up to about 12) usually indicates that the Aslan has little or no land of his own - his SOC is due to the holdings of his clan (or a family within the clan). SOC of 12 or above usually indicates that the character has at least a small amount of land somewhere, and the more he has, the higher his SOC will be. This land may actually be pretty worthless - a few square miles of pasture or lonely moorland - but to the Aslan the ability to take land and keep others from taking it away is the measure of a male's importance.

Physical Description: Aslan are upright bipeds standing roughly of Human height (1.8-2m). They weigh on average 100kg. The Aslan hand has three fingers opposing a single medial placed thumb, and all have retractable claws. In addition, Aslan have a single highly specialized claw under each thumb. This 'dewclaw' folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general body structure of Aslan make them somewhat clumsy by human standards, but what they lack in dexterity they make up for in strength.

Status: Major Race

Homeworld: Kusyu A876986-C

Languages: Aslan all share a common language and culture. Most Aslan also speak Galanglic.

Adventurers: Male Aslan will likely be adventuring with the eventual goal of acquiring land. Female Aslan may be adventuring for business or personal reasons.

THE OTHER MAJOR RACES

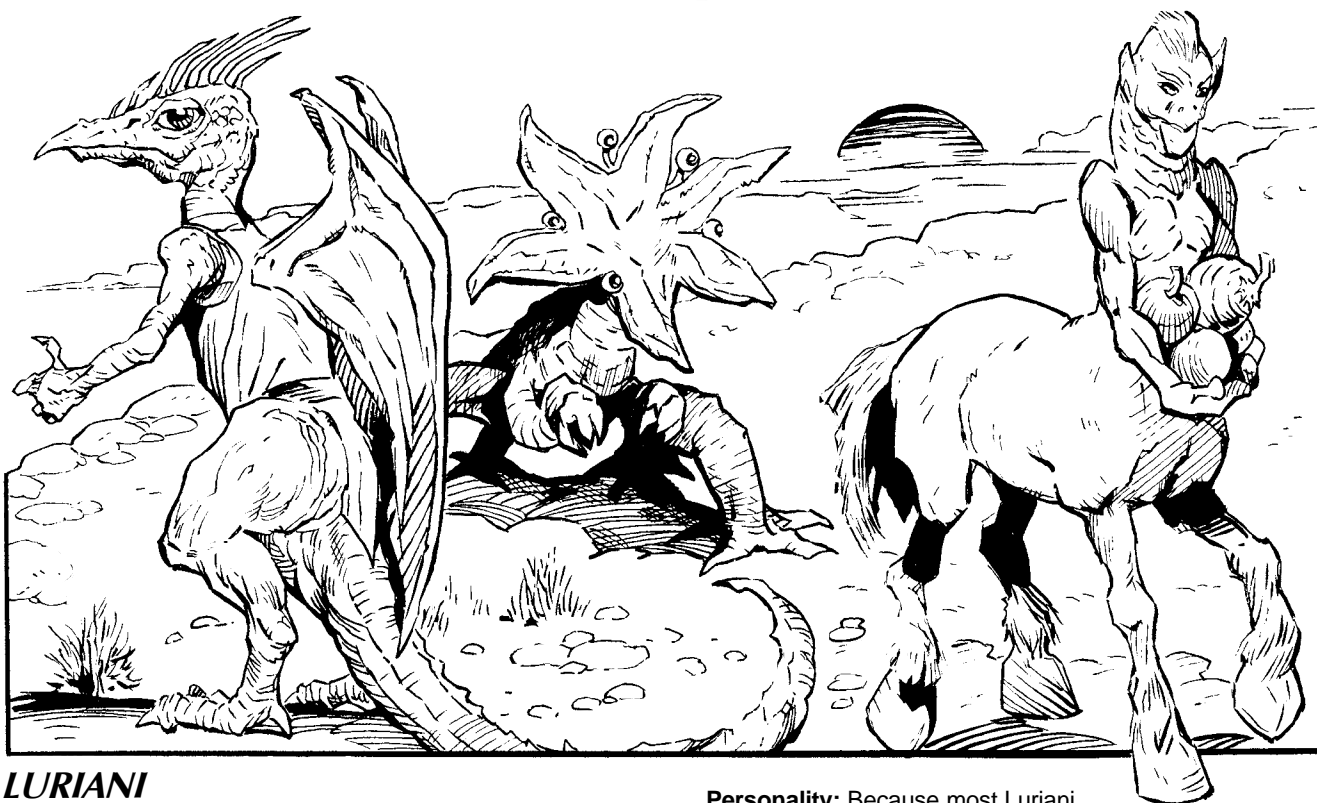
Droyne: The Droyne are bird-like, reptilian humanoids whose society is divided into six castes. They live on many worlds scattered throughout Charted Space, and seem not to have any large political groups. Many Droyne worlds are low-technology farming communities, but some possess technology different to (and perhaps in advance of) anything possessed by humans. Droyne often engage in incomprehensible activities, which they never explain. They thus seem very alien to humans.

Hivers: Hivers are strange, hexapod creatures resembling very large starfish. They are perhaps the most alien beings in Charted Space. Hivers are assumed to be physical cowards because they go to great lengths to avoid confrontation, though their penchant for clever manipulation of other beings (as individuals or even whole societies) is well known. Groups of Hivers sometimes wander through human-dominated space for their own reasons. Mostly they remain in their own large area of space. Several other races form part of the Hive Federation, and seem happy under Hiver rule.

K'Kree: The K'Kree (or Centaurs) resemble large herbivores with small grasping forelimbs sprouting from their forequarters. They are immensely claustrophobic, and being herd creatures tend to travel in large groups. K'Kree are militant vegetarians, and dream of the day that they will destroy all meat-eaters. Relations with humans can be rather strained, to say the least.

MINOR RACES

There are many minor races - some very alien indeed - throughout Charted Space. Not all of them are what they seem. The Referee is free to develop his or her own minor races, both human and alien, as necessary. Some examples from the Official Traveller Universe are given below.



LURIANI

The Luriani are an amphibious minor human race, apparently 'seeded' on their homeworld of Daramm roughly 300,000 years ago by the Ancients, in an (unfinished) attempt to breed a race of aquatic humans for some unknown purpose. Luriani constitute the third largest sub-race of humans in the region, second only to humans of Vilani or Solomani descent, and have long been an important part of the history and politics of the Domain.

LURIANI RACIAL TRAITS

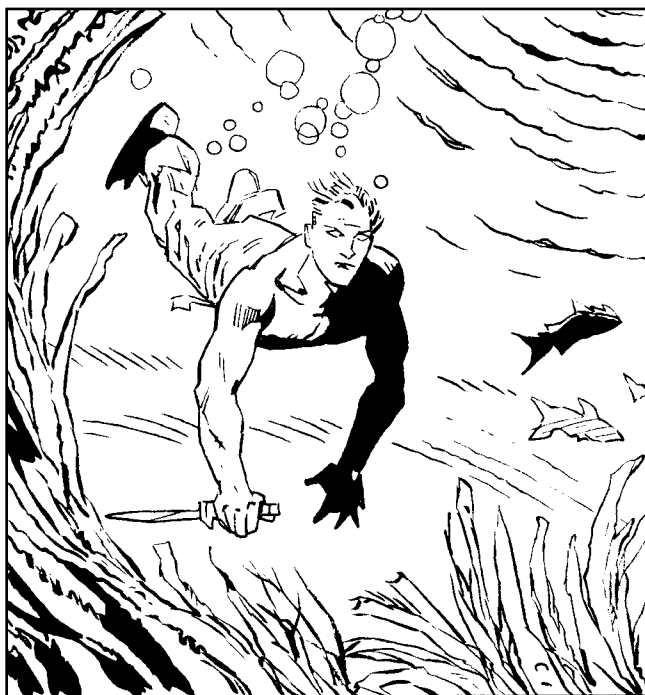
- +2 Constitution, -2 Wisdom.
- Luriani base speed is 9 meters.
- Medium-size. Luriani receive no special bonus or penalties due to their size.
- Can dive in water down to depths of 240 meters without artificial aid.
- +2 on all Will and Fortitude saves due to cold conditions
- +4 to all Swim checks.
- +2 to all Pilot checks.
- Rarely will a Luriani have a Social Standing greater than 15 (Referee discretion). Currently there are only 7 known hereditary Luriani nobles.
- Luriani do not receive the normal human skill point bonus at 1st and subsequent levels.
- Luriani do not automatically receive the extra starting bonus feat that normal human do.
- Automatic Languages: Standard Luriani, Galanglic, Old High Vilani.

Personality:

Because most Luriani are right-brain dominant (and thus left-handed), they have developed a highly passionate and artistically inclined society full of warm, uplifting music and sensual dance. Highly individualistic, most Luriani live as members of a large communal type family, in which the adults are members of a group marriage and all children are considered brothers and sisters, and all adults consider all the children their own.

To help quell what some outsiders might consider their 'hotblooded' nature the Luriani have evolved a Code of Honor when it comes to family and individual responsibilities. To a Luriani effort, hard work, and sincerity mean much more than the final results. When resolving matters of honor, this Luriani trait shows through. Instead of duels to settle the matter, Luriani engage in contests of skills and wit. As long as both sides put forth their best effort, they each walk away from the contest with the matter settled and their honor intact, no matter who actually wins.

Physical Description: At first glance, the Luriani appear to be fairly standard as humans go, although a bit heavier and more rounded. Upon closer inspection, two significant differences can be noted:- their hands and feet are webbed, and their skin has a slick appearance from the natural body oils they secrete to protect them from cold waters and climates. Much less apparent is the second eyelid, which protects their eyes from irritants as well as improving their vision underwater. To protect their ears from the pressures of deeper dives, they can voluntarily control the muscles of the inner ear and seal it off.



Internally the differences are more notable and remarkable. A subcutaneous layer of fat (causing their heavy, rotund appearance) acts as an insulating layer against the cold and helps store oxygen. Combined with an increased hemoglobin levels in their blood, this allows Luriani to collapse their lungs and make dives far deeper than any normal human, up to 240m. Because of this and other subtle difference in their biochemistry, Luriani tend to react unpredictably to drugs designed for standard humans.

Luriani are not interfertile with other humans, except via fairly intensive gene therapy treatments.

Status: Minor Race, human

Homeworld: Daramm A45AA76-E

Languages: Standard Luriani, Galanglic, Old High Vilani

Adventurers: Luriani adventure for the same reasons as any other human.

SYDITES

The Sydites are a race of genetically altered humans believed to have been bred by the Ancients for work, rather than brains or looks. They make excellent mechanics, technicians and soldiers, but being a bit unimaginative (some would say slow-witted) in their approach, tend not to do well in positions of responsibility and authority. While not generally stupid, most tend to solve the problems they encounter by simple, direct means rather than careful planning and finesse.



SYDITE RACIAL TRAITS

- +2 Strength, +2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma, -2 Social Standing.
- Sydite base speed is 9 meters.
- Medium-size. Sydites receive no special bonus or penalty due to their size.
- Even though they have 4 limbs, a Sydite may undertake actions with only one set at a time per round.
- Sydites do not receive the normal human skill point bonus at 1st and subsequent levels.
- Sydites do not automatically receive the extra starting bonus feat that normal humans do.
- Automatic Languages: Sopas, the native language of the Sydites.

Personality: Years of bigotry, stereotyping, and xenophobia have tended to portray the Sydites as a strong and fast but ugly, bumbling and inept sub-race of humans. The Sydites are quite aware of this and resent the image and the dismissal of their place in the history of the sector. As a race they are tired of being thought of as second-rate people. Despite their genetic limitations, the Sydites have developed an impressive culture, and once ruled a considerable empire in the Gateway Sector region.

Physical Description: Physically Sydites are quite a bit larger than an average human (2-2.5m tall, 130kg in weight). They are also rather ugly in comparison, having a more brutish and blockier facial structure. Their size and general appearance is not the most striking difference from the standard human form however. Sydites have two

sets of arms, the upper pair designed for heavy lifting, the second set designed for fine manipulatory work. The upper arms have an effective Dexterity equal to one-half the Sydite's Dexterity ability score, while the lower arms have an effective Strength equal to one-half the Sydite's Strength ability score.

Status: Minor Race, human

Homeworld: Khuur E959977-5 (Known as Sopater to its inhabitants)

Languages: All Sydites speak Sopas, their native tongue. Those living outside the Khuur league or those that deal with non-Sydites on a regular basis also typically speak Galanglic.

Adventurers: Outside of their own worlds, Sydites are often hired for mercenary work, as bodyguards or heavy manual labor, though their temperament also reduces their odds for gaining even these types of work with most employers.

URSA

Ursa are a genetically-uplifted Terran animal species, like Dolphins and Orca. The Solomani corporation GenAssist, established to adapt Terran native lifeforms to alien climates, saw a need for creatures that could assist in colonizing and developing various types of worlds for the Rule of Man. To that end, GenAssist began research on a number of species that might prove to be of use. The Ursa were developed fairly late in the project. It was anticipated that they would be used on higher than normal gravity planets or worlds with many hostile and dangerous lifeforms.

The project was declared a failure and dropped in favor of more promising species, and the experimental colonies were scheduled for extermination. The inhabitants of one Ursa colony succeeded in defeating the GenAssist death squads and seizing a number of starships. Rather than immediately making for safety, these brave few gambled the survival of their entire species by conducting a rescue of as many of their brethren as possible from other colonies. Only then did they flee into deep space. The Ursa managed to reach suitable worlds and established small colonies, some of which still exist. Ironically, their actions proved that far from being a failure, the Ursa Uplift Project had been an incredible success.

GenAssist hunted the Ursa for a time, but eventually found more productive activities to engage in. The whole incident was quietly forgotten about - at least by GenAssist and the Rule of Man.

Some humans, particularly those of strong Solomani background, still look at the Ursa and other uplifted races as inferior beings, not much above the animals they were engineered from, and who should be grateful to those who gave them the intelligence and station they now possess.



Such bigotry is one reason for Ursa clannishness.

URSA RACIAL TRAITS

- +4 Strength, +2 Constitution, -2 Dexterity, -2 Intelligence, -4 Social Standing.
- All Ursa begin as 2nd level characters with 1000XP (1 Alien Level + their first class level)
- Constitution ability score x 2 = Starting Stamina points.
- 10 + Constitution score = Lifeblood points.
- Ursa base speed is 12 meters.
- Large-size. Ursa receive a -1 attack and AC penalty due to their size.
- +1 natural AC bonus
- Ursa have two natural methods of attack, the slap and the hug. Unless an Ursa has multiple attacks due to their level, they may only make one slap attack per round as a standard action. Ursa have a +1 BAB when making a slap attack and will inflict 1d8+2 damage if they hit. The hug requires a successful grapple attack, and will inflict 2d6+Str modifier in damage per round it is held.
- Low Light Vision: Ursa can see twice as far as humans in starlight, moonlight, or other low light conditions.
- +2 to all Listen and Spot checks
- +4 to Move Silent Checks
- Automatic Languages: Galanglic.

Personality: The Ursa are quite clannish, preferring their own company after centuries of persecution and

bigotry at the hands of some humans. Because this love of clan and race is so strong, and because their numbers compared to other races are so small, an Ursa will take extreme measures or perhaps even allow himself to be killed rather than take the life of a fellow Ursa. This does not mean the Ursa do not fight among themselves, but when such instances do occur they are ritualistic battles for show rather than an attempt to truly injure the opponent. While some injuries do occur in such battles, they tend to be non-life threatening.

Among non-Ursa, they tend to be reserved, speaking when spoken to or when needed. It is only with those whom an Ursa has come to trust that they will open up and reveal a much lighter and playful side. Such trust must be earned, and is not given easily.

Physical Description: Uplifted from the brown bear found on Terra, the Ursa stand erect some 2.5 to 3 meters tall, 1.2 to 1.5 meters when on all fours, and 2 to 2.5 meters when sitting. They typically walk on all fours, but are quite capable of bipedal movement when needed or desired. When dealing with races smaller than themselves, Ursa tend to sit on their rears (bringing them down to eye level with most humans) or stand on all fours. They do not typically wear pants or footgear (unless needed), but often sport tunics and body packs for their carrying capacity and (when needed) rank and identifying insignia.

Status: Uplifted animal race

Homeworld: Khush C998509-5

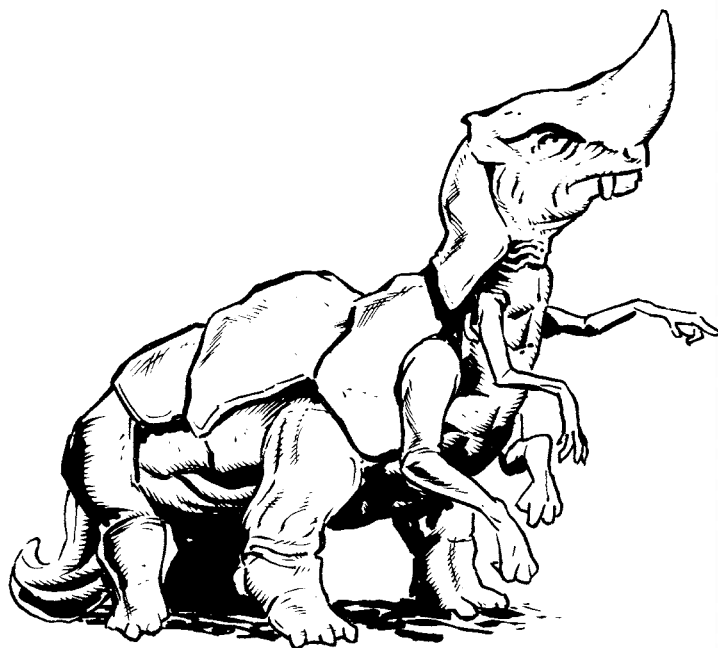
Languages: All Ursa speak Galanglic as their native tongue, being an uplifted race.

Adventurers: Most Ursa that venture beyond their adopted homeworld do so as bodyguards and mercenaries, jobs for which they are highly prized. A few may also be found traveling, satisfying an innate wanderlust and seeking to better understand the place of the Ursa in the universe.

VIRUSHI

Despite their enormous size and nicknames such as 'centaurs with tank blood' or 'intelligent bulldozers', the Virushi are truly gentle giants. They are extremely polite and soft-spoken; indeed their voices are naturally weak and quiet in normal (for humans) atmospheres, having been evolved for use in a much denser atmosphere.

Because they were one of the larger lifeforms on their homeworld, the Virushi never came under serious threat from other species. Their society has thus not evolved much beyond the 'cooperative' stage, with most Virushi preferring to remain apart from their fellows. They will typically work together only on those projects that profit both the individuals involved and Virushi society as a whole. Thus the Virushi have ultimately become an almost utopian culture; contented, pastoral, highly supportive of individual



freedom. A Virushi will willingly cooperate on almost any task if so inclined, but it is almost impossible to order one to do anything he or she does not want to.

VIRUSHI RACIAL TRAITS

- +10 Strength, +2 Dexterity, -2 Social Standing, -2 Charisma.
- All Virushi begin as 4th level characters with 6000XP (3 Alien Levels + their first class level)
- Constitution x 5 = Starting Stamina Points.
- 20 + Constitution = Starting Lifeblood Points
- Virushi base speed is 6 meters.
- Large-size. Virushi receive a -1 attack and AC penalty due to their size.
- +6 natural AC bonus
- -4 to all Listen and Spot checks
- Automatic Languages: Virush (native language) and Galanglic.
- May not select the Mercenary, Barbarian, Rogue, Army, Navy, Marine, Ace Pilot, or Big Game Hunter classes.
- May attack up to twice per round with their natural weapons, once using their lower arms as a pair of clubs (2d6 + Str modifier for damage), and once with their tail (3d6 + Str modifier for damage).

Personality: Virushi are a bit of a contrast in terms of personality. They are quite individualistic and very unlikely to obey orders, yet a Virushi is usually quite willing to 'lend a hand' when they see it is needed and would benefit not only themselves but others too. Virushi individualism appears to

create grounds for friction, yet causes surprisingly little. This is mainly a result of their polite willingness to accept differences rather than come into conflict over them.

Despite their calm and placid demeanor, Virushi will fight if necessary, for example to defend the lives of friends, family, or other charges. They do not seek out conflict and will not press a confrontation if the aggressor backs down. It is very difficult to make a Virushi angry as they are largely indifferent to pain even on the rare occasions when they are under serious threat of bodily harm. They will almost always calmly and rationally (at least to a Virushi) attempt to discuss and negotiate a non-violent solution to a situation. If violence proves necessary, this too will be administered in a calm and rational manner - though the distinction is likely to be irrelevant to the person on the receiving end!

Physical Description: Standing almost 1.8 meters at the shoulder and tipping the scales at close to 1000kg, the Virushi are one of the largest sophont races ever encountered. The high gravity, dense atmosphere, and heavy radiation on their homeworld have evolved the Virushi into the impressive lifeforms they are today.

These massive creatures are covered by overlapping plates of armor with a texture similar to hardened leather. They walk on four tree-thick legs, and are capable of extraordinary feats of dexterity with an upper pair of almost human sized arms, while their lower pair of arms are heavily muscled. These lower arms are designed for heavily lifting, making the upper pair look withered in comparison. Adding to their overall mass is a rather thick tail that makes a potent defensive weapon when needed. The upper arms have only one-half the strength of the lower arms, while the lower arms only have one-half the dexterity of the upper arms.

This immense size and strength is somewhat offset by very poor sensory perception. Virushi eyes, buried beneath massive brow ridges, are adapted to work in brilliant sunlight perform rather poorly under lower light conditions.

Their hearing is similarly degraded under normal atmospheric conditions, having evolved to hear sounds transmitted in a dense atmosphere. They find normal human speech very near the threshold limits of their hearing.

Status: Minor Alien Race

Homeworld: Virshash AA87901-D

Languages: Virush is the native language of the Virushi, but most Virushi are also fluent in Galanglic.

Adventurers: When Virushi are found away from their homeworld, they are usually employed in careers that stress service to others. Because of their great dexterity they make excellent doctors. Virushi surgeons are renowned throughout Charted Space. Despite their great size and strength, Virushi are not found in military or similarly structured organizations as Virushi do not take orders from anyone.

HOMEWORLD

The environment and society of the world where a character grew up plays a large part in determining their starting capabilities. In game terms, the Home or Birth World rules give a character a few extra specific skills added to their basic class skills, based on the world they come from. These rules do not determine a specific world by name that a character hails from, but rather a general characterization of the world. This way the player or Referee is free to select an appropriate world from his or her specific campaign locale. Alternately, the Referee may assign a specific homeworld to each character as he or she sees fit, or allow the players to select their own homeworld from the campaign maps.

DETERMINING THE HOMEWORLD

The first step is to determine the level of technological development available on the character's homeworld. This also gives an idea of the level of starport available to the world, and thus the level of offworld interaction the inhabitants are accustomed to. Characters from a world with a

WORLD TECHNOLOGICAL LEVEL

1d6	Tech Level Group	TL	Starport	Prohibited Core (starting) Classes
1	Very Low Technology	1d4-1 (0-3)	+0 (Class D or E)	Belter, Traveller
2	Low Technology	1d3+3 (4-6)	+2 (Class C or D)	Belter, Traveller
3	Mid-Level Technology	1d3+6 (7-9)	+4 (Class B or C)	Belter
4	High Technology 1	1d3+9 (10-12)	+4 (Class B or C)	None
5	High Technology 2	1d3+9 (10-12)	+6 (Class A or B)	None
6	Very High Technology	1d3+12 (13-15)	+8 (Class A)	None

WORLD TRADE CLASSIFICATIONS TABLE

2d6	Tech Level Group					
	Very Low	Low	Mid	High 1	High 2	Very High
2	Na Po	Na Ind HiPop Va	De	De LoPop	FI	Na In Po HiPop
3	Ni LoPop	Ag Ri	Na Va	HiPop FI	LoPop FI	Ind Wa HiPop
4	LoPop De	Ind HiPop	Ag Ni	Po	Ri	Ni Wa
5	Wa LoPop	Wa LoPop	HiPop	Ni Po De	Na In HiPop Va	Ni
6	Po LoPop	Ni	Po LoPop	Ni	Ast LoPop Va	LoPop Va
7	LoPop	Po LoPop	LoPop	LoPop Va	Na Va	LoPop
8	Ag Ni	Ag Ni	In HiPop	Wa LoPop	Ni Va	Ast LoPop Va
9	Ni	LoPop FI	Na Ni Va	Ni Po	Po De LoPop	In HiPop
10	Ag	Ag	Ic LoPop Va	Na In HiPop	Na Ni Ast Va	Na Va
11	Na Ni Po	HiPop	Na Va	Na Ni Po	Ag	Ag Ni Ri
12	Po	Na Ni Po De	Na Ni	Na Po De	Na Po HiPop	Na Po HiPop

Agricultural (Ag) Exports food. Imports manufactured goods, luxury goods, and raw materials.

Asteroid Belt (Ast) Not a world but a planetoid belt. Inhabitants live among domes and stations among the asteroids.

Desert (De) A dry world with little or no water available on its surface.

Fluid Oceans (FI) A world on which the oceans are a liquid other than water.

High Population (HiPop) The world has a billion or more inhabitants.

Ice Capped (Ic) A world with frozen polar ice caps.

Industrial (In) Exports manufactured goods and some luxury goods. Imports food and raw materials.

Low Population (LoPop) The world has fewer than ten thousand inhabitants.

Non-Agricultural (Na) Exports raw materials and some manufactured goods. Imports food and luxury goods. Often a pre-industrial world.

Non-Industrial (Ni) Exports raw materials and some food. Imports manufactured goods and luxury goods. Often a pre-agricultural world.

Poor (Po) Exports little. Imports everything. Significant areas may remain undeveloped or uninhabited.

Class A type starport will tend to be more sanguine about space travel and world hopping, whereas characters from a world with a lesser starport are bit more 'in awe' of the whole concept (at least initially). Roll 1d6 and consult the World Tech Level Table, pg. 30, to determine the technological group of the character's homeworld.

TL Range: The actual Technology Level rating for the character's homeworld has a significant bearing on the effectiveness of a character's education. For every 2 points a character's homeworld TL is below 11, he reduces his Education score by 1 (minimum score of 0). Conversely, for every two points a character's home TL is above 10, he may add 1 to his Education score. Any disadvantage a

character suffers from a low homeworld TL may be offset by attending University (see pg 122).

EDUCATION MODIFIER

Homeworld TL	Education Modifier
0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+/-0
12-13	+1
14-15	+2
16 or higher	+3



Starport: Roll 1d4 and add the starport modifier listed in the World Technological Level Table, pg. 30, to determine the type of starport that is available at the character's homeworld. For more information of starports see pg 377.

HOMEWORLD STARPORT

Result	Starport Type
1-2	E
3-4	D
5-6	C
7-8	B
9+	A

Prohibited Core Classes: Characters from certain tech level worlds may be prohibited from selecting certain classes when first creating their character. These restrictions do not apply to any Service or Prestige classes introduced later in this book or future supplements, unless otherwise noted within the specific service or prestige class description.

WORLD TRADE CLASSIFICATIONS

Once you have determined the Tech Level Group for the character's homeworld, you are ready to determine the basic characteristics of the world. Roll 2d6 on the World Skills table for Tech Level Group. For example, a character is from a Low tech level group and the player rolls a 7 on 2d6. This indicates that the character is from a Poor (Po) and Low Population (LoPop) world. These trade classifications have a direct bearing on the types of skills that are available to a character in the next step.

WORLD SKILLS

Depending on the technological level of a character's homeworld, he or she will receive a number of additional class skills that may be added to the character's class skill list. A character automatically receives a K/Homeworld skill (rank 0) that provides knowledge of the history of the world, important figures, special landmarks, etc. Additional skills may be selected from any of the skills listed on the World Skills Table. These skills are always considered class skills for purposes of point cost.

A character may not take a skill that is higher than the technology level of their homeworld, but may select a skill that is up to two ranks lower than the technology of their homeworld. For example, a character from a High technology world, selecting a skill from the Non-Industrial list could select the T/Mechanical, Handle Animal, or Ride skill, but could not select the Survival or Knowledge skill for that trade classification.

The first time a skill is selected, if it is not an Untrained skilled (indicated by italics) the character has a skill rank of 0 with the new skill. If it is an Untrained skill, the character starts with a skill rank of 1 in the skill instead. A skill rank of zero will allow a character to use the skill as if it were an Untrained skill. The same skill may be selected more than once, in which case add +1 to their skill rank.

Very High or High Tech: Select 3 skills. Characters from a higher technology world generally have much more free time in which to pursue other interests beside work than at lower technology levels. Characters from these worlds automatically receive the T/Computer skill in addition to any other skills selected.

Mid Tech: Select 3 skills. Characters from a middle technology work manage to strike a better balance between work and the pursuit of other outside interests.

Very Low or Low Tech: Select 1 skill. Characters from lower technology worlds spend the vast majority of their time working and just trying to survive. Characters from these worlds automatically gain the Ride and Survival skill in addition to any other skill selected.

SKILL AND FEAT ABBREVIATIONS

Some skills, such as Knowledge, Entertain and Technical are in fact "cascades" which contain several specific skills. These are normally abbreviated with the first letter of the cascade. For example Technical/Astrogration might be abbreviated T/Astrogration. This is explained more fully in Chapter 4: Skills.

WORLD SKILLS

<i>Tech Group</i>	<i>Agricultural (Ag)</i>	<i>Non-Agricultural (Na)</i>	<i>Industrial (In)</i>
Very Low	Handle Animal	Survival	Handle Animal
Low	Ride	Navigation	T/Mechanical
Middle	Driving*	T/Mechanical	T/Communications
High	T/Mechanical	T/Communications	T/Electronics
Very High	Knowledge	P/Prospecting	T/Gravities
<i>Tech Group</i>	<i>Non-Ind (Ni)</i>	<i>Asteroid Belt (Ast)</i>	<i>Fluid Ocean (FI)</i>
Very Low	Survival	-	Survival
Low	Handle Animal	-	Driving**
Middle	Ride	T/Astrogration	Navigation
High	T/Mechanical	T/Communications	K/Chemistry
Very High	Knowledge	P/Prospecting	T/Communications
<i>Tech Group</i>	<i>Desert (De)</i>	<i>Water World (Wa)</i>	<i>Rich (Ri)</i>
Very Low	Survival	Swim	Craft
Low	Spot	Survival	Entertain
Middle	Intuit Direction	Driving**	Knowledge
High	Navigation	Navigation	Gambling
Very High	T/Communications	T/Communications	Liaison
<i>Tech Group</i>	<i>Poor (Po)</i>	<i>High-Pop (HiPop)</i>	<i>Vacuum (Va)</i>
Very Low	Intimidation	Leader	-
Low	Bluff	Trader	-
Middle	Gather Information	P/Administration	T/Mechanical
High	Forgery	K/Interstellar Law	T/Communications
Very High	P/Prospecting	Liaison	T/Astrogration

The trade classification Ic (Ice-capped) provides no specific World skills.

* Automatically gains the Vessel/Wheeled feat if the character does not already possess it.

** Automatically gains the Vessel/Watercraft feat if the character does not already possess it.

WORLD FEATS

Characters may also start out with an automatic feat based on the technology level, and environment of their homeworld. Consult the chart below to see what feats your character qualifies for:

<i>World Tech Level or Environment</i>	<i>Automatic Feats</i>
Very Low Tech	Tracker and Trapping
Low Tech	Weapon Proficiency (Swordsman)
Mid Tech	Vessel/Wheeled*
High Tech	Vessel/Grav**
Very High Tech	Vessel/Grav**
Asteroid Belt or Vacuum World	Vac Suit and Zero-G/Low Gravity Adaptation

* Automatically gains the Driving skill (cross-class unless otherwise noted as a class skill) at skill rank 0.

** Automatically gains the Pilot skill (crossclass unless otherwise noted as a class skill) at skill rank 0.

THE CLASSES

Rather than the basic classes found in the Core Rulebook, Traveller introduces 16 new classes in all, representing the vast majority of people inhabiting the universe. Some, such as the Rogue, are similar in nature to their counterparts available in the Core Rulebook but do have significant differences. The others are totally new classes specific to Traveller.

CORE CLASSES

The classes detailed in this chapter represent the archetypical background and lifestyle a character leads. They are rather broad in scope but cover most general 'types' of people that will be encountered in the universe. A character may usually multiclass into these classes at any point in their lifetime, including during Prior History development unless otherwise indicated in the class description.

Academic: A character that believes in research, logic, reasoning and knowledge as the best tools for solving a problem.

Barbarian: Rugged individuals, used to coping without technological means and surviving in harsh and dangerous environments.

Belter: Asteroid miners or prospectors, in search of the motherlode or working a claim in deep space.

Mercenary: An individual who earns a living through the application of intimidation and/or violence. The Mercenary class does not include government soldiers, sailors, scouts, and marines.

Merchant: A member of the crew of a starfaring merchant ship, or a portside merchant factor.

Noble: A rich, powerful individual, often with good leadership skills.

Professional: A technically-minded individual with good practical skills who favors a hands-on approach.

Rogue: A wanderer and adventurer, willing to bend a few rules here and there.

Traveller: A professional adventurer and jack-of-all-trades.

SERVICE CLASSES

The Army, Navy, Marines, and Scouts are exclusive classes representing a character on active full-time duty with the selected service. A player may choose to create a starting 1st level character in one of these service classes, but will be required to spend at least their first term of Prior History (see pg. 120) as a member of their respective service. Note that since a character can only gain levels in a service class (the one exception being Scouts) while active in Prior History in the appropriate career, the character will need to select another class to multiclass into upon mustering out.

Characters who do not start as a member may only multiclass into a Service Class during Prior History and, with the exception of the Scout service, levels may only be earned in these classes while the character is on active duty. See the chapter on Prior History (pg. 120) for more information.

Army: A member of Ground Force Command. Likely to be an infantryman, artilleryman, vehicle crewmember or a technical/support specialist.

Navy: A member of a starfaring navy or system defense force.

Marines: A soldier skilled in shipboard combat and assault operations.

Scout: An explorer or courier with a broad range of skills.

PRESTIGE CLASSES

Prestige classes are not available to starting characters, having fairly high requirements before they may be taken as an additional class. They represent fairly unique types of people, very specialized in their specific field of endeavor. Four prestige classes have been introduced in this core Traveller rulebook; the Travellers' Aid Society (TAS) Field Reporter, the Big Game Hunter and the Ace Pilot. Details on each of these prestige classes and their requirements may be found in chapter 9 - Prestige Classes (pg. 180).

TAS Field Reporter: A fearless investigative journalist seeking the "real story" in dangerous places.

Big Game Hunter: A stalker of dangerous creatures.

Ace Pilot: A genius at the controls of a particular kind of vehicle.

MULTICLASSING

Multiclassing is allowed in Traveller, and in many ways is encouraged. Multiclassing allows your character to earn improved combat capabilities, different ranges of skills, and new feats that might otherwise be unavailable to the character in their base class. Thus, if an Academic wanted to improve his or her combat capabilities they could multiclass as an Army Soldier, a Marine, or even a Mercenary. In the same manner a Mercenary might wish to multiclass as an Academic to improve the range of skills available to him. There are no experience penalties for multiclassing in T20 unless specifically noted within a class description. Players are encouraged to come up with a plausible reason for multiclassing. Examples include the Academic who serves as a reservist in her local defense regiment, or the Merchant who doubles as the ship's security officer and trains hard to maintain the skills he needs.

CLASS DESCRIPTIONS

The remainder of this chapter is devoted to detailing each of the core classes available in Traveller. Beginning each class entry is a brief description about the class itself, the typical characteristics of this type of character, the backgrounds such people often come from, and why they might make a good adventurer.

GAME RULE INFORMATION

The information needed to actually play a character using a selected class immediately follows the class description. Not all of the specific information below applies to every class.

Class Type: The type of class this is - Core, Service, or Prestige.

Initial Requirements:

Any requirements that must be met before this class may be selected by a character.

Multiclass Restrictions:

Any restrictions or limitations on multiclassing for the class.

Abilities: The most important ability scores for the class.

Stamina: The type of Stamina Die used by characters of the class determines the number of Stamina points gained per level.

Starting Funds: The amount of money in Credits that a 1st level character starts with. If multiclassing, these funds are not received. Additional funds may be acquired after completing any Prior History (see pg. 120).

CLASS TABLE

This table details how a character improves as he or she gains experience levels. Class tables typically include the following:

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks.

Fort Save: The base save bonus on Fortitude saving throws. The character's Constitution modifier also applies.

Ref Save: The base save bonus on Reflex saving throws. The character's Dexterity modifier also applies.

Will Save: The base save bonus on Will saving throws. The character's Wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the "Class Features" sections that follow.

CLASS SKILLS

The number of skill points the character starts with at 1st level, the number of skill points gained each level thereafter, and the list of class skills.

CLASS FEATURES

These are the special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class.

EXPERIENCE LEVELS

Character Level	XP	Max Class Skill Rank	Max Cross-Class Skill Rank	Special
1st	0	4	2	Feat*
2nd	1,000	5	2	
3rd	3,000	6	3	Feat
4th	6,000	7	3	Ability Increase
5th	10,000	8	4	
6th	15,000	9	4	Feat
7th	21,000	10	5	
8th	28,000	11	5	Ability Increase
9th	36,000	12	6	Feat
10th	45,000	13	6	
11th	55,000	14	7	
12th	66,000	15	7	Feat and Ability Increase
13th	78,000	16	8	
14th	91,000	17	8	
15th	105,000	18	9	Feat
16th	120,000	19	9	Ability Increase
17th	136,000	20	10	
18th	153,000	21	10	Feat
19th	171,000	22	11	
20th	190,000	23	11	Ability Increase

* In addition to any class and racial starting feats

Feat: The character may select one additional feat from among any he is qualified for. This does not include feats specific to a character's class. For example, a Merchant character could not select Steward as one of these feats.

Ability Increase: The character may add one point to any ability score of his choice. This increase is permanent. This is often useful in offsetting aging penalties for older, but more experienced characters. A character may never increase his or her Social Standing to greater than 15. The Referee usually handles an increase in Social Standing over 15, typically as a reward during the course of play.

vantages of the class. Class features include some or all of the following:

Starting Feats: Which weapons and armor types the character is proficient with, along with any feats a character automatically earns when taking this class.

Bonus Feats: In place of a specific unique capability, a character may be allowed to select a feat from a list is specific to that class. Some of these bonus feats may be specific to a particular class, and otherwise unavailable to anyone else. In such cases, the feat will be described here.

Ex-Members: If, for some reason, a character is forced to give up this class, these are the rules for what happens.

THE ACADEMIC

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

ACADEMIC CLASS FEATURES

All of the following are class features of the Academic:

Starting Feats:

Research Skill Focus (Knowledge)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Academic gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Academic Lecture*	Advanced Knowledge*	Advanced Research*	Geological Survey
Hacker	Legal Eagle	Medical Specialization	Mental Discipline*
Naval Architect	Pseudo-Eidetic Memory*	Related Field of Study*	Skill Focus (Knowledge)
Surgery	Xeno-Empathy	Xeno-Medicine	

* A specialized class feat.

ACADEMIC CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Craft (any)	Int	Driving	Dex
Decipher Script*	Int	Knowledge (any)	Edu
Gather Information	Cha	Professional (Knowledge Related)	Wis
Navigation	Edu	Speak Language	None
Read/Write Language	None	Use Alien Devices*	Wis
Technical (any)	Edu		

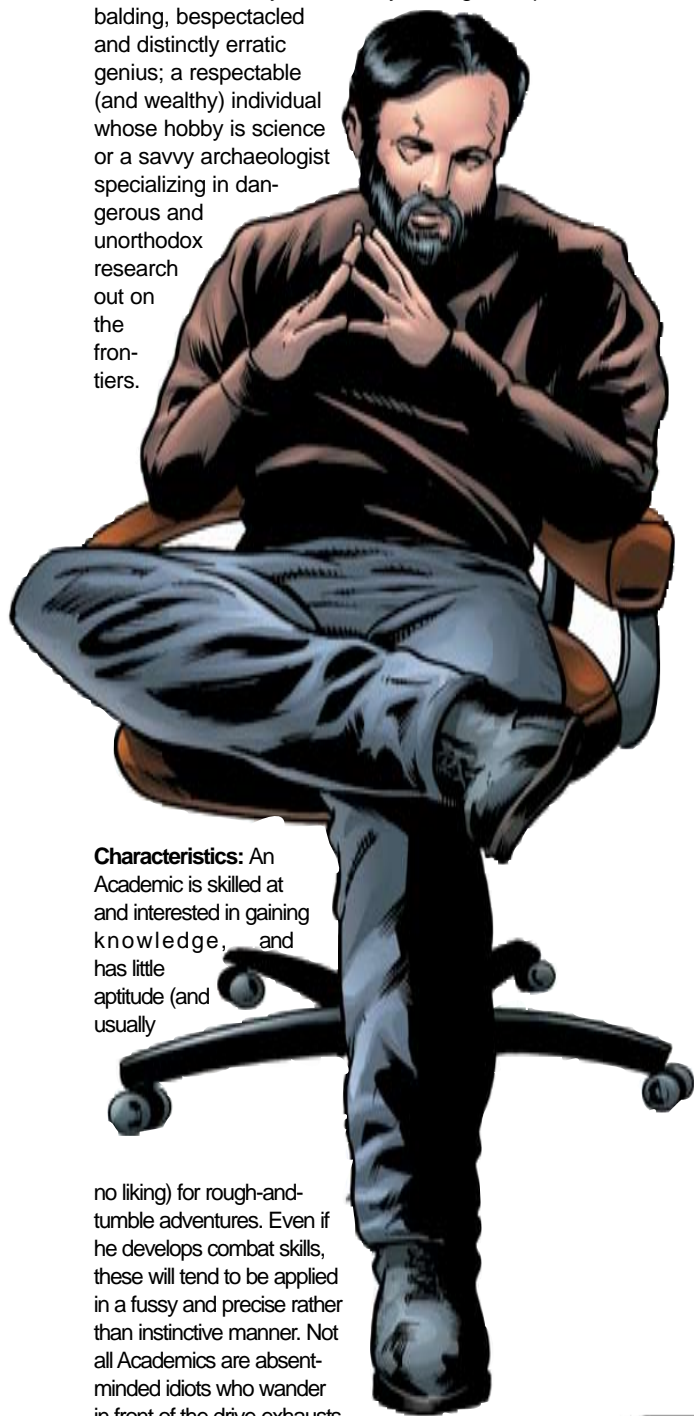
* Exclusive Skill

Starting Skill Points: (8 + Int modifier) x 4. If you are taking Academic as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 8 + Int modifier

ACADEMIC CORE CLASS

The Academic is inclined towards sedentary and studious pursuits. Academics range from "true" academics - students and college professors - through accountants and bureaucrats to field scientists who may experience some danger and action in their daily work. This class covers anyone whose primary function is to collect and apply knowledge, usually from a comfortable chair. The Academic may be a scruffy teenage computer wizard; a balding, bespectacled and distinctly erratic genius; a respectable (and wealthy) individual whose hobby is science or a savvy archaeologist specializing in dangerous and unorthodox research out on the frontiers.



Characteristics: An Academic is skilled at and interested in gaining knowledge, and has little aptitude (and usually

no liking) for rough-and-tumble adventures. Even if he develops combat skills, these will tend to be applied in a fussy and precise rather than instinctive manner. Not all Academics are absent-minded idiots who wander in front of the drive exhausts

while examining a rare rock formation, but they all share a healthy interest in how and why things work, and have a great deal of curiosity.

Background: Academics typically come from a reasonably well-off background; people who can afford the time and the cost of going to college or studying at home. Possible careers for Academics include administrators, computer hackers, individuals trying to develop or investigate psionic powers, research scientists and starship engineers with a strong theoretical interest in how their engines work.

Adventuring: Not all problems can be solved by force or deception. The Academic may have knowledge or contacts that can help solve a problem (or create an adventure lead). Sometimes NPC scholars will be unwilling to talk to their "intellectual inferiors" and will need to be approached by someone respected in the academic community. In a high-tech society, knowledge can really be power - and it is amazing what you can achieve from a swivel chair if you have the right datanet codes....

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: A starting character must have an Education 14+ and Intelligence 12+, or must make a Wisdom check (DC5) to become an academic. Most Academics will usually (but not always) attend University before beginning play in a campaign, in an attempt to earn their degree (see University, pg. 122).

Multiclass Restrictions: To multiclass into the Academic class, a character must have earned at least a Bachelor's degree at University, or have Education 14+ and an Intelligence 12+

Abilities: Education, Intelligence

Stamina: 1d4 + Con modifier per level

Starting Funds: Cr1000

Academic Lecture: The academic may add a +4 synergy bonus when using a related Knowledge skill towards a Bluff skill check rather than the normal +2 synergy bonus, in an appropriate situation.

Advanced Knowledge: The Academic may select one skill from among their Education or Intelligence based class skills to have acquired Advanced Knowledge with. Advanced Knowledge increases the maximum possible skill rank in a selected Intelligence or Education based skill from character level +3 to character level +3 + Education Bonus (any penalty is considered +0 for purposes of this class feature). This class feature may be taken more than once, but each subsequent selection must specify a different skill.

Advanced Research: The Academic may add a +4 synergy bonus when using a related Knowledge skill towards a Gather Information skill check rather than the normal +2 synergy bonus.

Mental Discipline: With a highly trained and analytical mind, an Academic may add +2 to all Intelligence ability checks that require some form of mental agility or problem solving.

Pseudo-Eidetic Memory: Advanced training and practice allows an academic to develop a system of what can occasionally seem like near-total recall. Add a +2 synergy bonus to all Knowledge and Education checks when attempting to recall information that has previously been studied, learned, or otherwise become aware of by the character.

Related Field of Study: The Academic may select any one non-class Intelligence or Education based skill and make it a permanent class skill. Advanced Knowledge may only be taken once per individual skill.

ARMY

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

Starting Skill Points: (4+ Int Modifier) x 4

Skill Points per Level: 4 + Int modifier

SERVICE SKILLS

Characters from a high-tech army may select as class skills anything under the High Tech Army list. Low-tech soldiers may only select as class skills those listed under Low-Tech Army. Soldiers from a mid-tech army may select as class skills from either High or Low tech lists, with the exception of the Technical skill. A mid-tech soldier may only select the T/Mechanical skill.

HIGH/MD TECH ARMY SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Cha	Combat Engineering	Int
Demolitions	Dex	Driving	Dex
Forward Observer	Int	Gambling	Int
Gather Information	Cha	Gunnery	Wis
Leader	Int/Cha	Liaison	Cha
P/Administration	Wis	Pilot	Int/Dex
Recruiting	Edu	Sense Motive	Wis
Spot	Wis	Survival	Wis
Technical (any*)	Edu		

* Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors

MID/LOW TECH ARMY SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Cha	Gambling	Int
Gather Information	Cha	Handle Animal	Cha
Leader	Int/Cha	Liaison	Cha
Recruiting	Edu	Ride	Dex
Spot	Wis	Survival	Wis

ARMY SERVICE FEATURES

All of the following are class features of the Army:

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

Low Tech	Mid Tech	High Tech
Weapon Proficiency (Swordsman)	Weapon Proficiency (Marksman)	Weapon Proficiency (Marksman)
Armor Proficiency (Light)	Weapon Proficiency (Combat Rifleman)	Weapon Proficiency (Combat Rifleman)
	Armor Proficiency (Light)	Armor Proficiency (Light)
		Armor Proficiency (Medium)
		Armor Proficiency (Vac Suit)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Army personnel gain a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Low Tech	Mid Tech	High Tech
Brawling	Armor Proficiency (Vac Suit)	Armor Proficiency (Battledress)
Command Presence*	Brawling	Brawling
Mounted Combat	Command Presence*	Command Presence*
Tactics I*	Heavy Metal	Heavy Metal
Ride-By Attack	Mounted Combat	Tactics I*
Shield Proficiency	Tactics I*	Tactics II*
Spirited Charge	Tactics II*	Strategy*
Trample	Ride-By Attack	Vessel (Aircraft)
Vessel (Watercraft)	Vessel (Aircraft)	Vessel (Grav)
Weapon Specialization*	Vessel (Ground)	Vessel (Ground)
PMOS*	Vessel (Watercraft)	Vessel (Watercraft)
	Weapon Proficiency (Field Artillery)	Weapon Proficiency (Field Artillery)
	Weapon Proficiency (Lasers)	Weapon Proficiency (High Energy)
	Weapon Specialization*	Weapon Proficiency (Lasers)
	PMOS*	Weapon Specialization*
		PMOS*

* A specialized class feat.

ARMY SERVICE CLASS

Most worlds maintain Ground Forces for their own defense. Characters who have served in the Army will have gained experience in one of the three main combat arms (Infantry, Artillery, Cavalry) or the support formations (Technical, Logistics, Intelligence etc). Most characters are likely to have served in the infantry. Army characters (of all arms) learn how to operate infantry weapons plus some specialist skills, for example dealing with vehicle operations, hostile-environment survival or combat engineering.

Characteristics: Military personnel are trained to act. They have a tendency to engage problems rather than stand about wondering what to do. This does not guarantee the ex-soldier will come up with the best solution to a problem; merely that he or she will do something. Military personnel are usually very proud of whatever unit they served with. They will be familiar with military equipment and weapons of their own and other cultures.

Background: The Army requires its personnel to be in reasonably good physical shape (even for desk jobs at the supply bases). Highly technical jobs such as Combat Engineering or Electronic Warfare require a good education and familiarity with high-tech equipment, but almost anyone can be trained to be a skilled infantryman, so ex-army characters may come from any background. Those with a high social standing, intelligence or education often become technical specialists and/or officers

Adventuring: Military personnel are a great asset to any adventuring group. Their training and weapons skills are an asset in a fight, and many ex-soldiers have other useful skills such as T/Electronics or survival which can assist a group in reaching its goal.

GAME RULE INFORMATION

Class Type: Service

High Tech Army (H): Tech Level 9+

Mid Tech Army (M): Tech Level 5-8

Lo Tech Army (L): Tech Level 1-4

Initial Requirements: The character must be from a world with some form of military or paramilitary ground forces. Strength 10+ and Dexterity 8+ are also required.

Multiclass Restrictions: Only a character actively working in the Army prior history may multiclass into the Army class.

Stamina: 1d8 + Con modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

Command Presence: The art of using presence and voice to inspire confidence and leadership. Add a +2 synergy bonus to all Leader skill checks. This bonus does stack with the Natural Born Leader feat.

Strategy: Requires the Tactics II class feature. With this feat, the soldier may add his Wisdom or Intelligence bonus (whichever is higher) to any initiative rolls or saving throws made by units under his command. Treat any negative ability modifier as +0 for purposes of this feat.

Tactics I: With this feat, the soldier may add his Wisdom or Intelligence bonus (whichever is higher) to any small-unit initiative rolls or saving throws. Treat any negative ability modifier as +0 for purposes of this feat. A small unit is a team of combatants numbering from 2 to 12 troops.

Tactics II: Requires the Tactics I class feature. The soldier has developed an insight into the tactics involved in maneuvering larger sized battlefield units including both manpower and vehicle assets ranging from platoon to battalion size. The soldier may add his Wisdom or Intelligence bonus (whichever is higher) to the initiative rolls or saving throws for these assets. Treat any negative ability modifier as +0 for purposes of this feat.

Weapon Specialization: On achieving 2nd level or higher, as a feat the army soldier may take Weapon Specialization.

Weapon Specialization adds a +2 damage bonus with a chosen weapon. The soldier must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 10 meters, because only at that range can the soldier strike precisely enough to hit more effectively.

EX-ARMY PERSONNEL

Army personnel who muster-out, retire, are otherwise released from the service and not actively working in the army prior history, may not take any additional levels as a member of the Army class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



BARBARIAN

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

BARBARIAN CLASS FEATURES

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

Armor Proficiency (Light) Technophobia

Shield Proficiency

Weapon Proficiency (Archer)

Weapon Proficiency (Swordsman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Barbarian gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Animal Whisperer*	Athletic	Brawling
Dodge	Endurance	Great Fortitude
Improved Initiative	Iron Will	Lightning Reflexes
Mobility	Natural Born Leader	Natural Compass
Natural Medicine*	Run	Skill Focus (Outdoor Survival)*
Stealthy	Toughness	Tracker
Trapping	Weapon Focus	Weapon Specialization*

* A specialized class feat.

BARBARIAN CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Animal Empathy*	Cha	Climb	Str
Craft (any**)	Int	Entertain (any**)	Cha
Handle Animal	Cha	Hide	Dex
Intuit Direction	Wis	Jump	Str
Listen	Wis	Move Silently	Dex
Ride	Dex	Spot	Wis
Swim	Str	Technosavvy*	Int
Tumble	Dex	Survival	Wis

* Exclusive Skill

** As appropriate for a TL0-3 society.

Starting Skill Points: (2 + Int modifier) x 4.

Skill Points per Level: 2 + Int modifier

BARBARIAN CORE CLASS

The Barbarian hails from a rural low-tech society. This may be the outback of a developed world or the towns of a low-tech planet. Not all Barbarians are muscular sword-wielding heroes. Many are craftsmen, merchants or professionals such as priests or scribes, but for the most part Barbarian characters will be familiar with outdoor life and will possess survival, hunting or low-tech combat skills. Barbarians are not stupid; they are merely uneducated in the technological marvels of the universe and unfamiliar with life in the big city.

Characteristics: Barbarians are rugged individuals, used to coping without technological means. They are self-reliant and usually slow to trust others. Coming from a world without trauma centers and social services, barbarians tend to be prudent about risk-taking but at the same time willing to stake a great deal on their own competence. Some Barbarians may shun or actually be afraid of technology; most are likely to see it as a useful tool but one that can make the user forget about his own capabilities in favor of quick and easy technological crutches. Such individuals may be willing to use technology but will be careful not to become reliant on it.

Background: A Barbarian character might be a stone-age savage rescued from wild animals on his homeworld, a backwoods hunter from a mid-tech society, or a chainmail-armored swordsman recruited from the royal guard of his TL2 homeworld.

Adventuring: Barbarians usually have excellent "woodcraft" skills and can be a big asset when out in the wilds, acting as scouts and hunters. They are also skilled at fighting, and can learn how to use modern weapons if they choose to. Sometimes the simplistic "barbarian" outlook can provide a direct answer to problems that elude more sophisticated individuals.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: A starting character must usually be from a Very Low technology homeworld (TL 0-3) to become a Barbarian, though the Referee may choose to allow Barbarian characters to hail from higher technology worlds if desired. Barbarians begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Barbarian Prior History before taking a term of Prior History in any other service or profession.

Multiclass Restrictions: You cannot multiclass into the Barbarian class.

Abilities: Dexterity, Wisdom

Stamina: 1d12 + Con modifier per level

Starting Funds: Cr100

Animal Whisperer: While a Barbarian cannot exactly talk to animals, their ability to deal with them sometimes makes it almost appear to be true. In non-combat situations, a barbarian with an Animal Empath skill rank of 5 or more may add a +4 skill synergy bonus to all Handle Animal or Ride skill checks rather than the standard +2 synergy bonus.

Natural Medicine: While not technologically advanced, Barbarians do tend to have a fair amount of herbal lore and natural remedies available to them when they must deal with injuries and ailments. This feat is similar to the First Aid feat available to anyone, allowing a barbarian to function as if he had a T/Medical skill rank of 0. In addition, it also allows a barbarian to use this skill in a wilderness environment as if he had a proper basic TL5-7 field medical kit at all times. This feat requires a K/Herbal Lore skill rank of 5 or greater.

Outdoor Survival: A Barbarian may add +2 to all Survival skill checks on Thin, Standard, or Dense atmosphere worlds. In addition they may treat the following skills as Untrained skills: Animal Empathy, Handle Animal, Intuit Direction, and Tumble.

Weapon Specialization: At 2nd level and higher, the Barbarian may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The barbarian must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage

bonus only applies if the target is within 10 meters, because only at that range can the soldier strike precisely enough to hit more effectively. This feat may be taken more than once, but each time it must be applied to a different weapon.

Technophobia: Because of their unfamiliarity with technology, Barbarians are often wary of and all have difficulty with items of a technology level of 4 or better, or when using technology related skills (any technical skills, combat engineering, demolitions, driving, forward observer, all knowledge skills, and pilot).

When attempting to use technology related skills, a Barbarian suffers a -2 penalty to all checks.

When attempting to use a technological item, a Barbarian suffers a -4 penalty to all checks. If someone has shown him how to use the item or he has used the item previously, the penalty is only -2.

Technosavvy Skill: Technosavvy is a skill available only to the Barbarian class. Its sole purpose is to allow a Barbarian to offset the penalties incurred because of Technophobia. This skill is developed like any other skill, and is considered a class skill for point costs. Advancement in this skill represents the character's increasing familiarity with technology. A Technosavvy skill check may be made (DC20) whenever the Barbarian character would normally be penalized for Technophobia. If the skill check is successful, the character may reduce any Technophobia penalties by 2 points.

EX-BARBARIANS

A Barbarian who becomes too technologically sophisticated is no longer a true barbarian. If his Technosavvy skill rank ever equals or exceeds 10, the character may no longer earn levels as a barbarian. Furthermore, if a Barbarian who is multiclassed ever improves another class level by more than one level above his current Barbarian class level, he may never again

raise his Barbarian level, though he retains all of his Barbarian abilities. For example, a character with Barbarian level 2 and army level 2 could take a new level in army and still earn levels as a Barbarian at the next level increase, because his army class level would

still only be 1 greater than his Barbarian class level. If the character decided to take another level in army next time, he

would no longer be able to earn levels as a barbarian because his army level (4th) is now two levels higher than his Barbarian class level.

An ex-Barbarian keeps all abilities previously earned, and no longer suffers a -2 penalty when attempting to use technology related skills.



BELTER

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

BELTER CLASS FEATURES

All of the following are class features of the Belter:

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

Armor Proficiency (Light) Armor Proficiency (Vac Suit)

Weapon Proficiency (Marksman) Zero-G/Low Gravity Adaptation

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Belter gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

3D Spatial Awareness*	Dumb Luck	Gearhead
Geological Survey	Imp Zero-G/Low Gravity Adaptation	Junkyard Dog*
Jury Rig	Midas Touch*	Miracle Worker
Self-Reliance*	Ship Tactics	Skill Focus (Prospecting)
Vessel (Ship's Boat)	Vessel (Starships)	Weapon Proficiency (Ship's Weapons)

*A specialized class feat.

BELTER CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Bluff	Cha
Demolitions	Dex	Forward Observer	Int
Gambling	Int	Gunnery	Wis
K/Mining	Wis	K/Geology	Wis
T/Astrogration	Edu	Pilot	Dex
P/Prospecting	Wis	Search	Int
Technical (Any)	Edu		

Starting Skill Points: (6 + Int modifier) x 4

Skill Points per Level: 6 + Int modifier

BELTER CORE CLASS

Belters are asteroid miners or prospectors. Many operate small starships while others live and work in small, close-knit communities. Belters have a wide range of skills from starship operations to engineering and working in hostile environments. Belters range from scruffy "one-mule" prospectors who spend months at a time alone in space to highly-educated mining engineers with impressive degrees.

Characteristics: A Belter's livelihood and his life depend upon his equipment and his colleagues. Belters are thus unwilling to trust either until it or they have been proven worthy. They tend to be close-mouthed and rather dour in the working environment, and extremely intolerant of waste or incompetence. Belters often show another side of their character when away from work, and may party riotously to let off steam. Some Belters are avid scholars, fascinated by new techniques and ways to wring a little more utility out of their equipment. The great majority are rule-of-thumb engineers using techniques learned from Old Uncle Bob and getting along just fine, thank you very much.

Background: Most Belters are the children of Belters or are adopted into the Belting community. Such individuals tend to have a rather rough-and-ready upbringing and education, but are often experts on equipment maintenance and safety. Some "Belters" are actually "Asteroid Miners"; highly-skilled engineers in shiny starships. Such individuals are scorned by "true" Belters, and treated as "rich kids playing at Belting".

Adventuring: Belters are self-reliant and skilled with machinery, especially at jury-rigging and adapting old gear to new applications. They can fill many positions aboard a starship and have a good broad set of skills that suit them to freewheeling adventure among the stars.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: Must be from a High Technology world (TL 10+). Belters begin as a young adult (age 14 for most races) rather than an adult (age 18 for most races), and must take at least one term of Belter Prior History before taking a term of Prior History in any other service or profession.

Multiclass Restrictions: You cannot multiclass into the Belter class.

Abilities: Education, Intelligence

Stamina: 1d6 + Con modifier per level

Starting Funds: Cr200

3D Spatial Awareness: Due to a Belter's years in low or zero gravity environments, the ability to maneuver in three dimensions has become second nature to them. Add a +2 circumstance bonus when making Reflex saves in such an environment, and a +1 circumstance bonus to all Pilot skill checks while operating in space. Requires both the Zero-G/Low Gravity Adaptation feat and the Improved Zero-G/Low Gravity Adaptation feat.

Junkyard Dog: Some Belters prefer to deal in salvage work rather than prospecting for mineral wealth. With this feat, a Belter automatically earns a 1d8+2 percent 'finders fee' when returning salvaged items owned by a government rather than having to barter for the additional cash as per the normal Salvage rules (see pg. 344). When selling salvaged items for scrap, a Belter with this

feat is able to command a price equal to 2d6% of the original value of the item rather than just 1d10%.

This feat will also impart a +2 bonus when using the Appraise skill to attempt to determine the possible value of a salvaged item.

Self-Reliance: When you tend to work out in the middle of nowhere, hours or days from contact with other people, and something goes wrong a certain amount of self-reliance develops. This feat allows a Belter to treat any Technical skill as an Untrained skill.

Midas

Touch: Some Belters (the more prosperous ones at least) tend to develop a knack for locating potentially lucrative spots for prospecting. If a strike is made, the Belter may increase the level of the discovery by 1 level of value as per the Prospecting rules (pg. 84) if desired.

EX-BELTERS

A Belter must always have a P/Prospecting skill rank equal to or higher than his current Belter level. If a Belter's class level would ever exceed his P/Prospecting skill rank, he may not take another level in the Belter class until his P/Prospecting skill rank is improved sufficiently.

The Marine Corps is a specialized fighting force. Its troopers



MARINE

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

MARINE SERVICE FEATURES

All of the following are class features of the Marine:

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

Weapon Proficiency (Marksman)	Weapon Proficiency (Combat Rifleman)
Weapon Proficiency (Swordsman)	Weapon Focus (Cutlass)
Armor Proficiency (Light Armor)	Armor Proficiency (Medium Armor)
Armor Proficiency (Vac Suit)	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Marine gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg 100) that they are qualified for.

Armor Proficiency (Battledress)	Brawling	Command Presence*
Heavy Metal	High Morale*	Improved Zero-G/Low Gravity Adaptation
Second Wind*	Tactics I*	Tactics II*
Toughness	Vessel (Aircraft)	Vessel (Grav)
Vessel (Ground)	Vessel (Ship's Boat)	Weapon Proficiency (High Energy)
Weapon Proficiency (Lasers)	Weapon Proficiency (Ship's Weapons)	Weapon Specialization
PMOS*	Zero-G Combat	Zero-G/Low Gravity Adaptation

* A specialized class feat.

MARINE SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Cha	Combat Engineering	Int
Demolitions	Dex	Driving	Dex
Forward Observer	Int	Gambling	Int
Gather Information	Cha	Gunnery	Wis
Leader	Int/Cha	Liaison	Cha
P/Administration	Wis	Pilot	Int/Dex
Recruiting	Edu	Sense Motive	Wis
Spot	Wis	Survival	Wis
Technical (any*)	Edu		

* Communications, Computer, Electronics, Gravitics, Mechanical, Medical, or Sensors

Starting Skill Points: (2 + Int modifier) x 4

Skill Points per Level: 2 + Int modifier

MARINES SERVICE CLASS

gain impressive combat skills and some shipboard experience. Marines are adept at fighting in zero-g and other hostile environments.

Characteristics: Marines are tough and team-oriented. They are sometimes a little contemptuous of the Army, and claim not to be able to comprehend the Navy's way of doing things. Marines are exceptionally proud of their unit and of the Marine Corps in general. The Marines are often used as a hammer to smash the government's problems, and many Marines retain the "break it now, let someone else worry about questions and stuff" attitude.

Background: Marines are generally recruited on mid to high tech worlds. Physical standards are high, and trained higher. As close cousins to the Navy, the Marines have a higher proportion of Noble officers than the Army (the Scouts have almost none!). Marines also tend to be intelligent and flexible, since they have to operate complex weapon systems in highly fluid combat environments.

Adventuring: A Marine is an impressive one-person fighting force, and may have useful secondary skills like T/Electronics or Gunnery. A Marine uniform is less well regarded than a Naval one, but ex-Marines are generally treated with respect wherever they go.

GAME RULE INFORMATION

Class Type: Service

Initial Requirements: The character must be from a world with some form of spacefaring or starfaring military forces. Strength 10+, Dexterity 10+ and Intelligence 8+ are also required.

Multiclass Restrictions: Only a character actively working in the marines prior history may multiclass into the marines class.

Stamina: 1d10 + Con modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

Command Presence: The art of using presence and voice to inspire confidence and leadership. Add +2 bonus to all Leader skill checks. This bonus can be stacked with the Natural Born Leader feat.

Tactics I: With this feat, the character may add his Wisdom or Intelligence bonus (whichever is higher) to any small-unit initiative rolls or saving throws. Treat any negative ability modifier as +0 for purposes of this feat. A "small unit" is a team of combatants numbering from 2 to 12 troops.

Tactics II: Requires the Tactics I class feature. The character has developed an insight into the tactics involved in maneuvering larger sized battlefield units including both manpower and vehicle assets ranging from platoon to battalion size. The soldier may add his Wisdom or Intelligence bonus (whichever is higher) to the initiative rolls or saving throws for these assets. Treat any negative ability modifier as +0 for purposes of this feat.

High Morale: Marines are known for their high morale and esprit de corps, thus marines with this feat earn a +2 to all Will saving throws.

Second Wind: Once per day the character may make a Will saving throw in place of a failed Fortitude saving throw. If the Will save is successful, the character is considered to have made the original Fortitude saving throw anyway. This class feat may be taken more than once, with each subsequent selection adding +1 to the number of times per day this feat may be used.

Weapon Specialization: Weapon Specialization adds a +2 damage bonus with a chosen weapon. The character must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 10 meters, because only at that range can the character

shoot precisely enough to hit more effectively. The marine may take this feat as a bonus feat or as a regular one.

EX-MARINE PERSONNEL

Marine personnel who muster-out, retire, are otherwise released from the service and not actively working in the Marine prior history may not take any additional levels as a member of the marine class, though they retain all of the skills and feats they have already acquired.

This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



MERCENARY

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

MERCENARY CLASS FEATURES

All of the following are class features of the Mercenary:

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

Armor Proficiency (Light)	Armor Proficiency (Medium Armor)
Armor Proficiency (Vac Suit)	Weapon Proficiency (Marksman)
Weapon Proficiency (Combat Rifleman)	

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Mercenary gains a bonus feat.

These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Alertness	Armor Proficiency (Heavy)	Brawling
Cross Training*	Defensive Roll*	Dodge
Evasion*	Far Shot	Heavy Metal
Improved Critical	Improved Initiative	Improved Unarmed Strike
Opportunist*	Point Blank Shot	Precise Shot
Quick Draw	Rapid Shot	Shot on the Run
Sneak Attack*	Tactics I*	Toughness
Uncanny Dodge*	Weapon Focus	Weapon Specialization*
Vessel/Ground Vehicles	Vessel/Watercraft	Zero-G/Low Grav Adaptation

* A specialized class feat

MERCENARY CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bluff	Cha	Gambling	Int
Driving	Dex	Intimidate	Cha
Hide	Dex	Move Silently	Dex*
Leader	Int	Technical	Edu
Spot	Wis		

Starting Skill Points: (2 + Int modifier) * 4. If you are taking Mercenary as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 2 + Int modifier

MERCENARY

CORE CLASS

The Mercenary is inclined towards combat and violence. Some are actual mercenary soldiers, while others are barfighters, gunmen, bouncers, martial artists, security officers and so on. The Mercenary finds it easy to learn about combat and related matters such as stealth and hostile-environment skills.

Characteristics: The Mercenary may be a simple thug, a realist willing to accept violence as a fact of life, or some kind of "enlightened warrior" who seeks truths and inner peace while battling all comers. Most Mercenaries are often willing to take a direct and sometimes brutal approach to problems, and to accept risk or even casualties in order to achieve their goals. Very few are murderous, sociopathic thugs and most have a healthy respect for the consequences of violent action.

Background: Mercenaries have been exposed to violence at various times, and usually have some formal combat training. Service in the interstellar or planetary armed forces is a common route. Others might have trained with a mercenary unit or a megacorporation's security arm, or may have learned their skills in a martial arts dojo or on the streets of a rough neighborhood.

Adventuring: Some problems require force to overcome, and these are the people to supply it. Mercs have the skills to use personal weapons effectively, and often have the ability to operate military equipment such as secure communications gear, combat vehicles and explosives.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: A starting character must have Strength 12+ and Dexterity 8+ to become a Mercenary.

Multiclass Restrictions: To multiclass into the Mercenary class a character must have served at least one term in the Army, Marines, or Navy prior history (see Prior History, pg.120).

Abilities: Dexterity, Intelligence

Stamina: 1d10 + Con modifier per level

Starting Funds: Cr2000

Cross Training: The character may select one class feat from the Army, Marine, or Navy class. This class feat may be selected a maximum of two times.

Defensive Roll: Once per day, a Mercenary may attempt to roll with an incoming blow to take less damage from it. She makes a Reflex save (DC=stamina damage dealt) and if successful, she only takes half damage (stamina and lifeblood) from the blow. She must be aware of the attack and able to execute this maneuver. If she would normally be denied her Dexterity bonus to AC, she can't try it. Note that the Mercenary's Evasion feature does not apply when attempting a Defensive Roll.

Evasion: If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a grenade), she takes no damage with a successful saving throw. Evasion can only be used if the Mercenary is wearing light armor or no armor.

Opportunist: Once per round, the Mercenary can make an attack of opportunity against an opponent that has just been hit for at least 1 point of lifeblood damage. This attack counts as the Mercenary's attack of opportunity for this round. Even a Mercenary with the Combat Reflexes feat may not make more than one Opportunist attack per round.

Sneak Attack: If a Mercenary catches an opponent unaware or unable to defend himself (i.e. without their normal Dexterity bonus to AC; attacking from behind, a flank attack, etc.), she may strike for extra damage by targeting a vital spot. If the attack is successful, the mercenary will inflict one extra die of damage. If a critical hit occurs, this extra damage is not multiplied. Ranged attacks can only be a sneak attack if the target is within 9 meters. This class feature may be selected more than once. Each

subsequent selection will add 1 extra die of damage to the effects of a successful sneak attack.

Tactics I: With this feat, the character may add his Wisdom or Intelligence bonus (whichever is higher) to any small-unit initiative rolls or saving throws. Treat any negative ability modifier as +0 for purposes of this feat. A "small unit" is a team of combatants numbering from 2 to 12 troops.

Uncanny Dodge: The Mercenary gains the ability to react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or unaware.



MERCHANT

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

MERCHANT CLASS FEATURES

All of the following are class features of the Merchant:

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

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

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Merchant gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Calculating Eye*	Carousing	Chief Steward*
Connections (Merchants)	Fast Talk	Gearhead
Jury Rig	Market Analyst*	Miracle Worker
Narrow Escape*	Ship Tactics	Steward*
Vessel (Ship's Boat)	Vessel (Starship)	Zero-G/Low Gravity Adaptation

* A specialized class feat.

MERCHANT CLASS SKILLS

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

Starting Skill Points: (7 + Int modifier) * 4. If you are taking Merchant as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 7 + Int modifier

MERCHANTS

CORE CLASS

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

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

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

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

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: A starting character must have Strength 12+ and Intelligence 14+, or must make a Wisdom check (DC8) to become a Merchant. Once you have finished creating a Merchant character you are obligated to spend at least one term (4 years) serving in the Merchant prior history (see Prior History, pg. 120). You may choose to defer the enlistment term and attend University first if desired (see University pg. 122).

Multiclass Requirements: To multiclass into the Merchant class a character must be actively working as a merchant in prior history (see Prior History, pg.120), or must be an active crewmember of a working starship of any type.

Abilities: Education, Intelligence, Dexterity

Stamina: 1d6 + Con modifier per level

Starting Funds: Cr1000

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

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

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

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

Chief Steward: Adds 1d3 High, 1d6 Middle, and 1d6+3 low passengers to the number requesting travel aboard ship. Requires the Steward class feature first.

Market Analyst: This feature of the Merchant class bestows knowledge of base market values for trade goods, and the ability to predict general sale trends for a specific world. A successful Broker skill check (DC15) allows the first die of the 3d6 to be thrown on the

Actual Value Table (see Trade and Commerce pg.355). A second successful Broker skill check (DC30) allows the Merchant to throw the second of the three dice thrown on the Actual Value Table. This result is recorded and kept for use when the cargo is sold, allowing a reasonably accurate assessment of what the final price will be. The third die can never be predicted. The prediction will not hold indefinitely. Once it has expired the prediction is invalid and all Actual Value dice will be rolled normally. Each type of good must be predicted separately, and different lots of the same type must have separate second die roll predictions.

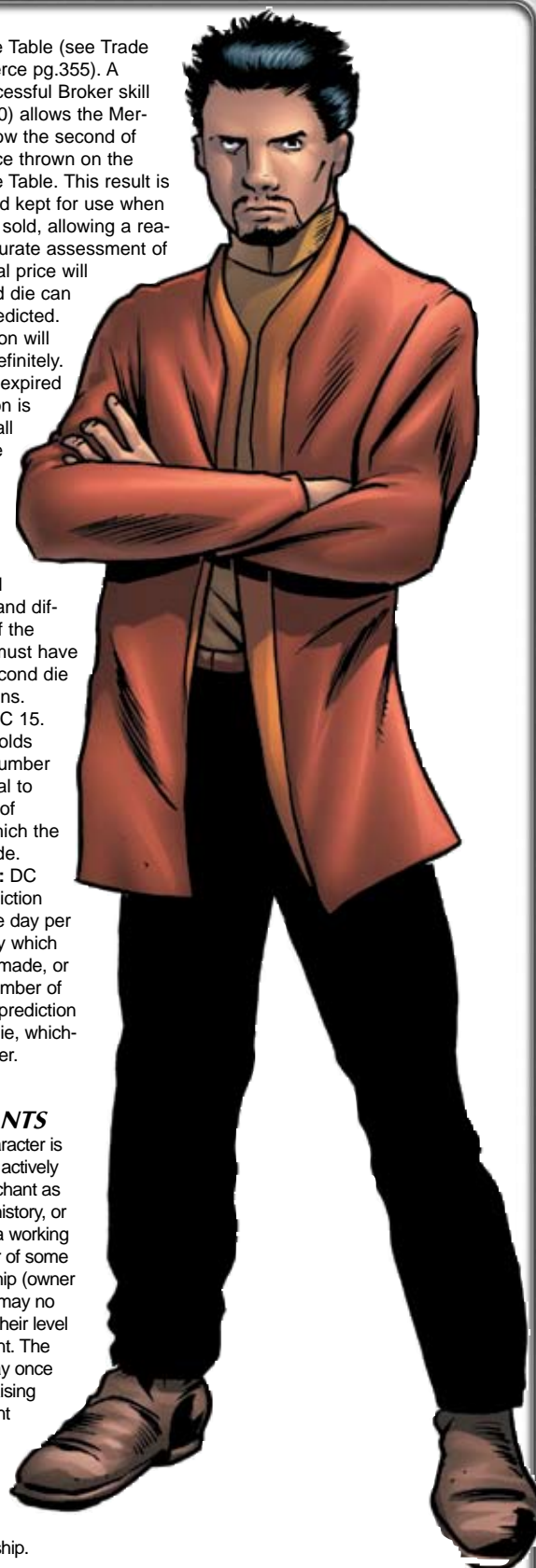
First Die: DC 15.

Prediction holds valid for a number of days equal to the number of points by which the roll was made.

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

EX-MERCHANTS

If a character is no longer an actively working Merchant as part of prior history, or is no longer a working crewmember of some type of starship (owner or not), they may no longer raise their level as a Merchant. The character may once again start raising their Merchant level if they once again become a crewmember aboard a working starship.



NAVY

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

NAVY CLASS FEATURES

All of the following are class features of the Navy:

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

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

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level Naval personnel gain a bonus feat.

These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg 100) that they are qualified for.

Armor Proficiency (Battle Dress)	Brawling	Carousing
Command Presence*	Cross Training*	Damage Control*
EW Specialist	Fleet Tactics	Gearhead
Heavy Metal	Interrogation	Jury Rig
Natural Born Leader	Miracle Worker	Naval Architect
Ship's Tactics	Vessel (Starships)	Vessel (Ship's Boat)
Weapon Proficiency (Ship's Weapons)	Weapon Proficiency (Swordsman)	PMOS*

* A specialized class feat.

NAVY SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Cha	Driving	Int/Dex
Forgery	Int/Dex	Forward Observer	Int
Gambling	Int	Gather Information	Cha
Gunnery	Wis	Leader	Int/Cha
Liaison	Cha	Navigation	Edu
Pilot	Int/Dex	P/Administration	Wis
Recruiting	Edu	Survival	Wis
Technical (any)	Edu		

Starting Skill Points: (6 + Int modifier) x 4

Skill Points per Level: 6 + Int modifier

NAVY SERVICE CLASS

The Navy and the various system defense squadrons require educated, intelligent personnel to operate technical systems and weapons, or to fly and navigate the spacecraft and starships of the service. Naval service is very prestigious. Ex-Navy characters will have basic skills in routine shipboard tasks and vacc suit operations, plus the skills of their specialist department. This is most likely to be Engineering, Gunnery, Flight or "Crew". The latter are general personnel who fulfill many jobs aboard ships and at installations. Highly educated characters or those from a good family are likely to be officers.

Characteristics: Naval personnel are generally intelligent and well-educated. Like the Army, the Navy instills a fierce pride in its crews. Many ex-Navy personnel remain on the "reserve" list ready to be called up for service. Their dress uniform will come out for formal occasions. Naval personnel know that they are held in high regard as defenders of the stars. Some are rather contemptuous of the Army.

Background: Naval personnel are drawn from high-tech worlds. They are usually well educated and should be reasonably dexterous (for low-g maneuvering). Naval officers are often drawn from among the Nobility. This is especially true of ship commanders and flight branch officers. Others (gunnery and engineering, for example) are likely to be well-educated commoners.

Adventuring: Naval personnel have excellent shipboard skills, and may also have contacts in the service. They will have taken liberty in many ports across charted space, and should have a decent set of interpersonal skills too. While less skilled at combat than Army characters, the Navy does train its people with weapons in addition to their technical skill.

GAME RULE INFORMATION

Class Type: Service

Initial Requirements: The character must come from a world with some form of starfaring or spacefaring military forces. Intelligence 12+ and Dexterity 12+ are also required.

Multiclass Restrictions: Only a character actively working in the Navy prior history may multiclass into the Navy class.

Stamina: 1d6 + Con modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

Command Presence: The art of using presence and voice to inspire confidence and leadership. Add a +2 synergy bonus to all Leader skill checks. This bonus does stack with the Natural Born Leader feat.

Cross Training: The Navy believes in training its sailors with at least some familiarity of a variety of tasks allowing for more flexibility of personnel in the event of the loss of other crewmembers during a battle. Any Technical skills the character is not currently trained in may be treated as if it were an 'untrained' skill. This means the character may attempt to use the skill as if they had a skill rank of 0. This feat may only be taken once by Naval personnel.

Damage Control: Being aboard a fighting naval vessel will usually impart some level of knowledge on the art of damage control, or quickly and effectively instituting temporary but critical repairs when needed. When a character or NPC leading a repair crew has the damage control feat, they may add x2 to the Repair Point multiplier for the team each round.

EX-NAVY PERSONNEL

Navy personnel who muster-out, retire, are otherwise released from the service and not actively working in the Navy prior history, may not take any additional levels as a member of the Navy class, though they retain all of the skills and feats they have already acquired. This rule may be waived if the Referee intends to run an active duty campaign with characters playing military personnel.



NOBLE

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

NOBLE CLASS FEATURES

All of the following are class features of the Noble:

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

Armor Proficiency (Light)	Weapon Proficiency (Swordsman)
Weapon Proficiency (Marksman)	

Bonus Feat: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Noble receives a bonus feat that may be selected from any of the open or combat related feats or from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg 100) that they are qualified for.

Carousing	Noble Presence*	Connections
Fast Talk	Hobby	Interrogation
Iron Will	Legal Eagle	Natural Born Leader
Noble Indignance*	Patronage*	Trustworthy
Trust Fund*	Vessel (any)	

*A specialized class feat.

NOBLE CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Bluff	Soc/Cha
Bribery	Soc/Cha	Craft (any)	Int
Entertain (any)	Cha	Gather Information	Cha
Innuendo	Wis	Intimidate	Soc/Cha
Knowledge (any)	Edu	Leader	Int
Liaison	Soc/Cha	Profession (any*)	Wis
Read/Write Language	None	Sense Motive	Wis
Speak Language	None		

* As appropriate for a noble.

Starting Skill Points: (6 + Int modifier) * 4 If you are taking Noble as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 6 + Int modifier

NOBLE CORE CLASS

Nobles generally move in high-powered circles, meeting rich, powerful or well-respected individuals in the course of their activities. They often serve as diplomats or act as representatives for interest groups. Many Nobles have a specific vocation, such as Naval Officer or Diplomat, while others are freelance trouble-shooters or members of a higher noble's household or court.

Characteristics: While some Nobles are rich playboys, most are skilled and dedicated, either born into a tradition of service or elevated to their rank in recognition of their past deeds. Either way, Nobles tend to be skilled at leading and directing people and have a get-things-done mentality. The vast majority of nobles would be very reluctant to act against the interests of the government or the people it represents.

Background: A character can be a member of the nobility in two general ways. They can be born into a noble family or elevated for exceptional service. This can be military or diplomatic service or in recognition of scientific or artistic brilliance. Nobles tend to be well educated and cultured individuals, or are expected to become so after their elevation.

Adventuring: Having a Noble in the party opens doors. Red tape tends to vanish and officials are often more polite and efficient than towards other characters. A Noble will tend to get better results than a commoner when trying to take charge of a situation, however good their respective ideas may be. A Noble's skills are primarily in leadership and diplomacy, but many Nobles develop proficiency with weapons - particularly the dueling sword - and may have high combat skill levels due to a previous career, for example in the Navy.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: A starting character must have Social Standing 16 + to become a Noble.

Multiclass Restrictions: To multiclass into the Noble class, a character must have Social Standing 16+

Abilities: Social Standing, Education, Intelligence

Stamina: 1d6 + Con modifier per level

Starting Funds: Cr5,000

Noble Presence: The art of using presence and voice to inspire confidence and leadership. With this feat a noble may use their Social Standing in place of their Charisma as the key ability for the Leader and Liaison skills.

Noble Indignance: Many Nobles are quite adept at using their titles to browbeat and intimidate those of lesser social status into temporary compliance. With this feat a Noble may use their Social Standing in place of their Charisma as the key ability for the following skills: Bluff, Bribery, and Intimidate.

Patronage: Some Noble families are known for their patronage of the arts or sciences, and tend to impart such an interest in their offspring and focus much of their schooling in these directions. This class feature may only be selected once, and the noble must choose between the following two options:

A Patron of the Arts is raised with an appreciation and eye for the fine arts, and may attempt to use any Entertain or Craft skill that they have NO skill ranks in, as if they had a skill rank of 1 instead. This does not mean the noble actually has a rank of 1 in the skill; the first two skill ranks will still have to be bought if the noble wishes to actually learn and develop such a skill. In addition, they may apply a +4 rather than a +2 synergy bonus when using an art, craft, or entertainment related Knowledge skill or a Technical skill to aid another skill check.

A Patron of the Sciences is broadly schooled in the various fields of science and technology, and may treat any Technical skill, as if it were an Untrained skill. In addition, they may apply a +4 rather than a +2 synergy bonus when using a science related Knowledge skill or a Technical skill to aid another skill check.

Trust Fund: A modest trust fund is awarded as part of the noble's title that may be drawn upon as needed. This fund is set up in such a way as to allow the noble to draw up to Cr200 X their SOC score in funds per month. For large purchases on credit, the noble's family will usually be willing to guarantee such loans, up to MCr1 X her SOC score, provided she has handled her finances in a reasonable manner previously.



PROFESSIONAL

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

PROFESSIONAL CLASS FEATURES

All of the following are class features of the Professional:

Starting Feats: The Professional Starts play with the following feats:

Armor Proficiency (Light) Professional Speciality

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Professional gains a bonus feat.

These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Acrobatics	Acting Prodigy	Armor Proficiency (Vacc Suit)
Athletic	Barter	Brawling
Carousing	Connections	Credit Line
EW Specialist	Fast Talk	Gearhead
Hacker	Hobby	Interrogation
Jury Rig	Legal Eagle	Miracle Worker
Naval Architect	Research	Tracker
Trapping	Trustworthy	Vessel (any but starship)
Vessel Specialization	Weapon Proficiency (Swordsman)	

*A specialized class feat.

PROFESSIONAL CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Craft (any)	Int
Driving	Dex	Entertain (any)	Cha
Gambling	Cha	Knowledge (any)	Edu
Leader	Int/Cha	Liaison	Cha
Astrogation	Edu	Pilot	Int/Dex
Profession (any)	Wis	Survival	Wis
Technical (any)	Edu	Trader	Int
Speak Language	None		

Starting Skill Points: (7 + Int modifier) * 4 If you are taking Professional as a multiclass, you do not receive these starting skill points.

PROFESSIONAL CORE CLASS

Professionals are individuals whose job is highly skilled and technical but essentially hands-on. This includes many engineers, medical professionals and scientists. Note that a scientist may be either an Academic or a Professional depending on how inclined to field work he or she is. Professionals are better able to handle themselves in the field than Academics, but otherwise have similar skills.

Characteristics: Professionals are usually highly intelligent and well educated, with good technical skills rather than academic ones. Used to working in the field, they are practical individuals who are likely to have picked up good interpersonal, leadership and even some combat skills while working in frontier environments. They are more interested in how rather than why, which is seen as the Academics' preserve.

Background: Professionals are well trained and/or educated. This usually requires that they come from a mid-tech or higher background, or have either spent some time in the services or attended an offworld university. Many professional engineers or field scientists started their career with a stint in a highly technical service such as the Navy.

Adventuring: The Professional is a highly useful individual in a high-tech environment. Professionals may include starship personnel, engineers of various sorts and medical experts, all of whom can be highly useful in an adventuring group.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: Any starting character may become a Professional.

Multiclass Restrictions: To multiclass into the Professional class, a character must have at least 4 skill ranks in at least one Craft, Professional, or Technical skill, or 4 skill ranks in Pilot, Navigation, or Driving skill.

Abilities: Education, Intelligence

Stamina: 1d6 + Con modifier per level

Starting Funds: Cr2500

Professional Speciality: A Professional may select a specific Entertain, Profession or Technical skill that represents a facet of their profession or how they are most likely to make their living. This class feature may only be selected once.

Profession or Technical Skills: When using this skill, the Professional may always elect to Take10, even in situations where they normally could not.

Entertain Skills: A Professional with 3 or more ranks in an Entertain skill can cause a single person to become fascinated with him. The person to be enthralled must be able to see and hear the performance and must be within 30 meters. The Professional must also see the person. The person must be able to pay attention to the performance. The distraction of a nearby combat or other dangers prevents the ability from working. The professional makes an Entertain check, and the target can negate the effect with a Will saving throw equal to or greater than the Professional's check result. If the saving throw succeeds, the character cannot attempt to enthrall that person again for 24 hours. If the saving throw fails, the person sits quietly and watches and listens to the Performance for up to 1 round per level of the professional. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the Professional moving behind the fascinated person) allows the enthralled person a second saving throw against a new Entertain check result. Any obvious threat, such as drawing or aiming a weapon, automatically breaks the effect.

While performing, the professional must concentrate and may take no other actions. This may be attempted once per day per level of the professional.

Skill Focus: Beginning at 4th level, and every 4 levels after

that, the Professional gains an extra Skill Focus feat. The skill selected to focus upon must be the same as the type of skill selected as the character's Professional Speciality class feature. If the Professional Speciality skill is an Entertain type, this class feature may only be applied to Entertain skills. If it is a Profession skill, this class feature applies only to Profession skills, and if it is a Technical skill, this class feature only applies to Technical skills. The Professional may not select the same skill twice.



ROGUE

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

ROGUE CLASS FEATURES

All of the following are class features of the Rogue:

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

Armor Proficiency (Light)	Armor Proficiency (Medium)
Weapon Proficiency (Swordsman)	Weapon Proficiency (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Rogue gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Alertness	Dumb Luck	Brawling
Carousing	Fast Talk	Fence Stolen Goods *
Hacker	Improved Search *	Sixth Sense
Smuggling *	Spot Trouble*	Stealthy
Toughness	Tracker	

*A specialized class feat.

ROGUE CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Appraise	Int	Bluff	Cha/Soc
Bribery	Cha	Disguise	Cha
Driving	Dex	Forgery	Int/Dex
Gambling	Int	Gather Information	Cha
Hide	Dex	Innuendo	Wis
Intimidate	Cha/Soc	Listen	Wis
Move Silently	Dex*	Search	Int
Sense Motive	Wis	Spot	Wis
T/Mechanical or Electronics		Edu	

Starting Skill Points: (4 + Int modifier) * 4. If you are taking Rogue as a multiclass, you do not receive these starting skill points.

Skill Points per Level: 4 + Int modifier

ROGUE CORE CLASS

Rogues vary, from out-and-out criminals to those who live by their wits on the edge of the law or like to take an unconventional, indirect approach to a problem. Some are conmen, swindlers or bank raiders, while others are smugglers and thugs. However, many Rogues actually have quite legal occupations including soldiers, merchants, bodyguards, martial artists and even certain kinds of archaeologist.

Characteristics: Not all Rogues are criminals, and most would stop short of murder and other serious crimes. However, most are willing to take a liberal approach to laws and conventions. It is wise not to ask the ship's assistant engineer where the spares came from, nor to inquire closely how those weapons permits came to be issued so quickly. Rogues exist in all walks of life. What they all have in common is a certain streetwise savvy and a willingness to use whatever methods seem likely to get a result. Some Rogues are slimy weasels, some are thugs and bullies. Others are charming individuals or just ordinary people who are willing to bend the rules a little.

Background: Anyone can be a Rogue. Some have a career, such as starship crew, military personnel, or even scientist. Others weasel their way from one scam to another or make a shady living doing whatever pays the bills. Violence is often an integral part of the Rogue's world, and combat skills tend to get picked up along the way.

Adventuring: The Rogue is the classic adventurer. A wide range of skills makes the character highly useful to any group. Stealth and interpersonal skills, coupled with some weapons proficiency, makes the Rogue a go-anywhere, do-anything individual.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: Any starting character may become a Rogue.

Multiclass Restrictions: To multiclass into the Rogue class, a character must have the Connections/Underworld feat.

Abilities: Dexterity, Intelligence

Stamina: 1d8 + Con modifier per level

Starting Funds: Cr2500

Fence Stolen Goods: The Rogue knows how to locate buyers for stolen or otherwise illegal goods and products, with a reduced chance of getting caught. An Appraisal check must first be made on the item(s) to determine their value. How quickly the item(s) sell, and how much they bring are all dependent upon one another. The faster an item sells, the less it will likely bring. The higher the asking price for an item, the harder it will be to find a buyer. When checking to see if a buyer has been found willing to pay the asking price, the character must make a Gather Information check vs. the appropriate DC. If the check fails by 10 or more, the legal authorities have learned of the attempt to fence the goods and will try to arrest the character.

% Actual

Value	Check for Buyer	Find Buyer DC
0-10%	1 per day	5
11-20%	1 every 2 days	10
21-30%	1 every 3 days	15
31-50%	1 per week	20
41-75%	1 every 2 weeks	25
76-100%	1 per month	30

Improved Search: The Rogue is adept at locating the likely spots that someone would tend to hide their valuables and other items of importance, add +2 to all Search checks.

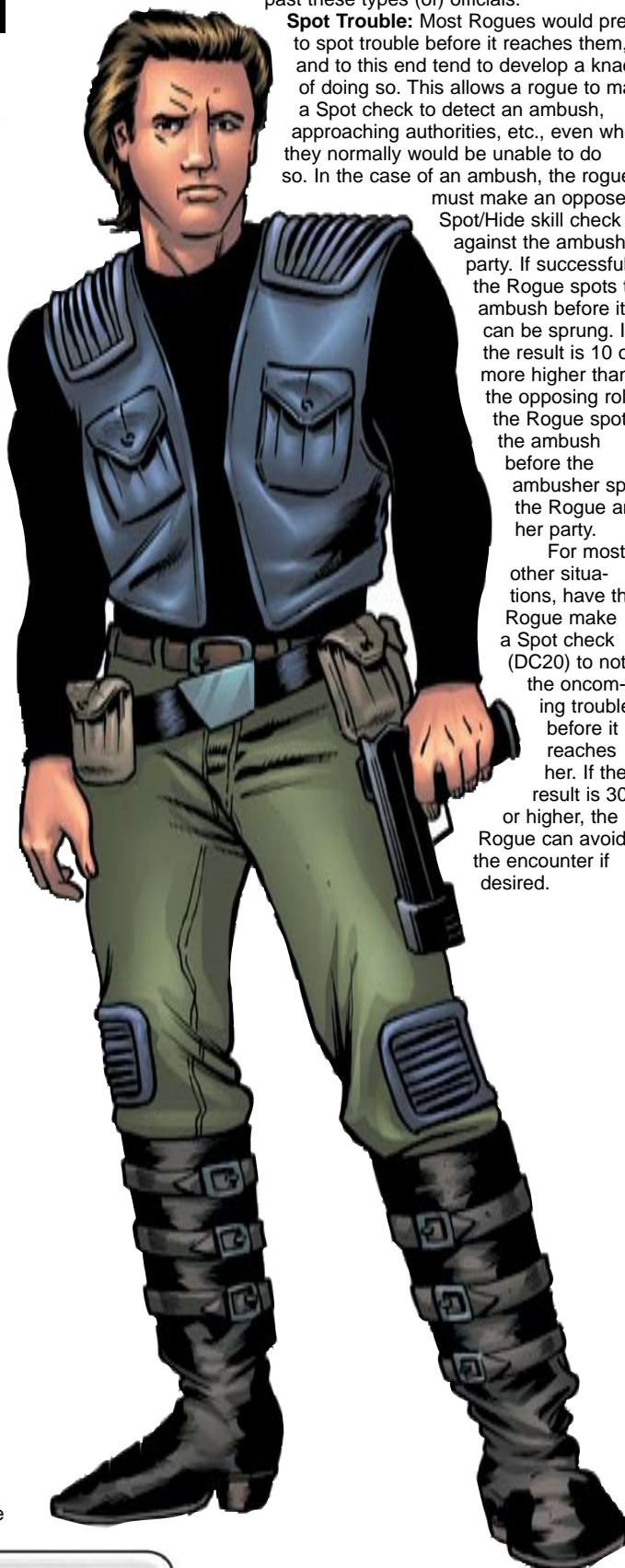
Smuggling: The Rogue has learned numerous tricks and techniques for hiding contraband and other illegal goods from law enforcement officials and customs officials. Add a +2 circumstance

bonus to all Hide checks when attempting to smuggle anything past these types (of) officials.

Spot Trouble: Most Rogues would prefer to spot trouble before it reaches them, and to this end tend to develop a knack of doing so. This allows a rogue to make a Spot check to detect an ambush, approaching authorities, etc., even when they normally would be unable to do so. In the case of an ambush, the rogue

must make an opposed Spot/Hide skill check against the ambushing party. If successful, the Rogue spots the ambush before it can be sprung. If the result is 10 or more higher than the opposing roll, the Rogue spots the ambush before the ambusher spots the Rogue and her party.

For most other situations, have the Rogue make a Spot check (DC20) to notice the oncoming trouble before it reaches her. If the result is 30 or higher, the Rogue can avoid the encounter if desired.



SCOUT

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

SCOUT SERVICE FEATURES

All of the following are class features of the Scout:

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

Armor Proficiency (Vac Suit) Armor Proficiency (Light)

Weapon Proficiency (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Scout gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg 100) that they are qualified for.

Barter	Brawling	Carousing
Contact Specialist*	EW Specialist	Hacker
Gearhead	Geological Survey	Imp Zero-G/Low Gravity Adaptation
Jack of all Trades*	Naval Architecture	Negotiator*
Obscure Knowledge*	Ship's Tactics	Vessel (Starships)
Vessel (Ship's Boat)	Vessel (Grav)	Vessel (Water)
Vessel (Ground)	Weapon Proficiency (Lasers)	Weapon Proficiency (Ship's Weapons)
Xeno-Medicine	Zero-G Combat	Zero-G/Low Gravity Adaptation
PMOS*		

* A specialized class feat.

SCOUT SERVICE SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Int	Driving	Dex
Forgery	Int/Dex	Gambling	Int
Gather Information	Cha	Gunnery	Wis
Leader	Int/Cha	Liaison	Cha
Navigation	Edu	P/Administration	Wis
P/Survey	Wis	Pilot	Int/Dex
Ride	Dex	Spot	Wis
Survival	Wis	Technical (any)	Edu
Trader	Int		

Starting Skill Points: (4 + Int modifier) x 4

Skill Points per Level: 4 + Int modifier

SCOUTS SERVICE CLASS

The Interstellar Scout Service is an excellent place to gain experience as an adventurer. The Scouts train their personnel in a wide range of skills ranging from starship operations to planetary survival. Most personnel will have served in Communications, Survey or Exploration and will have specialist skills to match the office they served in.

Characteristics: Scouts are resourceful generalists used to having a great deal of personal latitude in order to complete their mission. They are trained to operate in a wide range of environments and to deal with almost anyone from any part of charted space. They are highly motivated problem-solvers with a cosmopolitan outlook.

Background: The Scouts recruit people from all walks of life. Whatever background they have will be broadened and deepened by training and experience. The only real requirements are intelligence and integrity.

Adventuring: Scouts are excellent adventurers with a broad range of skills. They are also a source of adventure leads, as they can be brought back into service at any time.

GAME RULE INFORMATION

Class Type: Service

Initial Requirements: The character must come from a world with some form of interstellar or spacefaring capability. Intelligence 10+ and Dexterity 8+ are also required.

Multiclass Restrictions: Only a character actively working in the Scout prior history may multiclass into the scouts class.

Abilities: Education, Dexterity

Stamina: 1d8 + Con modifier per level

Starting Funds: Acquired as part of the mustering out benefits after prior history.

Contact Specialist: The Scout has been trained in the art of first contact, and making a good impression. Add a +4 circumstance bonus to all initial Liaison or reaction checks when dealing individuals for the first time.

Jack of all Trades: Any class skill (from any class the character has multiclassed into) the character is not currently trained in may be treated as if it were an 'untrained' skill. This means the character may attempt to use these class skills as if they had a skill rank of 0. Each subsequent selection of this class feature improves the character's effective skill rank in these untrained class skills by +1. So a character with JoT +3 would make such skill checks as if they had a skill rank of 3.

Cross class skills may similarly be used, but at a skill rank equal to JoT rank -1.

Negotiator: The Scout is a born negotiator. Add a +2 synergy bonus to all Liaison and Administration checks.

Obscure Knowledge: A character may make a special obscure knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local world, unusual technology, alien race, or similar type of information. This check will not reveal any specific information, but may give a clue as to where to find more data on the subject, or other lead. The scout may not Take 10 or Take 20 on this check; this sort of knowledge is essentially random. The Referee will determine the Difficulty Class of the check by referring to the table below.

DC Type of Knowledge

- | | |
|----|---|
| 10 | Common, known by at least a substantial minority of people. |
| 20 | Uncommon but available, known by only a few people. |
| 25 | Obscure, known by very few, hard to come by. |
| 30 | Extremely obscure, known by an elite few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge. |

EX-SCOUT PERSONNEL

There is really no such thing as a retired Scout. All Scouts who 'retire' or muster-out from the Scout Service are placed on inactive reserve status (usually known as "Detached Duty", though some Scouts are detached for other reasons than retirement) and subject to recall and activation at any time for any duration and for any purpose the Scout Service deems necessary. Because of this, unlike other services (Army, Navy, and Marines), Scouts may continue to earn additional levels as a Scout even when not on active-duty.



THE TRAVELLER

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

TRAVELLER CLASS FEATURES

All of the following are class features of the Traveller:

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

Armor Proficiency (Light)

Armor Proficiency (Medium)

Weapon Proficiency (Marksman)

Bonus Feats: At 1st, 2nd, 5th, 7th, 10th, 11th, 13th, 14th, 17th and 19th level the Traveller gains a bonus feat. These feats may be chosen from the list below. If the character already has all of the listed feats, they may select any other feat from the Feats chapter (pg. 100) that they are qualified for.

Alertness	Brawling	Carousing
EW Specialist	Fast Talk	Gearhead
Hacker	Hobby	Improved Zero-G/Low Gravity Adaptation
Jack of all Trades*	Jury Rig	Linguist*
Miracle Worker	Obscure Knowledge*	Ship Tactics
Sixth Sense	Tactics I*	Toughness
Trustworthy	Vessel (any)	Weapon (Ship's Weapons)
Well Connected*	Xeno-Empathy	Zero-G/Low Gravity Adaptation

* A specialized class feat.

TRAVELLER CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Bribery	Cha/Soc	Craft	Int
Driving	Dex	Entertain	Cha
Liaison	Cha	Gather Information	Cha
Gambling	Int	Innuendo	Wis
Gunnery	Dex	Leader	Int
Knowledge	Edu	Navigation	Edu
Pilot	Int/Dex	Profession	Wis
Read/Write Language	None	Speak Language	None
Technical	Edu	Trader	Int
Use Alien Devices*	Wis		

* Exclusive Skill

Starting Skills: (6 + Int modifier) x 4. If you are taking Traveller as a multi-class, you do not receive these starting skill points.

Skill Points per Level: 6 + Int modifier

TRAVELLER CORE CLASS

The Traveller is someone who makes his or her living away from home. Travellers need a balance of abilities - specialist career skills and enabling skills in the interpersonal or combat fields, to allow them to get the job done without interference. Travellers may be starship crew, corporate employees, particularly rugged field scientists or freelancers such as engineers or journalists.

Characteristics: Usually a Traveller has a job that takes them out into the wider universe. Travellers tend to be resourceful individuals who have met and survived many unusual situations. Their other characteristics are usually dictated by their profession.

Background: Anyone can be a Traveller. Most are from mid-tech or higher worlds, and tend to have a prior history in one of the services. Many members of the Scout Service are Travellers.

Adventuring: The Traveller is another excellent adventurer class. Travellers have a wide range of skills and aptitudes and can tackle many situations.

GAME RULE INFORMATION

Class Type: Core

Initial Requirements: Any starting character may become a Traveller.

Multiclass Restrictions: None.

Abilities: Education, Intelligence, Dexterity

Stamina: 1d6 + Con modifier per level

Starting Funds: Cr5000

Jack of all Trades: Any class skills (from any class the character has multiclassed into) the character is not currently trained in may be treated as if it were an 'untrained' skill. This means the character may attempt to use these class skills as if they had a skill rank of 0. Each subsequent selection of this class feature improves the character's acting skill rank in these untrained class skills by +1. So a character with JoT +3 would make such skill checks as if he had a skill rank of 3.

Cross class skills may similarly be used, but at a skill rank equal to JoT rank -1.

Linguist: Exposure and interaction with numerous cultures and societies has imbued the Traveller with a gift for languages. In situations where a Traveller needs to communicate with another, but is unfamiliar with the local language he may still attempt to get a point or question across.

DC Type of Language

- | | |
|----|--|
| 10 | Subtongue or closely related to a known language |
| 20 | Obscurely related to a known language. |
| 25 | Archaic or earlier version of a known language (100s of years old) |
| 30 | Ancient root tongue of a known language (1000s of years old) |

Modifiers

- Simple questions or phrases (hello, what are you called, etc.) +0
- Moderately complex questions and phrases (where are we, what happened) +2
- Difficult and highly involved questions and phrases (local history, questions about society) +5
- Highly advance scientific and technical concepts +10

Obscure Knowledge: A Traveller may make a special Obscure Knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about a local world, unusual technology, alien race, or similar type of information. This check will not reveal any specific information, but may give a clue as to where to find more data on the subject, or other lead. The Traveller may not Take 10 or Take 20 on this check as this sort of knowledge is essentially random. The Referee will determine the Difficulty Class of the check by referring to the table below.

DC Type of Knowledge

- | | |
|----|---|
| 10 | Common, known by at least a substantial minority of people. |
| 20 | Uncommon but available, known by only a few people. |
| 25 | Obscure, known by very few, hard to come by. |
| 30 | Extremely obscure, known by an elite few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge. |

Tactics I: With this feat, the character may add his Wisdom or Intelligence bonus (whichever is higher) to any small-unit initiative rolls or saving throws. Treat any negative ability modifier as +0 for purposes of this feat. A "small unit" is a team of combatants numbering from 2 to 12 troops.

Well Connected: The years spent traveling across space by a Traveller has resulted in a multitude of contacts, acquaintances, and friends spread across numerous worlds. Once per visit to a world, the character may roll 1d20 + 1 for every Traveller class level vs a DC equal to 30 - the world's Population UWP digit. If successful, the Traveller has remembered someone on the current world that might be able to help in some way (provide accommodation, learn of news and rumors, etc.).

This feature only provides for 'remembering' such a contact. Actually locating them and talking them into actually helping are another set of tasks altogether. A 'single' visit begins when a character arrives via Jump into the world's starsystem and ends when the character leaves the starsystem by Jumping to another starsystem.



SKILLS

OPEN GAME CONTENT

Skills represent the capabilities of a character beyond his or her combat ability. Detailed for each class is a list of skills that are its “class skills”. Any skill not listed for the class is considered a “cross-class skill”. Class skills represent those skills that a member of the class will usually spend the most time using. Cross-class skills are everything else.

SKILL RANK

A character's ability with a skill is measured in “ranks”. A skill may have a rank ranging from 0 to a maximum of 23, with the exception of the Academic class and Advanced Knowledge (see pg. 37). When a skill check is made, a character's rank in that skill is added to the roll. The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number (do not round up or down).

SKILL POINTS

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

CASCADE SKILLS

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

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

USING SKILLS

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

i.e. the higher the number the character needs to roll.

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifiers include:

- 1) The character's rank with the skill
- 2) The character's ability modifier for that skill's key ability
- 3) Any racial bonuses with the skill
- 4) Any armor check penalty
- 5) Any other miscellaneous modifiers that may be applicable. See the skill description for details.

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

DIFFICULTY CLASS

The Difficulty Class or DC is the number that the character must equal or exceed when attempting a skill check roll for the task to be successful.

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



DEGREE OF SUCCESS

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

DC or higher Success

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

OPPOSED CHECKS

An opposed check is used when another character or NPC directly opposes a skill check. For example a character attempting to Bluff her way past a customs officer would be an opposed skill check against the custom officer's Sense Motive check. The character makes her Bluff

skill check roll and the Referee makes a Sense Motive skill check roll for the customs officer. If the character's Bluff skill check roll is higher than the customs officer's Sense Motive check roll, the custom officer believes the character's bluff.

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

RETRYING

In general, the character can try a skill check again if it fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a character

has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

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

UNTRAINED SKILL CHECKS

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

However, many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

FAVORABLE AND UNFAVORABLE CONDITIONS

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

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

1. Give the skill user a +2 bonus to represent circumstances that improve performance.
2. Give the skill user a -2 penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

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

TIME AND SKILL CHECKS

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

Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

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

Taking 20: When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can Take 20. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until he or she finally gets it right. Taking 20 takes about twenty times as long as making a single check would take.

COMBINING SKILL CHECKS

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

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

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

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

ABILITY CHECKS

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

CORE CLASS SKILLS

Skill	Aca	Bbn	Blt	Mry	Mct	Nbl	Prf	Rog	Trv	Untrained	Key Ability
Animal Empathy	X	C	X	X	X	X	X	X	X	No	Cha
Appraise	•	•	C	•	C	C	C	C	•	Yes	Int
Balance	•	•	•	•	•	•	•	•	•	Yes	Dex*
Bluff	•	•	C	C	C	C	•	C	•	Yes	Cha
Bribery	•	•	•	•	C	C	•	C	C	Yes	Cha
Broker	•	•	•	•	C	•	•	•	•	Yes	Int
Climb	•	C	•	•	•	•	•	•	•	Yes	Str*
Combat Engineering	•	•	•	•	•	•	•	•	•	No	Int
Craft [cascade]	C	C	•	•	•	C	C	•	C	Yes	Int/Dex
Decipher Script	C	X	X	X	X	X	X	X	X	No	Int
Demolitions	•	•	C	•	•	•	•	•	•	No	Dex
Disguise	•	•	•	•	•	•	•	C	•	Yes	Cha
Driving	C	•	•	C	C	•	C	C	C	Yes	Dex
Entertain [cascade]	•	C	•	•	•	C	C	•	C	Yes	Cha
Forgery	•	•	•	•	•	•	•	C	•	Yes	Int/Dex
Forward Observer	•	•	C	•	•	•	•	•	•	No	Int
Gambling	•	•	C	C	C	•	C	C	C	Yes	Int
Gather Information	C	•	•	•	•	C	•	C	C	Yes	Cha
Gunnery	•	•	C	•	•	•	•	•	C	No	Wis
Handle Animal	•	C	•	•	•	•	•	•	•	Yes	Cha
Hide	•	C	•	C	•	•	•	C	•	Yes	Dex*
Innuendo	•	•	•	•	•	C	•	C	C	No	Wis
Intimidate	•	•	•	C	•	C	•	C	•	Yes	Cha
Intuit Direction	•	C	•	•	•	•	•	•	•	No	Wis
Jump	•	C	•	•	•	•	•	•	•	Yes	Str*
Knowledge [cascade]	C	•	•	•	•	C	C	•	C	No	Edu
K/Geology	C	•	C	•	•	•	C	•	C	No	Edu
K/Interstellar Law	C	•	•	•	C	•	C	•	C	No	Edu
K/Mining	C	•	C	•	•	•	C	•	C	No	Edu
Leader	•	•	•	C	•	C	C	•	C	Yes	Int/Cha
Liaison	•	•	•	•	C	C	C	•	C	Yes	Cha
Listen	•	C	•	•	•	•	•	C	•	Yes	Wis
Move Silently	•	C	•	C	•	•	•	C	•	Yes	Dex*
Navigation	C	•	•	•	•	•	•	•	C	No	Edu
Pilot	•	•	C	•	C	•	C	•	C	No	Int/Dex
Profession [cascade]	•	•	•	•	C	C	C	•	C	No	Wis
P/Hunting	•	•	•	•	C	C	C	•	C	No	Wis
P/Journalist	•	•	•	•	C	C	C	•	C	No	Wis
P/Knowledge Related	C	•	•	•	C	C	C	•	C	No	Wis
P/Prospecting	•	•	C	•	C	C	C	•	C	No	Wis
P/Survey	•	•	•	•	C	C	C	•	C	No	Wis
Read/Write Language	C	•	•	•	•	C	•	•	C	No	n/a
Recruiting	•	•	•	•	•	•	•	•	•	Yes	Edu
Ride	•	C	•	•	•	•	•	•	•	Yes	Dex
Search	•	•	C	•	•	•	•	C	•	Yes	Int
Sense Motive	•	•	•	•	•	C	•	C	•	Yes	Wis
Speak Language	C	•	•	•	•	C	C	•	C	No	n/a
Spot	•	C	•	C	•	•	•	C	•	Yes	Wis
Survival	•	C	•	•	•	•	C	•	•	Yes	Wis
Swim	•	C	•	•	•	•	•	•	•	Yes	Str
Technical [cascade]	C	•	C	C	C	•	C	•	C	No	Edu
T/Astrogation	C	•	C	C	C	•	C	•	C	No	Edu
T/Communications	C	•	C	C	C	•	C	•	C	No	Edu
T/Computer	C	•	C	C	C	•	C	•	C	No	Edu
T/Electronics	C	•	C	C	C	•	C	C	C	No	Edu
T/Gravitics	C	•	C	C	C	•	C	C	C	No	Edu
T/Mechanical	C	•	C	C	C	•	C	C	C	No	Edu
T/Medical	C	•	C	C	C	•	C	•	C	No	Edu
T/Sensors	C	•	C	C	C	•	C	•	C	No	Edu
Technosavvy	X	C	X	X	X	X	X	X	X	No	Int
Trader	•	•	•	•	C	•	C	•	C	Yes	Wis
Tumble	•	C	•	•	•	•	•	•	•	No	Dex*
Use Alien Devices	C	X	X	X	X	X	X	X	C	No	Wis

C = Class Skill

* = Cross-Class Skill X = You can't buy this skill because it's exclusive to another class

* = Armor check penalty, if any, also applies.

Academic (Aca)
Rogue (Rog)

Belter (Blt)
Traveller (Trv)

Barbarian (Bbn)

Mercenary (Mry)

Merchant (Mct)

Noble (Nbl)

Professional (Prf)

NOTE: Only those cascade skills that are specific to certain classes (and thus differ from their parent cascade) are listed here. The characteristics of all other cascade skills are identical to those for the parent cascade. (e.g. T/Computer and T/Electronic are identical in characteristics to all other T/ cascade skills).

SERVICE AND PRESTIGE CLASS SKILLS

Skill	Aht	Amt	Alt	Mar	Nav	Sct	Ace	Bgh	Tfr	Untrained	Key Ability
Animal Empathy	X	X	X	X	X	X	X	C	X	No	Cha
Appraise	Yes	Int
Balance	Yes	Dex*
Bluff	C	Yes	Cha
Bribery	C	C	C	C	C	C	.	.	C	Yes	Cha
Broker	Yes	Int
Climb	Yes	Str*
Combat Engineering	C	C	C	No	Int
Craft [cascade]	Yes	Int/Dex
Decipher Script	X	X	X	X	X	X	X	X	X	No	Int
Demolitions	C	C	.	C	No	Dex
Disguise	Yes	Cha
Driving	C	C	.	C	C	C	C	.	.	Yes	Dex
Entertain [cascade]	Yes	Cha
Forgery	C	C	.	.	.	Yes	Int/Dex
Forward Observer	C	C	.	C	C	No	Int
Gambling	C	C	C	C	C	C	C	C	.	Yes	Int
Gather Information	C	C	C	C	C	C	C	.	C	Yes	Cha
Gunnery	C	C	.	C	C	C	C	.	.	No	Wis
Handle Animal	.	C	C	C	.	Yes	Cha
Hide	C	.	Yes	Dex*
Innuendo	No	Wis
Intimidate	C	Yes	Cha
Intuit Direction	C	.	No	Wis
Jump	C	.	Yes	Str*
Knowledge [cascade]	C	C	C	No	Edu
K/Geology	C	C	C	No	Edu
K/Interstellar Law	C	C	C	No	Edu
K/Mining	C	C	C	No	Edu
Leader	C	C	C	.	C	C	C	C	.	Yes	Int/Cha
Liaison	C	C	C	.	C	C	.	C	C	Yes	Cha
Listen	C	C	Yes	Wis
Move Silently	C	.	Yes	Dex*
Navigation	C	C	.	C	.	No	Edu
Pilot	C	C	.	C	C	C	C	.	.	No	Int/Dex
Profession [cascade]	No	Wis
P/Administration	C	C	.	C	C	C	.	.	C	No	Wis
P/Hunting	No	Wis
P/Journalist	C	No	Wis
P/Prospecting	No	Wis
P/Survey	C	.	.	.	No	Wis
Read/Write Language	C	No	n/a
Recruiting	C	C	C	C	C	.	C	.	.	Yes	Edu
Ride	.	C	C	.	.	C	.	C	.	Yes	Dex
Search	C	.	Yes	Int
Sense Motive	C	C	.	C	C	Yes	Wis
Speak Language	C	No	n/a
Spot	C	C	C	C	.	C	C	C	.	Yes	Wis
Survival	C	C	C	C	C	C	C	C	.	Yes	Wis
Swim	Yes	Str
Technical [cascade]	C	C	.	.	.	No	Edu
T/Astrogation	C	C	.	.	.	No	Edu
T/Communications	C	.	.	C	C	C	C	.	C	No	Edu
T/Computer	C	.	.	C	C	C	C	.	C	No	Edu
T/Electronics	C	.	.	C	C	C	C	.	.	No	Edu
T/Gravitics	C	.	.	C	C	C	.	.	.	No	Edu
T/Mechanical	C	C	.	C	C	C	C	.	.	No	Edu
T/Medical	C	.	.	C	C	C	.	C	.	No	Edu
T/Sensors	C	.	.	C	C	C	.	.	.	No	Edu
Technosaavy	X	X	X	X	X	X	X	X	X	No	Int
Trader	C	.	.	.	Yes	Wis
Tumble	No	Dex*
Use Alien Devices	X	X	X	X	X	X	X	X	X	No	Wis

Key

C = Class Skill

. = Cross-Class Skill

X = You can't buy this skill because it's exclusive to another class.

* = Armor check penalty, if any, also applies.

Army, High-Tech (Aht)
Scout (Sct)

Army, Mid-Tech (Amt)
Ace Pilot (Ace)

Army, Low-Tech (Alt) Marine (Mar)
Big Game Hunter (Bgh)

Navy (Nav)
TAS Field Reporter (Tfr)

SKILL DESCRIPTIONS

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

SKILL NAME (KEY ABILITY)

Trained Only; Armor Check Penalty; [Class Name] Only

The skill name line includes the following information:

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

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

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

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

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

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

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

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

ANIMAL EMPATHY (CHA)

Trained Only; Barbarians and Big Game Hunters Only

The character has the ability to influence the reactions of animals such as calming a barking dog, or soothing a stalking carnivore before it pounces.

Check: The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within

10 meters under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but it might take more or less time.

Retry: As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

APPRAISE (INT)

The character is adept at determining the value of an object, from artwork dating back to the Ziru Sirka to rare artifacts plucked from the shifting sands of Saanshakase.

Check: The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The Referee secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item.

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The Referee secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

An electronic or optical magnifying aid such as a jeweler's lens or an electronic equivalent gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale or similar device gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

Retry: Not on the same object, regardless of success.

Special: The check may be made untrained. For common items, failure means no estimate. For rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

BALANCE (DEX)

Armor Check Penalty

The character is skilled at keeping his or her balance in precarious situations such as walking the ledge on the outside of a building, a slippery or unstable surface or any similar environment.

Check: The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character cannot move for 1 round. A failure by 5 or more means that the character falls.



The difficulty varies with the surface:

Surface	DC
18-30 cm wide	10
5-17 cm wide	15
Less than 5 cm wide	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

*Cumulative; if both apply, use both.

Being Attacked while Balancing: Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

Accelerated Movement: The character can try to walk a precarious surface more quickly than normal. If the character accepts a -5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

BLUFF (CHA)

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

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

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

character wants him to believe.

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

Feinting in Combat: The character can also use Bluff to mislead an opponent in combat so that he cannot dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before the bluffing character's next turn. Feinting in this way against an alien is difficult because it is harder to read a strange creature's body language; the character suffers a -4 penalty. Against a creature of animal Intelligence (1 or 2) bluffing is even harder; the character suffers a -8 penalty. Against a non-intelligent creature, bluffing is impossible.

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

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

Special: Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate checks and a +2 synergy bonus on Innuendo checks to transmit a message. Also, if the character has 5 or more ranks of Bluff, they get a +2 synergy bonus on Disguise checks when they act "in character" to fit the disguise and a +2 synergy bonus on P/Administration checks when attempting to get past customs or other situations requiring paperwork or similar bureaucratic hassles.

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

BRIBERY CHECK

Offense	DC	Minimum Bribe
Petty Crime or Infraction	5 + World Law Level	Cr10 per level of official
Misdemeanor, Minor Infraction	10 + World Law Level	Cr50 per level of official
Serious Crime, Serious Infraction	15 + World Law Level	Cr100 per level of official
Major Felony, Grievous Infraction	20 + World Law Level	Cr500 per level of official
Modifiers	DC Modifier	
No skill ranks	+5	
Per doubling of bribe amount	-1	

BRIBERY (CHA)

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

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

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

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

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

BROKER (INT)

A broker is skilled in facilitating the purchase and resale of commercial goods, as per the Trade and Commerce rules (pg. 355).

Check: A character may apply their Broker skill whenever they must consult the Trade and Commerce Actual Value Table (pg. 359).

CLIMB (STR)

Armor Check Penalty

The character is proficient at traversing many types of surfaces, including ropes, rock faces, building facades, etc, with and without tools and other climbing equipment.

CLIMBING CHECK CONDITIONS

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a sailing ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or an unknotted rope.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a ruined structure.
25	A rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds. A perfectly smooth, flat, vertical surface cannot be climbed.

Modifiers

-10*	Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10).
-5*	Climbing a corner where the character can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use any and all that apply.

Check: With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) at one-half the character's speed as a miscellaneous full-round action. The character can move half that far (one-fourth of the character's speed) as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height he has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

The DC of the check depends on the conditions of the climb.

Since the character can't move to avoid a blow while climbing, enemies can attack as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

It is not possible to use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from his current height and sustains the appropriate falling damage.

Accelerated Climbing: The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but suffers a -5 penalty on

Climb checks AND the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the -5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

Making the character's Own Handholds and Footholds: The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 1 meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

Catching One's Self When Falling: It is practically impossible to catch one's self on a wall or other vertical surface while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch one's self on (DC = slope's DC + 10).

COMBAT ENGINEERING (INT)

Trained Only

The individual has practical experience as well as training in a variety of combat engineering skills.

Combat engineering involves the rapid construction of field fortifications, their camouflage, the assessment of their ability to withstand enemy fire, mine and sensor placement and clearance, temporary bridge building, etc.

Camouflage: A combat engineer is able to hide and disguise combat emplacements, fortifications and even

vehicles, making them much harder to spot by both ground and aerial observation. The base DC to Spot a camouflaged item is 25 + the Combat Engineering skill of the character that set up the camouflage.

It is also easier for a character with this skill to spot likely locations of enemy positions, and recognize signs of camouflaging. When searching for enemy emplacements the Referee should make a secret skill check for the character against a DC equal to the camouflage rating of the emplacements (if any). A Spot check can also be used in place of Combat Engineering skill when trying to spot enemy emplacements, but this incurs a -4 penalty to the roll.

Booby Traps and Land Mines: The combat engineer is trained in setting up and detecting booby traps and land mines. When setting up a booby trap or laying a minefield, the character makes his Combat Engineering skill check to set the DC, as for camouflage.

Retry: Can only be attempted once per day for any given task.

Special: A character with 5 or more ranks in Combat Engineering will enjoy a +2 synergy bonus on Demolitions skill checks when placing demo charges on buildings, combat emplacements, or similar structures.

CRAFT (INT/DEX)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (Gunsmithing). The character's ranks in that skill don't affect any checks the character happens to make for painting or woodworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating items of utility and/or beauty such as custom weaponry, sculpting, painting, woodworking, pottery, and similar tasks. When this skill is selected, the character immediately must pick a specific type of craft that is represented by the skill.

Check: The character can practice a trade and make a decent living, earning about half the check result x 40 in Credits per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 75 Credits per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's

CRAFT CONSTRUCTION

Item	Craft	DC
Small Firearms	Gunsmithing	12
Medium Firearms	Gunsmithing	15
Machineguns	Gunsmithing	18
Bows, Crossbows	Weaponsmith	15
Small Melee Weapons	Weaponsmith	10
Medium Melee Weapons	Weaponsmith	12
Large Melee Weapons	Weaponsmith	15
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty.

To determine how much time and money it takes to make an item:

1. Have the Referee set a DC for the item to be crafted.
2. Pay one-third the item's final value in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, find the current "work value" by multiplying the check result by the DC and dividing by 10. If the work value equals the price of the item, then the character has completed the item. If the work value is double or triple the price of the item then the character has completed the task in one-half or one-third the time, and so on. If the work value is less than the price, it represents the progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the total work value reaches the price of the item.

If the character fails the check, he makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and will have to pay half the original raw material cost again. A failure by 10 or more indicates the whole piece is ruined. All work value is lost

and new materials must be obtained for the character to start over.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship). To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Masterwork tools add a +2 circumstance bonus to related skill checks (if any). Masterwork weapons add a +1 bonus to attack rolls. Masterwork items usually sell for at least twice their normal value.

Retry: Yes, but each time the check is missed by 5 or more, the character ruins half the raw materials or may have to start again (see above).

DECIPHER SCRIPT (INT)

Trained Only; Academic Only

The character is capable of figuring out the meaning and general (non-specific) content of written, chiseled, carved or drawn communications such as alien symbols, fragments of an decree by an ancient and long dead civilization, or even the graffiti scrawled by local gangs on the walls of buildings in the local startown.

Check: The character can decipher writing in an unfamiliar language or a message written in an incomplete or alien form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, alien, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one page of text (or its equivalent) in 1 minute. If the check fails, the Referee makes a secret Wisdom check (DC 5) for the character. Success means that the character fails to determine any meaning but does not draw a false conclusion from the text. Failure means that he or she has gained an erroneous impression.)

The Referee secretly makes both the skill check and (if necessary) the Wisdom check so the player cannot tell whether the conclusion their character draws is true or false.

Retry: No.

Special: When attempting to encrypt or decrypt data via computer, a skill rank of 5 or more in Decipher Script

will add a +2 synergy modifier.

DEMOLITIONS (DEX)

Trained Only

The individual is trained and experienced in the handling, placement, and efficient use of explosives. See Demolitions (pg. 155) for more information.

Special: A character with 5 or more ranks in Combat Engineering will enjoy a +2 synergy bonus to any Demolition skill checks involving buildings, combat emplacements, or similar structures. When using demolitions on vehicles and equipment, 5 or more ranks in T/Mechanical skill will add a +2 synergy bonus to the Demolitions skill check. When placing charges against starships and small craft, 5 or more ranks in T/Engineering skill will give a +2 synergy bonus to the Demolitions skill check.

DISGUISE (CHA)

The character can impersonate people, either specific individuals or general stereotypes. For example, the character might, with little or no actual disguise, seem like a well-seasoned traveller even if in fact he or she has never been more than a few miles from home.

Check: The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of up to one-tenth of the character's height or weight.

The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The Referee makes the character's Disguise check secretly so that he or she is not sure how good the disguise is.

If the character does not draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a customs guard who is watching people walking through a starport gate), the Referee can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

<i>Disguise</i>	<i>Modifier</i>
Minor details only	+5
Disguised as different sex	-2
Disguised as different race	-2 or more!
Disguised as different age category	-2*
Disguised as specific class	-2

*Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable).

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

<i>Familiarity</i>	<i>Bonus</i>
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meets many different people, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the Referee can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

Retry: A character may try to redo a failed disguise, but once others know that a disguise was attempted they will be more suspicious.

Special: If the character has 5 or more ranks of Bluff, he gets a +2 synergy bonus on Disguise checks when he knows that he is being observed and tries to act "in character" with his disguise

DRIVING (DEX)

Special

The individual is skilled in the operation and maintenance of a specific type vehicle commonly available in society. See Vehicle and Starship Maneuver Actions (pg. 159) for more information.

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

ENTERTAIN (CHA)

The character is skilled in a particular form of public entertainment and performance. It is possible for a character to be capable of more than one form of performance, each with its own skill ranks. Possible Entertainment type skills include singing, dancing, comedy, dramatic acting, specific musical instruments, poetry, storytelling and many others. A character may select one of these, or with the Referee's permission select some other form of entertainment skill such as juggling.

Check: The character can impress audiences with talent and skill. These skills may be used for both pleasure and as a possible source of income. The table below will help determine the quality of a performance based on the appropriate Entertain skill check made by the character:

<i>Roll</i>	<i>Performance Quality</i>
1-5	Abysmal performance
6-10	Poor performance
11-15	Routine performance
16-20	Enjoyable performance
21-25	Great performance
26-30	Memorable performance
31+	Extraordinary performance

A masterwork musical instrument gives a +2 circumstance bonus to Entertain checks that involve the use of the instrument.

Employment: To obtain a gig, the character must make a search each week to contact prospective employers and canvas for an opening. At the end of the week the character makes a skill check against a DC of 10 + the Maintain Employment DC of the position being sought. For example, a character searching for a billing as the headline singer at a respectable but modest sized nightclub for a week would need to make a successful E/Singing skill check vs. DC25 to locate a job opening that week.

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

Maintaining Employment: At the end of each week a character has worked in at a gig, she must make a Maintain Employment check to see if she maintains the job for another week. If the check fails, she forfeits her pay for that week and must immediately make another skill check at the same DC. If this second check is also failed, she is demoted to the next lower level of billing and makes a third check. If she cannot make this one, she loses her job!

A weekly check is called for to allow characters to take occasional mundane jobs in between their travels. The Referee may, at his or her discretion, increase this check

ENTERTAINER MAINTAINING EMPLOYMENT

<i>Billing</i>	<i>Maintain Employment</i>	<i>Earn Promotion</i>	<i>Weekly Pay</i>
General Act at Local Dive	5	25	Cr500
Opening Act at Decent Venue	10	30	Cr750
Headline Act at Decent Venue	15	35	Cr1000
Headline Act at Large Venue	20	-	Cr2000

to one every month or even every year. For even longer periods of employment, see the Prior History section on the Professional class for more information.

Earning a Promotion: At the end of each month a character has worked in at a gig, she may make an Earn Promotion check to see if she is promoted to a better billed position. For example, a character who is working as an opening act and earns a promotion would begin the next month as a headline act. Performers engaged as a headline act at a large venue cannot be promoted. Superstardom is a matter for roleplaying, not skill checks.

The Weekly Paycheck: At the end of the week a character will earn a paycheck commensurate with their billing.

Retry: Retries are allowed, but they don't negate previous results, and an audience that has been unimpressed in the past is going to be prejudiced against future performances.

FORGERY (INT OR DEX)

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

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

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

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

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

Detecting a Forgery: The person reviewing the forged documents or device must make their own Forgery check against a DC equal to the Forgery Level of the item in order to detect the fact. Obviously contrary orders or identity cards that do not match the person holding them, such as an ID

describing a noble being used by someone that appears to be a street thug, will tend to arouse suspicions.

<i>Circumstances</i>	<i>DC Modifier</i>
Suspicious request/circumstances	+5
Type of document/device unknown to reviewer	-2
Type of document/device somewhat familiar to reviewer	+0
Type of document/device well known to reviewer	+2
Casual review	-2
Electronic or other analysis	+4

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

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

FORWARD OBSERVER (INT)

Trained Only

The individual has been trained (in military service) to call on and adjust artillery (projectile, missile, and laser) fire from distant batteries and from ships in orbit. See Indirect Fire (pg. 157) for more information.

GAMBLING (INT)

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

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

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

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

the player has successfully cheated and takes the pot. If more than one person attempts to cheat during the same round of play the person with the highest roll wins the pot.

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

GATHER INFORMATION (CHA)

You are talented at combing sources and databanks for information.

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

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

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

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

GUNNERY (WIS)

This skill is used as an attack bonus equal to the character's Gunnery skill rank when making an attack using Field Artillery, Vehicle mounted weapons, or Ship's Weaponry. See Gunner Actions (pg. 162) for more information.

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

HANDLE ANIMAL (CHA)

The character is an experience hand when it comes to dealing with animals, with knowledge of breeding, raising, care and training of them.

Check: The time required to get an effect and the DC depend on what the character is trying to do.

Task	Time	DC
Handle a domestic animal	Varies	10
"Push" a domestic animal	Varies	15
Teach an animal tasks	2 months	15
Teach an animal unusual tasks	2 months	20
Rear a wild animal	1 year	15 + HD of animal
Train a wild animal	2 months	20 + HD of animal

Time: For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

Handle a Domestic Animal: This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

"Push" a Domestic Animal: To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

Teach an Animal Tasks: This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, teaching them general tasks. An animal can be trained for one general purpose only.

Teach an Animal Unusual Tasks: This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or a falcon to pluck objects from someone's grasp.

Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal can be taught tricks at the same time that it is being raised, or can be taught as a domesticated animal later.

Train a Wild Animal: This means train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

Retry: For handling and pushing domestic animals, yes. For training and rearing, no.

Special: A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks. An untrained character can use a Charisma check to handle and push animals but not to teach or rear them.



HIDE (DEX)

Armor Check Penalty

This skill allows a character to use the shadows for concealment from view, slowly approach a position via the cover of dense underbrush, trail a target through a moderately crowded street, or similarly make use of concealment (outside of combat).

Check: The character's Hide check is opposed by the Spot check of anyone who might see them. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large -4, Huge -8, Gargantuan -12, Colossal -16.

A character can attempt to camouflage himself in order to blend into the local terrain. Such a camouflaged character may add a bonus equal to 5 + his Intelligence modifier to any Hide checks if the camouflage is appropriate.

If people are observing the character, even casually, he cannot hide. The character can run around a corner or something so that he is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), the character can attempt a Hide check. While the observers' attention is distracted, the character can attempt a Hide check if he can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at -10 because the character has to move fast.

Creating a Diversion to Hide: A successful Bluff check can provide the momentary diversion the character needs to attempt a Hide check while people are observing him.

INNUENDO (WIS)

Trained Only

The character is able to pass along and understand secret messages while carrying on a conversation about something else. For example the captain of a ship might

use innuendo to pass along orders to the crew to prepare for a boarding action by pirates, all the while speaking to the passengers about some "minor engine difficulties" that have just occurred.

Check: The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a -2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a -2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The Referee makes the character's Innuendo check secretly so that the character does not necessarily know whether he was successful.

Retry: Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

INTIMIDATE (CHA)

The character has an uncanny ability to bully, browbeat, insult, threaten, embarrass, or otherwise intimidate others into doing what she wants through force of personality or social position, without actually resorting to violence.

Check: The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

Retry: Generally, retries do not work. Even if the initial check succeeds, the other character can only

be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

Special: If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Intimidate checks.

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

INTUIT DIRECTION (WIS)

Trained Only

The character is rarely disoriented, and has an unnerving knack for always knowing what direction he is facing in relation to the local compass.

Check: By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identifies a random direction as true north.

The Referee makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

Retry: The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

JUMP (STR)

Armor Check Penalty

A character would use this skill when attempting to jump across the gap between two buildings, drop from a second story window, leap to another branch in a tree, or other similar situations.

JUMPING MODIFIERS

Type of Jump	Minimum Distance	Additional Distance	Distance
Running jump*	1.5 meters.	+25 cm./1 point above 10	Height X 6
Standing jump	1 meter.	+25 cm./2 points above 10	Height X 2
Running High jump*	50 centimeters.	+25 cm./4 points above 10	Height X 1 1/2
Standing High jump	50 centimeters.	+25 cm./8 points above 10	Height
Jump back	25 centimeters.	+25 cm./8 points above 10	Height

*The character must move 6 meters before jumping. A character cannot take a running jump in heavy armor.

Check: The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

The distances listed are for characters with speeds of 10 meters. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed than a standard human, increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if he fell the same distance. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 3 meters less than the character actually did.

Special: If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

KNOWLEDGE (EDU)

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

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

Check: Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

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

Special: An untrained Knowledge check is simply an Education check. Without actual training, a character only knows facts that are common knowledge. Note that some

"commonly known" facts may be partially or completely (and sometimes deliberately) wrong or false. Untrained Knowledge checks allow the character to remember what facts he or she has encountered. The truth may be harder to come by, though a subject expert may know the truth behind many common fallacies and misconceptions.

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

DETAILED KNOWLEDGE SKILLS

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

K/Interstellar Law

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

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

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

Other Suggested Knowledge Skills

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

- *The Ancients* (their history, known sites, previously found artifacts).
- *Imperial History* (dates, names, important events).
- *Jump Space* (facts, figures, legends, rumors).
- *Architecture and Construction* (buildings, bridges, fortifications, mining).

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

LEADER (INT/CHA)

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

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

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

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

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

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

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

LIAISON (CHA)

The character is trained in the art of dealing with others, including knowledge of proper protocols, manners of address,

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

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

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

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

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

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

LISTEN (WIS)

A character might use this skill when trying to overhear another conversation nearby, listen for the approach of someone, or hear a distant noise.

Check: Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The Referee may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

DC	Sound
0	People talking
5	A person in medium armor walking at a slow pace (3m/round) trying not to make noise.
10	An unarmored person walking at a slow pace (4.5m/round) trying not to make any noise
15	A 1st-level Rogue using Move Silently within 3m of the listener
19	A cat stalking
30	An owl gliding in for a kill
+1	Per 3m from the listener
+5	Through a door
+15	Through a stone wall

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result of their checks.

Retry: The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

Special: When several characters are listening to the same thing, the Referee can make a single 1d20 roll and use it for all the listeners' skill checks.

MOVE SILENTLY (DEX)

Armor Check Penalty

The character moves with a feline's grace, able to cross various surfaces while making little or no sound.

Check: The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half of his normal speed at no penalty. At more than one-half and up to the character's full speed, he suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

NAVIGATION (EDU)

Trained Only

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

Check: Whatever means of transport is being used (from shoe leather to starships), the navigator's role is to determine a suitable route that avoids hazards while allowing the travellers to make the best progress they can. On exploratory missions, or when venturing into unexplored territory, Navigation skill may be used to assist in the speedy computation of courses, in the accurate determination of courses, and in the determination of position when lost or strayed, and also to facilitate the accurate recording of progress and the production of charts or maps. The minimum requirement for successful navigation is that the night sky must be visible from the planetary surface, though usually high-technology aids such as radar, beacons and satellite navigation systems are employed. The time required to plot a course depends upon the length of the journey and its complexity.

PILOT (INT OR DEX)

Trained Only

The individual has training and experience in the operation of a given type of grav vehicles, aircraft, spaceship, and/or starships, depending upon the Vehicle feats

NAVIGATION COURSE PLOTTING

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

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

possessed by the character. A character is qualified for the job of pilot on any type of craft for which they have the appropriate feat (in addition to Pilot skill). Pilot expertise is necessary to handle such craft, though a check is usually only made when circumstances become challenging, such as due to weather conditions or hostile action. See Vehicle and Starship Maneuver Actions (pg. 159) for more information.

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

PROFESSION (WIS)

Trained Only

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

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

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

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

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

MAINTAIN EMPLOYMENT OR EARN PROMOTION (PROFESSION)

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

cessful P/Administration skill check vs. DC25 to locate a job opening that week.

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

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

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

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

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

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

Special: In situations where a character has a Profession skill useful to a task requiring a related Technical or Knowledge skill, the character may add a +2 synergy bonus to the skill check. If the character does not

possess the required skill, they may still attempt the task as if they did have the skill rank of 0 but they lose the synergy bonus.

DETAILED PROFESSIONAL SKILLS

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

P/Administration

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

Bureaucrats and Administrators

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

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

The offer of a bribe and a Bribery skill check may also be attempted in place of an ability or P/Administration or K/Interstellar Law skill check. See the Bribery skill description for more information (pg 69).

DEALING WITH BUREAUCRATS

Need	DC	Appropriate Skill or Ability
Track down records	5	P/Administration or Social Standing
Insure prompt issuance of licenses	10	P/Administration or Social Standing
Approval of applications	10	P/Administration or Social Standing
Avoid close inspection	10	K/Interstellar Law, P/Administration or Social Standing
Avoid police harassment	10	K/Interstellar Law, P/Administration or Social Standing
Get Charges Dropped (Trivial)	15	K/Interstellar Law or Social Standing
Explain discrepancy in paperwork	15	P/Administration or Social Standing
Explain missing paperwork	20	P/Administration or Social Standing
Explain obviously forged documents	30	P/Administration or Social Standing
Get Charges Dropped (Serious)	30	K/Interstellar Law or Social Standing
Get Charges Dropped (Major)	40	K/Interstellar Law or Social Standing
Defend case	Opposed K/Interstellar Law vs. Prosecutor's K/Interstellar Law skill check (interstellar courts only)	
Prosecute case	Opposed K/Interstellar Law vs. Defender's K/Interstellar Law skill check (interstellar courts only)	
Condition/Situation	Modifier	
World Law Level	+ 1 DC per Law Level UWP rating of the world	
Legal Eagle Feat	+2 check bonus	
Bluff Skill Rank 5+	+2 check bonus	
Liaison or Intimidate Skill Rank 5+	+2 check bonus (one only)	

P/Hunting

Hunting is quite common in the far future on many worlds, both for food and sport. Safaris and Big Game Hunts are big business, and a good hunting guide can make an excellent living guiding rich nobles and playboys around the dangers and hazards of a world to let them 'bag a trophy' to impress their friends and peers. Many of the more successful hunters even have their own ships to convey their clients about in comfort.

Laws and Permits: On populated worlds, there may be laws prohibiting hunting or requiring a license be purchased before any hunt may begin depending on the local Law Level. Make a check vs. the Law Level. If the roll is successful, no permit is needed. If the roll is 1-5 points less than the Law Level, but not a 1 or a 2, a permit is required before the hunt may legally commence. If the roll is 6 or more points less than the Law Level, or a 1 or a 2, the animal to be hunted is a protected species and not open for hunting. At least not legally...

Permit Costs: 1d6 x Cr1000, + Cr100 per client

Guides And Supplies: Even if a hunt is headed by a certified hunter, there may be a need or desire to use native guides to help locate the targets of the hunt. These local guides can typically be hired for about Cr10 per day per hunting skill rank. In addition, supplies will be needed

to tend to all members of the hunting party (in a manner befitting the status of the clients). The costs listed below are used in place of the normal costs for daily meals (see pg. 214).

Client Type	Minimum 'Supplies' Cost
Average	Cr25 per client per day
Rich	Cr50 per client per day
Nobility/Filthy Rich	Cr100 per client per day

The Hunt

Check once per hour (up to 8 time per day) for encounters when hunting. A basic check (DC13) should be made, adding the Hunting skill of the head guide to the roll. If the result is 13 or higher an encounter has occurred.

If an encounter occurs, have the hunter make a skill check. A successful check means the beast is of the type the hunting party is stalking. Otherwise roll normally on the encounter tables to see what type of creature is actually encountered. Guides may be hired or present for the purpose of assisting in the location of specific animals, contributing a bonus of +2 or greater to influence encounter throws for a specific type of animal.

To find tracks or to follow them for one mile requires a Hunting skill check. The character must make another Hunting check every time the tracks become difficult to



follow, such as when other tracks cross them or when the tracks backtrack and diverge. The character moves at half normal speed (or at normal speed with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.

Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.

Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

If the character fails a Hunting check, the character can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching. A character without hunting skill can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Animal Value: Animal encounters constitute the only general possibility of access that characters have to food, furs, or other valuable items. Animals are usually edible (basic check, DC5, modifier of -3 if the atmosphere is tainted) provided the planetary atmosphere is between 2 and 9, and the animal does not have a poison weapon. Otherwise, the animal is inedible. From 5% to 30% (throw 1d6 times 5%) of an animal's weight will be edible meat. A person requires 1 kilogram of meat per day when living off the hunt.

Edible: DC5 (Tainted Atmospheres -3 to the check roll). Animals that use poison, or from worlds with an atmosphere of 10+ are inedible.

Meat: 1d6 x 5% of the weight of the animal is edible meat. A person requires 1kg of food per day to survive. Meat can be sold for Cr0.1 per kg

P/PROSPECTING

The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

Laws and Permits: On populated worlds, there may be laws prohibiting prospecting or requiring a license be purchased before any work may begin depending on the local Law Level. Make a check vs. the Law Level. If the roll is successful, no permit is needed. If the roll is 1-5 points less than the Law Level, but not a 1 or a 2, a permit is required before work may legally commence. If the roll is 6 or more points less than the Law Level, or a 1 or a 2, the application has been denied.

Permit Costs: 1d6 x Cr1000, + Cr100 per client

In the Field: Make a Prospecting Check vs DC30. Add the Planetary Resources rating to the roll. One check per week may be made to search a hex (up to 20km across). If more than one prospector is working in a team, the highest prospecting score should be used, and add +1 to the roll for each additional prospector in the group. The amount rolled above the required DC may be added to the Prospecting table roll.

P/SURVEY

The individual is trained in the methods and requirements of conducting stellar, system, and planetary surveys.

Surveying a world or system is a process of several stages, moving from the very general to the specific. Points of particular interest noted during the survey may be

HUNTING

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked:*	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made+10	
Poor visibility:**	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest size category.

**Apply only the largest modifier from this category.

investigated after the process is complete, or a team may be detached from the general survey to carry out a close investigation.

Each survey task requires a ship with sensors installed, and both a T/Sensor skill check to obtain the data and a P/Survey skill check to interpret the results. The DC for both tasks is the same and based on the Survey task attempted. The required data must be obtained through the successful use of the sensor before the P/Survey skill may be attempted to interpret what has been collected. P/Survey skill can be used in place of the T/Sensor skill, but at a -4 penalty to the skill check roll. The normal tasks (in order) for a system survey are:

Stellar Data: (DC 15) The classification and relevant (size and spectral type) details of the system's star and any companions it may have are observed. Ship must be within 100 diameters of the star, and will take 2d6 hours to complete.

System Data: (DC 5) the general nature of the system (the number and orbits of any gas giants and planetoids, along with the number and orbital placement of any planets) is recorded. A full system survey will take 4d6 hours to complete.

PROSPECTING

<i>1d100</i>	<i>Discovery</i>	<i>Base Refined Value</i>	<i>Monthly Tonnage Output</i>	<i>Notes</i>
1-25	Rare Earths	1000	1d6 x 10	1d4 months
26-45	Petrochemicals	10,000	1d6 x 5	1d6 months
46-65	Rare Metals	100,000	1d6	1d8 months
66-80	Gemstones	1,000,000	1d6	1d10 months
81-90	Radioactives	1,000,000	1d6	1d12 months
91-95	Fossils	*	*	1d20 months World must have an atmosphere 1+
86-98	Salvage	*	*	1d100 months
99-100	Artifacts	*	*	1d12 years

* See Below

Unrefined materials are only worth 1/10th of their refined value.

Fossils

1d20 Type of Fossils

1-12	Botanical
13-20	Biological

Botanical Fossils

<i>1d100</i>	<i>Age in Years</i>	<i>Value</i>
01-50	1d10 thousand	Cr1d100 x10
51-70	1d100 thousand	Cr1d10 x100
71-85	1d1000 thousand	Cr1d100 x100
86-95	1d10 million	Cr1d10 x1000
98-100	1d100 million	Cr1d100 x1000

Biological Fossils

<i>1d100</i>	<i>Age in Years</i>	<i>Value</i>
01-65	1d10 thousand	Cr1d10 x100
76-80	1d100 thousand	Cr1d100 x100
81-90	1d1000 thousand	Cr1d10 x1000
91-95	1d10 million	Cr1d100 x1000
96-100	1d100 million	Cr1d1000 x1000

Artifacts

Artifacts are the remnants of a previous civilization. The listed value is for each individual artifact found and sold to a collector, museum, etc. Note that in many cases the removal of artifacts from a world without approval (and proper fees, taxes, and other red tape) is prohibited by the local government.

<i>1d100</i>	<i>Age in Years</i>	<i>Value</i>	<i># Found</i>
01-80	1d10 hundred	Cr1d1000 x100	1d6
81-90	1d10 thousand	Cr1d1000 x1000	1d4
91-95	1d100 thousand	Cr1d1000 x10,000	1d3
96-98	1d1000 thousand	Cr1d1000 x100,000	1d2
99-100	1d10 million	Cr1d10 x10	1

Salvage

Salvage is an item of recent (1-100 years) construction that has forgotten and/or abandoned by its previous owner.

<i>1d100</i>	<i>Salvage Damage</i>	<i>1d100</i>	<i>Size</i>
01-50	Equipment*	01-10	Tiny
51-75	Vehicle	11-35	Small
76-90	Small Craft	36-75	Medium
91-100	Starship	76-90	Large
* -25 to the size roll		91-95	Huge
		96-98	Gargantuan
		99-100	Colossal

Planetary Data: for each world in turn, the following process is used:

Physical UWP: (DC10) Basic world type (size, atmosphere, and hydrographics) is observed and recorded. A failed skill check will cause one or more of the physical UWP stats to be off (Size, Atmosphere, and Hydrographics). This will take 1d6 hours to complete. A failed skill check will result in incorrect information being obtained. Ship must be in orbit around the world.

If the character has a K/Planetology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Atmospheric Survey: (DC15) a detailed atmospheric analysis is undertaken. This will take 1d6 hours per Atmosphere UWP rating of the world, and will give the surveyor the climate and temperature data for the planet. A failed skill check will result in incorrect information being obtained. Ship must be in orbit around the world.

If the character has a K/Climatology or K/Meteorology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Generate Map: (DC5) create a map of the major terrain features, even through cloud cover. This will take 1d6 hours per Size UWP digit of the world. For example it will take 7d6 hour to map a Size 7 world. A failed skill check will cause one or more of the aspects of the map to be incorrect, or missing. Ship must be in orbit around the world. A more detailed map may be generated (1km scale) but this will take 1d6 days per Size UWP digit of the world.

If the character has a K/Geography skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Technology Survey: (DC15; DC20 if TL1 or less) Determine the general available TL, of the world and the location of any settlements. This can be done at the same time the map of the world is being generated and takes just as long. Ship must be in orbit around the world. The tech level will be determined as: Very Low (0-3), Low (4-6), Average (7-9), Interstellar (10-12), Very High (13+)

If the character has a K/Anthropology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task

Societal Survey: (DC20) determines the Population (and exponent), Government, Law Level, and specific Tech Level UWP statistics for the world. This survey requires detailed study of the subject world over a period equal to 1d6 weeks per Population UWP digit. Thus a world with a Population UWP of 9 requires 9d6 weeks of surveying to determine the required data. This requires study of the communications, electronic emissions, and possibly planetside investigation and research. A failed skill check will cause one or more of the physical UWP stats to be off.

The Liaison skill or K/Anthropology skill may be used in place of T/Sensor skill for this task. If the character has a Liaison skill rank of 8 or higher, or K/Anthropology skill rank of 5 or more, they may add a +2 synergy bonus to the P/Survey portion of this task.

Mineral Survey: (DC25) the surface is surveyed for mineral deposits, determining the Natural Resource rating of the world. This will take 1d6 days per Size UWP digit of the planet. A failed check will result in an inaccurate record for the Natural Resource rating. Ship must be in orbit around the world. The time required for a mineral survey is in addition to the time required for any other survey.

The Geological Survey feat may be used in conjunction with this task. The K/Geology skill or K/Mineralogy skill may be used in place of T/Sensor skill for this task. If the character has a K/Geology skill rank of 8 or higher, or K/Mineralogy skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Botanical Survey: plant life is collected and analysed. This type of survey requires a physical investigation and research be conducted planetside, exploring and taking samples. This process will normally take 1d6 months per Size UWP digit of the world.

The K/Botany skill may be used in place of T/Sensor skill for this task. If the character has a K/Botany skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

Biological Survey: animal life is studied. This type of survey requires a physical investigation and research be conducted planetside, exploring and taking samples. This process will normally take 1d6 months per Size UWP digit of the world and will generate the encounter table for each climate zone of the world. As less detailed survey may be conducted, taking 1d6 weeks per Size UWP, but will only generate the single most common creature encountered in each climate zone.

The presence of sentient beings on a world complicates this process. Contact is normally avoided until the world has been carefully studied and the nature of the people there is known. Contact procedures vary depending on the circumstances.

The K/Biology skill may be used in place of T/Sensor skill for this task. If the character has a K/Biology skill rank of 5 or more may add a +2 synergy bonus to the P/Survey portion of this task.

READ/WRITE LANGUAGE (NONE)

Trained Only

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

This skill doesn't work like normal skills, instead of spending skill points to buy an increase in skill rank, char-

acters spend skill points and learn to read and write a new language. There are no language skill checks; you can either read and write the language or you can't. A character must already have the Speak Language skill for any language they wish to learn to read and write in.

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

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

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

RECRUITING (EDU)

The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment couched in terms most likely to produce acceptance. This skill is also helpful to a ship's crew in locating passengers. Recruiting skill affects the quality and quantity of recruits that will respond to a request for applications.

Check: When searching for passengers, the character may add a +2 bonus to all passenger rolls (see Trade and Commerce-Passengers pg 355) if he has a recruiting skill rank of 5 or greater.

Once per week a check may be made to locate recruits for volunteer work, job openings, or mercenary tickets. The difficulty in locating qualified applicants and the number of them that actually apply are based on the level of expertise sought, and the available population of the world to draw from. If the check is successful, roll to determine the exact number of qualified applicants the character has to choose from.

Character Level Sought	DC	# of Qualified Applicants
1-4	5	1d8 per open position advertised
5-8	10	1d6 per open position advertised
9-12	15	1d4 per open position advertised
13-16	20	1d3 per open position advertised
17-20	25	1d2 per open position advertised

Circumstance	DC Modifier
World Population UWP rating is 3 or less	+10 DC
World Population UWP rating 4 or 5	+5 DC
World Population UWP rating 8	-5 DC
World Population UWP rating 9+	-10 DC

Retry: As often as needed, though no more than one check can be made per position advertised.

Special: Unlike Leader skill, a recruiter is skilled at screening applicants, narrowing down the mass of applicants to the few who are best qualified of. However a Leader skill rank of 8 or higher will earn the character a +2 synergy bonus on all recruiting skill checks.

RIDE (DEX)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a sand lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a flying mount when the character is used to a land based mount), the character's rank is reduced by 5 (but not below 0).

Check: Typical riding actions do not require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

Riding Task	DC
Guide with knees	5
Stay in saddle	5
Fight with warhorse	10
Leap	15
Control Mount in Battle	20
Fast mount or dismount	20*
Cover	15
Soft fall	15

*Armor check penalty applies.

Guide with Knees: the character can react instantly to guide a mount with his knees. This allows the use of both hands in combat. Make the check at the start of the character's round. If the check is failed, the character can only use one hand this round because he needs to use the other to control his mount.

Stay in Saddle: The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly or when either mount or rider takes damage.

Cover: The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character cannot attack or use psionic talents while using his mount as cover. If the check is failed, the character doesn't get the cover benefit.

Soft Fall: The character reacts instantly to try to take no damage when he falls off a mount, such as when it is killed or when it falls. If the check is failed, the character takes 1d6 points of falling damage.

Leap: The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

Control Mount in Battle: As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the check is failed, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

Fast Mount or Dismount: The character can mount or dismount as a free action. If the check is failed, mounting or dismounting is a move-equivalent action. (The character cannot attempt a fast mount or dismount unless he or she is already in a position to perform the mount or dismount as a move-equivalent action this round.)

Special: If the character is riding bareback, he suffers a -5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, he gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

SEARCH (INT)

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

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

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

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

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

SENSE MOTIVE (WIS)

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

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

Sense Motive Task	DC
Hunch	20
Sense psionic influence	25

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

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

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

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

SPEAK LANGUAGE (NONE)

Trained Only

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

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

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

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

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

SPOT (WIS)

The character is skilled at spotting an ambush and noticing people or creatures hiding in nearby shadows, using high brush as cover, or otherwise using concealment. The character is also adept at noticing actions by others that might be missed by most, such as slight of hand or pickpocketing.

Check: The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

Condition	Penalty
Per 3 meters of distance	-1
Spotter distracted	-5

Retry: The character can make a Spot check every time he or she has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that they failed to spot previously.

Special: When comparing Spot and Search skills, remember that Spot would allow a character to detect someone hiding, without necessarily alerting the other person that they have been seen. A search is more systematic and is almost certain to be obvious to the person hiding, allowing them to creep away before they are discovered.

SURVIVAL (WIS)

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

Check: A successful Survival check once per day (DC10 under optimal circumstances), will provide a character with enough of the necessary essentials to survive another day, but only if such resources are realistically available and accessible. Only in the most unusual of situations would a character be able to access a source of fresh water located 300 meters beneath the ground, though she might be able to find a way to extract water from the local vegetation. Nor would a character stranded

on a vacuum world be able to come up with a way to produce more oxygen without specialist equipment, though he would know how to best conserve his air to survive as long as possible.

DC Task

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

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

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

Special: If the character has 5 or more ranks of Intuit Direction, he gets a +2 synergy bonus on Survival checks to avoid getting lost.

SWIM (STR)

The character is capable of remaining afloat, swimming along the surface, diving and swimming beneath the surface, and otherwise functioning and surviving for a period in a body of water (or other non-toxic liquid).

Check: A successful Swim check allows the character to swim one-quarter of his speed as a move-equivalent action or one-half his speed as a full-round action. Roll once per round. If the character fails, he makes no progress through the water. If the character fails by 5 or more, he goes underwater and starts to drown unless he is wearing suitable breathing apparatus.

If the character is underwater (whether drowning or swimming underwater intentionally), he suffers a cumulative -1 penalty to his Swim check for each consecutive round the character has been underwater, unless he is equipped with breathing gear.

The DC for the Swim check depends on the water:



Water Conditions	DC
Calm water	10
Rough water	15
Stormy water	20
Very Hot or Cold Water	+2
Icy Water	+5*

* Make the fatigue check (see below) every 10 minutes unless wearing an insulated or heated suit.

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

Special: Instead of an armor check penalty, the character suffers a penalty of -1 for each 2kg of gear he is carrying or wearing.

TECHNICAL (EDU)

Trained Only

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

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

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

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

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

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

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

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

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

MAINTAINING EMPLOYMENT OR EARN PROMOTION (TECHNICAL)

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

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

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

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

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

Creating Items: The basic function of the Technical skill is to allow the character to make and repair items of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All technical personnel require the proper tools to give the best chance of success; if improvised tools are used instead, the check is made with a -2 circumstance penalty. On the other hand, very high-quality tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the Referee set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one time period.

If the check succeeds, find the current "work value" by multiplying the check result by the DC and dividing by 10. If the result equals the price of the item, then the character has completed it. If the work value equals double or triple the price of the item, then the character has completed the task in one-half or one-third the time, and so on.) If the work value doesn't equal the price, then it represents the partial progress the character has made this time period. Record the result and make a check for the next time period. Each time period the character makes more progress until the total work value reaches the price of the item.

If the character fails the check, he makes no progress this time period. If the character fails by 5 or more, he ruins half the raw materials and must pay half the original raw material cost again. Failure by 10 or more indicates that the character has ruined the whole piece and must start over with new materials (paying the entire cost again)

Creating Masterwork Items: The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship). To create a masterwork version of an item, the character creates the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its

TECHNICAL CONSTRUCTION

Item	DC	Time Period
Mechanical		
Basic Personal Equipment	5	Hour
Advanced Personal Equipment	10	Day
Vehicle Chassis	10	Week
Vehicle Subsystem	15+	Week
Electronics		
Basic Personal Equipment	5	Hour
Advanced Personal Equipment	10	Day
Laser Weapons	10	Week
Gauss Weapons	15	Week
Energy Weapons	20	Month
Vehicle Subsystem	30+	Month
Gravitics		
Gravitic Part	15	Day
Gravitic System	20+	Week
Engineering		
Ship's Hull	10	Week
Ship's Power Plant Part	15	Day
Ship's Power Plant or Maneuver Drive Part	20	Week
Maneuver Drive or Jump Drive Part	30 +	Month
Jump-1 Drive	40	Year
Jump-6 Drive	70	Year

own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

Masterwork tools add a +2 circumstance bonus to related skill checks (if any). Masterwork weapons add a +1 bonus to attack rolls. Masterwork items usually sell for at least twice their normal value.

Retrying to Create Items: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again. If he fails by 10 or more, he must start over.

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

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

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

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

DETAILED TECHNICAL SKILLS

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

T/Astrogation

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

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

Plot a Standard Course: Traveling from point A to point B in space, requires the Astrogator to plot a course and thrust schedule for the pilot to follow. This task has a base DC of 10. In combat it is a standard action. Failure of the task will add 2d6 minutes/hours (as appropriate) to the travel time of the ship to its destination.

Plot a Jump Route: A Jump Plot can be created by a computer, and Plots are available in the form of "course tapes" purchased from major ports and for common destinations. However, the nature of Jump makes electronic systems less than reliable when creating a plot. A computer will throw up dozens of apparently suitable Jump solutions. All of them will of course work, but minor variations in the plot will cause large variance in flight time and emergence point. A good Astrogator develops a "feel" for his calculations that borders upon black magic. He or she can somehow predict the variance in the system to shave a few minutes off average Jump time and to give an emergence point as close as possible to the destination. This task has a base DC of 15. In combat this is a full action. Failure in this task will result in a Misjump (pg. 353).

Astrogation Tasks

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

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

T/Communications

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

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

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

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

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

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

Hide or Piggyback a Signal: A comm. officer can attempt to hide a transmission by using an exotic frequency or attempting to piggyback the transmission on top of another signal source (such as a laser). Unless someone is expecting such a signal, or actively searching for

such signals, the probability of such a transmission being detected is very low. Such a task has a base DC of 20. In combat, this is a full action. If this task fails, the signal is not hidden and may be detected normally.

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

Communication Tasks

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

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

T/Computer

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

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

Data Encryption/Decryption: Standard encryption programs are readily available and are supplied as standard software on most new computers. Unfortunately, they only

COMPUTER TASKS

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

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

Time Levels

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

offer the most minimal of protection (Encryption Rating of 10) against anyone with computer experience. Those with computer training may wish to handle their own encryption needs. When encrypting data, the programmer must make a T/Computer skill check to set the Encryption Rating of the data. Anyone other than the programmer who attempts

to access the data will have to make their own successful T/Computer skill check vs. the Encryption Rating to decrypt the data first. This is an Advanced programming task.

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

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

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

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

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

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

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

T/Medical

The individual has training and skill in the medical arts and

sciences. Unless a character has the Xeno-Medicine feat, they may only safely apply their Medical skill to member of their own race.

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

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

Short-term Care: Short-term care is dealing with more minor injuries throughout the course of a day. If successful, the character lets the patient recover Stamina at twice the normal rate: 2 stamina per level for each hour of light activity, and 3 stamina per level for each hour of complete rest. The patient's Constitution modifier is not doubled, but is added to the recovery rate.

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

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

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

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

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

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

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

MEDICAL TASKS

Task	DC
Emergency Care	15
Short-term care	15
Long-term care	15
Wounds Affecting Base Speed	15
Treat poison	Poison's DC
Treat disease	Disease's DC
Minor surgery (stitches)	15
Routine surgery (remove bullet, appendicitis, tonsillectomy)	20
Serious surgery (amputation, heart surgery)	30
Major surgery (brain surgery)	40+
Modifiers	DC
Under fire or similar stress	+15
Rushed +10	
Anti-toxin Available	-10
Chronic Condition	+5
Tools	
None	+10
K/Herbal Lore	+5
First Aid Kit	
TL0-3	+2
TL5-7	+/-0
TL8-12	-2
TL13-15	-4
TL16+	-6
Field Medical Kit	
TL5-7	-2
TL8-12	-4
TL13-15	-6
TL16+	-8
Hospital	
TL5-7	-6
TL8-12	-8
TL13-15	-10
TL16+	-12

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

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

First Aid: The first aid feat allows a character to perform

any medical task as if they had a Medical skill rank of 0.

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

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

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

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

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

T/Sensors

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

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

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

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

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

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

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

It is when confronting a military or other type of ship that is not operating a transponder that the sensor operator must actively watch for contacts. See Spotting Other Vessals (pg. 144).

Detect a Communication Signal: Any signal directed to another comm. unit will automatically be detected. This task is used when trying to detect signals meant for other comm. units. Open and unsecured signals can automati-

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

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

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

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

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

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

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

The sensor operator must make a T/Sensors skill roll and add the sensor system model number to this result. This

SENSOR TASKS

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

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

total will establish the ship's Jamming rating for the round. Any other ship attempting to target or otherwise scan the ship must use the ship's Jamming rating as the DC for these tasks rather than the standard DC for the current round.

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

TRADER (WIS)

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

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

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

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

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

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

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

TUMBLE (DEX)

Trained Only; Armor Check Penalty

The character is skilled in performing somersaults, flips, handstands, cartwheels, dives, rolls, and similar acts, along with lessening the effects of falls.

Check: The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Entertain skill). The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or other objects.

DC Task

15 Treat a fall as if it were 3 meters shorter when determining damage.

15 Tumble up to 6 meters (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 6 meters but suffers attacks of opportunity normally.

25 Tumble up to 6 meters (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 6 meters and can move through enemy-occupied areas but suffers attacks of opportunity normally.

Retry: An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction but only once per fall. The character can attempt to

tumble as part of movement but only once per round.

Special: A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the Fight Defensively standard or full-round action, instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

USE ALIEN DEVICES (WIS)

Academics and Travellers Only

The character is familiar with numerous examples of alien technology and design, allowing a better chance of figuring out the use and function of unknown or unfamiliar alien equipment and devices. Anyone can attempt to use this skill untrained, but only Academics and Travellers may earn ranks in this skill.

Check: When confronted with an alien or higher-technology device of unknown function, the character may attempt to figure out how it works. Using the Alien Races and Technology table below as a guideline, the Referee should set a secret Research DC to figure out how to use a single function of the device. Note that once a device's function is understood, a character can be shown how to use that function, provided it is relatively simple. Thus a TL 4 character can be taught how to operate a TL 12 coffee machine or alien direction-finding device, but not a computer or air/raft, which would require lengthy training (as represented by the acquisition of a skill.)

The character heading the investigation should make a skill check. If successful, reduce the Research DC by the amount equal to the skill check roll - exceeded the current Research DC. This will be the new DC the character must make a skill check against to continue the investigation. This will continue until the character gives up, or the Research DC is reduced to 0 or less, at which point the character has figured out one of the functions of the device.

A failed skill check requires the character to make an immediate additional skill check (same DC) to determine if anything untoward happens. If this second check fails, roll 1d20 and consult the Catastrophic Results table below. A roll of a 1 is always an automatic failure with a Catastrophic Result.

A roll of 20 is always an automatic success, and earns a 1d100 roll on the Beneficial Result table below. For purposes of Research DC reduction, consider an automatic success as a roll equal to the DC + 10.

If the device has multiple functions, a separate set

of Use Alien Devices skill checks must be made for each function. Once a function's use has been determined, the character may activate that function without trouble in the future.

Alien Races and Technology

Race	DC
Luriani, Solomani, Vilani, Other Human	0
Ursa, Sydite, Vargr, Aslan	5
Virushi, K'Kree, Zhodani	10
Wanderer, Droyne	15
Hiver	20
Unknown Race	30
Ancients	50
For each TL of device over current TL*	+5

* Does not apply to Ancients devices

Catastrophic Results

1d20	Result
1	Device explodes causing damage (how much should be determined by the Referee).
2-5	Device is rendered inoperable. Can never be repaired.
6-10	Device is rendered inoperable, but can possibly be repaired in the future if another can be obtained and its function figured out.
11-15	Reached dead end, must start completely over. Research DC returns to its initial value.
16-20	Device is baffling. Add 5 back onto the Research DC.

Beneficial Results

1d20	Result
1-5	A moment of inspiration! Add +1 to the next check roll.
6-10	Device activated in a minor and benign manner giving a further clue to its operation. Add +2 to the next check roll.
11-15	Add Int modifier (treat any zero or negative modifier as +1) to the amount by which DC is reduced.
16-19	Double the amount by which the Research DC is reduced this round.
20	Deduce how to use the function currently being studied. Research DC is set to 0.

Retry: This skill may be attempted on a device until the character gives up, all functions have been determined, or the device is rendered inoperable or destroyed.

FEATS

5

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

In addition to the basic feats introduced in the Core Rules book, Traveller introduces a number of additional feats with which to develop your characters. While these new feats were designed with the Traveller universe in mind, they can easily be adapted for use in any d20 Science-Fiction campaign setting.

Acrobatics	Override Ship Security
Acting Prodigy	Point Blank Shot
Alertness	Precise Shot
Ambidexterity	Primary Military Occupational Specialty
Armor Proficiency (Battle Dress)	PSI Training
Armor Proficiency (Heavy)	Quick Draw
Armor Proficiency (Light)	Rapid Shot
Armor Proficiency (Medium)	Research
Armor Proficiency (Vac Suit)	Ride-By Attack
Assassin	Run
Athletic	Shield Proficiency
Barter	Ship Tactics
Brawling	Shot on the Run
Carousing	Sixth Sense
Combat Reflexes	Skill Focus
Connections	Sniper
Credit Line	Spirited Charge
Dodge	Spring Attack
Dumb Luck	Stealthy
EW Specialist	Surgery
Endurance	Tolerance
Far Shot	Toughness
Fast Talk	Tracker
First Aid	Trample
Fleet Tactics	Trapping
Gearhead	Trustworthy
Geological Survey	Two-Weapon Fighting
Great Fortitude	Vessel/Ground
Hacker	Vessel/Grav
Heavy Gravity Adaptation	Vessel/Watercraft
Heavy Metal	Vessel/Aircraft
Hobby	Vessel/Ship's Boats
Improved Critical	Vessel/Starships
Improved Initiative	Vessel Specialization
Improved Two-Weapon Fighting	Weapon Proficiency (Archer)
Improved Unarmed Strike	Weapon Proficiency (Armsman)
Improved Zero-G/Low Gravity Adaptation	Weapon Proficiency (Combat Rifleman)
Interrogation	Weapon Proficiency (Field Artillery)
Iron Will	Weapon Proficiency (Heavy Weapons)
Jury Rig	Weapon Proficiency (High Energy)
Legal Eagle	Weapon Proficiency (Lasers)
Lightning Reflexes	Weapon Proficiency (Marksman)
Martial Training	Weapon Proficiency (Ship's Weaponry)
Medical Specialization	Weapon Proficiency (Swordsman)
Miracle Worker	Weapon Focus
Mobility	Weapon Specialization
Mounted Accuracy	Xeno-Empathy
Mounted Combat	Xeno-Medicine
Natural Born Leader	Zero-G Combat
Natural Compass	Zero-G/Low Gravity Adaptation
Natural Talent	
Naval Architect	
Nerves of Steel	



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

FEAT DESCRIPTIONS

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

FEAT NAME

A brief description of the feat and its benefits.

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

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

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

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

ACROBATICS

The character is very agile, allowing her to take falls and difficult landings better than the average person.

Benefit: Add +2 to all Balance, Jump and Tumble checks.

ACTING PRODIGY

The individual has a special gift for acting and portraying roles.

Benefit: Add +2 to all Disguise and E/Acting checks when the character is playing a part.

Special: This feat does not stack with the Performance Prodigy feat when using the E/Acting skill.

ALERTNESS

The individual has 'eyes in the back of their head', so to speak, and is rarely surprised.

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

AMBIDEXTERITY

The character is equally proficient in using tools and weapons with either hand.

Prerequisite: Dex 15+.

Benefit: The character ignores all penalties for using an off hand. The character is neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

ARMOR PROFICIENCY (BATTLE DRESS)

The character is familiar with the use of powered Battle Dress armor and the weapon systems normally associated with it.

Prerequisites: Armor Proficiency (Vac Suit) feat.

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

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

ARMOR PROFICIENCY (HEAVY)

The character is familiar with wearing and using heavy armor.

Prerequisites: Armor Proficiency (Medium).

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

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

ARMOR PROFICIENCY (LIGHT)

The character is familiar with wearing and using light armor.

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

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

ARMOR PROFICIENCY (MEDIUM)

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

Prerequisites: Armor Proficiency (Light)

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

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

ARMOR PROFICIENCY (VAC SUIT)

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

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

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

ASSASSIN

The character is trained in taking down an opponent with a single melee weapon attack.

Benefit: As a full round action the attacker may attempt to hit the target in a critical area. This attack is at a -4 penalty to hit. If the shot hits, it is treated as a critical hit. The target must be flat-footed to take advantage of this feat.

ATHLETIC

The character is a true jock, excelling at most athletic endeavors.

Benefit: Add +2 to all Climb and Swim checks.

BARTER

The character is a hard bargainer and relishes hag-gling over the price of an item.

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

BRAWLING

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

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

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

CAROUSING

The character is talented at interacting and socializing with others, skilled in the art of small talk and making others feel at ease in their presence.

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

COMBAT REFLEXES

The individual has the reflexes of a seasoned veteran; able to spot and take advantage of the openings an opponent may present in combat.

Benefit: When foes leave themselves open, the character may make a number of additional attacks of opportunity equal to his or her Dexterity modifier. The character still may only make one attack of opportunity per enemy. The character may also make attacks of opportunity while flat-footed.

CONNECTIONS

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

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

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

Connections (Scouts): Contacts among the active duty Scout Service personnel, at Scout bases, etc.

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

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

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

CREDIT LINE

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

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

DODGE

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

Prerequisite: Dex 13+.

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

DUMB LUCK

The character is unnaturally lucky.

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

The two features of the feat cannot be used together. For example this feat could not be used to reroll an unsuccessful attack and then, if the reroll were successful, increase the success into a critical hit.

ENDURANCE

The character is 'long winded' and able to endure strenuous physical exertion far longer than most others.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding his breath, and so on), the character gets a +4 bonus to the check.

EW SPECIALIST

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

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

FAR SHOT

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

Prerequisite: Point Blank Shot.

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

FAST TALK

The character is able to come up with plausible comments, answers, and other bit of small talk at the drop of

a hat, enabling them to somewhat direct and control the course of a conversation.

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

FIRST AID

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

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

FLEET TACTICS

The character is trained in the art of large-scale space warfare and the handling of groups of ships (fleets) in combat.

Prerequisites: Ship Tactics feat.

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

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

GEARHEAD

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

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

GEOLOGICAL SURVEY

The character is skilled at carrying out sample collection and analysis, and can operate appropriate sensors and equipment.

Prerequisites: P/Prospecting skill rank 5+ or K/Geology skill rank 5+.

Benefit: Add +2 to any K/Geology skill checks when attempting field analysis of a geological formation or attempting to extrapolate possible geological information about a region based on available maps and surveys. Also adds a +2 synergy bonus to all P/Survey skill checks when performing planetary mapping and mineral surveys.

GREAT FORTITUDE

The character is capable of withstanding unusual levels of pain and fatigue, and can (at least for a while) hold at bay the effects of shock.

Benefit: The character gets a +2 bonus to all Fortitude saving throws.

HACKER

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

Prerequisites: T/Computer skill rank 5+

Benefit: Add +2 to all T/Computer and T/

Communications checks when attempting to bypass or circumvent computer or communication security features.

HEAVY GRAVITY ADAPTATION

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

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

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

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

HEAVY METAL

The individual has a natural ability with ballistics, trajectories, and targeting of heavy weapons such as field artillery and ship's weaponry.

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

HOBBY

The individual has developed a specific skill as a favorite hobby.

Benefit: May make one cross-class skill a permanent class skill.

Special: This feat may be taken a number of times equal to a character's INT bonus or a minimum of once, whichever is higher.

IMPROVED CRITICAL

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

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

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

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

IMPROVED INITIATIVE

The character has fast or highly trained reflexes, allowing her to react more quickly than others in combat.

Benefit: The character gets a +4 bonus on initiative checks.

IMPROVED TWO-WEAPON FIGHTING

The character is highly trained in the art of two-weapon combat.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack the character gets with an off-hand weapon, he or she also gets a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, the character can only get a single extra attack with an off-hand weapon.

IMPROVED UNARMED STRIKE

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

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

IMPROVED ZERO-G/LOW GRAVITY ADAPTATION

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

Prerequisites: Zero-G/Low Gravity Adaptation

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

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

INTERROGATION

The character is skilled at questioning and interrogating people. She can pick up subtle clues from their body language and choice of phrases and spot inconsistencies in their story.

Benefit: Add +2 to all Sense Motive and Intimidate checks when performing an interrogation or questioning a suspect. In situations where the character is being interrogated, a negative -2 modifier may be applied to the interrogator's skill checks when attempting to obtain information from the character.

Special: This feat is a bit more heavy-handed than just using the Sense Motive skill. The person being questioned will realize that the character is after information from them.

IRON WILL

The individual has an unusually high reservoir of willpower, grit, and determination.



Benefit: The character gets a +2 bonus to all Will saving throws.

JURY RIG

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

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

LEGAL EAGLE

The character is intimately familiar with Interstellar laws and customs.

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

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

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

LIGHTNING REFLEXES

The individual has the reflexes of a hunting cat.

Benefit: The character gets a +2 bonus to all Reflex saving throws.

MARTIAL TRAINING

The individual has more than the typical experience in combat situations through training, real life experience, or more typically through previous military service.

Prerequisites: Must be a minimum of 4th level and have served at least one term in the Army, Navy, Marines, or Scout service (see Prior History, pg. 120), or have a Strength and Dexterity ability score of 12 or higher. May not be taken by Barbarians, Mercenaries, or (Active-Duty) Marines.

Benefit: May add +1 to BAB for every 4 character levels attained (i.e. at 4th, 8th, 12th, 16th, and 20th levels).

Special: This feat may only be taken once.

MEDICAL SPECIALIZATION

The individual has specialized in a specific field of medicine such as cardiology, neurology, or orthopedics.

Benefit: Add +2 to all T/Medical checks when diagnosing or treating injuries/illnesses related to the field specialty.

Special: This feat may be taken more than once, but each time a new field of specialization must be selected. It does not stack.

MIRACLE WORKER

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

Prerequisites: Gearhead feat.

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

MOBILITY

The individual has the ability to dodge, dance, and otherwise move past opponents while avoiding their blows.

Prerequisites: Dex 13+, Dodge feat.

Benefit: The character gets a +4 dodge bonus to Armor Class against attacks of opportunity caused when the character moves out of or within a threatened area. Note: A condition that makes the character lose the Dexterity bonus to Armor Class (if any) also makes the character lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

MOUNTED ACCURACY

The character is skilled at firing ranged weapons from a moving platform such as a vehicle or animal.

Prerequisite: Ride or Drive skill.

Benefit: The penalty the character suffers when using a ranged weapon from a moving platform is halved: -2 instead of -4 if the character's platform is taking a double move, and -4 instead of -8 if the character's platform is running or moving at fast speed or higher.

MOUNTED COMBAT

The character is trained in handling an animal mount in combat.

Prerequisite: Ride skill.

Benefit: Once per round when the character's mount is hit in combat, the character may make a Ride check to negate the hit. The hit is negated if the character's Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

NATURAL BORN LEADER

The individual has the type of attitude, confidence and natural leadership that draws attention and inspires loyalty.

Benefit: Add +2 to all Leader and Recruiting checks.

NATURAL COMPASS

The individual has an innate, almost unnatural ability to determine his or her location nearly anywhere on a world or planetoid, beyond what is natural.

Benefit: Add +2 to all Intuit Direction and Navigation checks.

NATURAL TALENT

The character is a raw psionist, capable of minor feats of psionics without the normal training required.

Benefit: The character rolls 1d20 and consults the Natural Affinity table below to determine which psionic Sphere of Influence he will be capable of manipulating.

The character has no formal training, but is such a strong natural talent that he may always act as if his skill rank in his natural sphere were 2 points higher than normal when using talents from his natural sphere of influence. Until formally tested the character may act as if he had a PSI rating of 2. If finally tested, the character may add +2 to the final exam result. If a human character takes this as their free racial bonus feat, he may ignore the age penalty when being examined at the Institute.

Note that the features of this feat make it possible for the character to later take any talent feat within his sphere that has a rank requirement of 2 or less.

See Psionics (pg. 186) for more information.

Natural Affinity

d20	Sphere
1-10	Telepathy
11-14	Clairvoyance
15-17	Telekinesis
18-19	Awareness
20	Teleportation

NAVAL ARCHITECT

The individual has been trained in the techniques and methods of spaceship and starship design, and producing the blueprints and plans necessary for their construction.

Prerequisites: T/Engineering

Benefit: May design starships and small craft for construction.

Special: This feat may be selected up to four times with the following additional capabilities with each selection:

- 1) The character is capable of designing small starships and small craft (up to 400 tons). Takes 16 weeks
- 2) The character is capable of designing medium sized starships (up to 1000 tons). Takes 10-12 weeks.
- 3) The character is capable of designing large starships (up to 10,000 tons). Takes 6-8 weeks.
- 4) The character is capable of designing any type of starship regardless of tonnage, at normal pace.

NERVES OF STEEL

The character is cool as ice when dealing with demolition charges and attempting to disarm or disable explosives and similar devices.

Benefit: Add +2 to all Demolitions, T/Mechanical, or T/Electronic skill checks when attempting to disable a device or demolitions.

OVERRIDE SHIP SECURITY

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

Prerequisite: Hacker.

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

POINT BLANK SHOT

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

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

PRECISE SHOT

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

Prerequisite: Point Blank Shot.

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

PRIMARY MILITARY OCCUPATIONAL SPECIALTY (PMOS)

The character was highly trained in one specific skill while he or she was in the military.

Prerequisites: Skill rank 5+, Skill Focus Feat in the specified skill

Benefit: Select one skill as PMOS. Whenever using this skill, the character may always elect to Take10, even in situations where they normally could not.

Special: May only be selected once.

PSI TRAINING

The character has located a Psionics Institute and been offered free testing and training.

Benefit: See Psionics Institute, (pg. 186) for more information.

Special: If a character takes this as their free 1st (character) level feat, they may ignore the age penalty when being examined at the Institute.

QUICK DRAW

Few can draw and bring to bear a weapon faster.

Prerequisite: Base attack bonus +1 or higher.

Benefit: The character can draw a weapon as a free action instead of as a move-equivalent action.

RAPID SHOT

The character is very quick on the trigger.

Prerequisites: Point Blank Shot, Dex 13+.

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

RESEARCH

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

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

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

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

RIDE-BY ATTACK

The character is trained in fast (animal) mounted skirmishing.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character is mounted and uses the charge action, the character may move and attack as with a standard charge and then move again (continuing the straight line of the charge). The character's total movement for the round can't exceed double the character's mounted speed. The character does not provoke an attack of opportunity from their opponent.

RUN

The character is faster than normal when running.

Benefit: When running, the character moves five times normal speed instead of four times normal speed. If

the character makes a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

SHIELD PROFICIENCY

The character is trained in the proper use of a shield in melee combat.

Benefit: The character can use a shield and suffer only the standard penalties.

Normal: A character using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

SHIP TACTICS

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

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

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

SHOT ON THE RUN

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

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

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

SIXTH SENSE

The individual has an uncanny knack for noticing what most would overlook.

Benefit: Add +2 to all Search checks.

SKILL FOCUS

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

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

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

SNIPER

The character is trained in taking down an opponent at range with a single shot

Benefit: As a full round action the shooter may attempt to hit the target in a critical area. This shot is at a -4 penalty to hit, though this penalty can be reduced by 1 (to a minimum of a -1 penalty to hit) for each additional

round spent targeting. If the shot hits, it is treated as a critical hit. The target must be unaware of the presence of the sniper to take advantage of this feat.

SPIRITED CHARGE

The character is exceptionally skilled at using a (animal) mount to deliver a more powerful than normal melee attack during a charge.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, the character deals double damage with a melee weapon (or triple damage with a spear).

SPRING ATTACK

The character knows how to apply 'hit and run' tactics while in melee combat.

Prerequisites: Dex 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, the character can move both before and after the attack, provided that their total distance moved is not greater than their speed. Moving in this way does not provoke an attack of opportunity from the defender. This feat cannot be used while wearing heavy armor.

STEALTHY

The character is particularly good at blending into the background, and generally remaining unnoticed.

Benefit: Add +2 to all Hide and Move Silently checks.

SURGERY

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

Requirements: T/Medical skill rank of 8+

Benefit: May perform surgery competently.

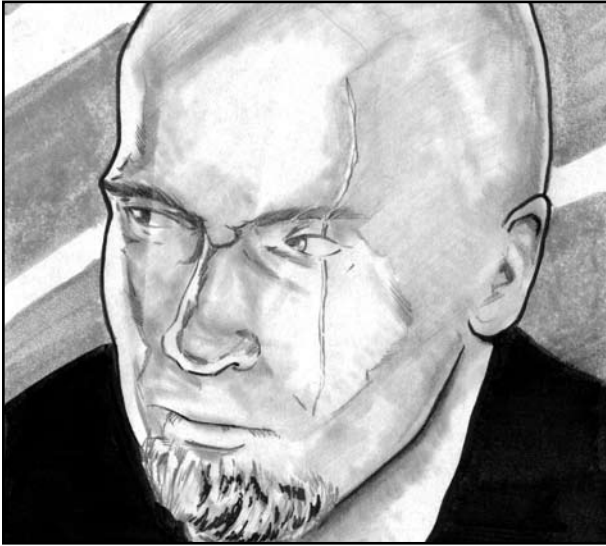
Normal: Anyone may perform surgery without this feat. The Surgery feat gives the patient a chance of surviving the experience.

TOLERANCE

Aslan find it difficult to interact with cultures that do not share their values. Tolerance allows an Aslan to get along with "foreign barbarians".

Benefit: The ability to tolerate and operate within non-Aslan cultures. It also allows Aslan to respond to aliens by their physical gender rather than their job-apparent gender. For male Aslan this feat also allows them to take "Female" skills and the ability to comprehend the value of money; Aslan females often have (but seldom use) many of the "Male Skills".

Normal: Without this feat, Aslan characters must make Will saves to avoid challenging to a duel those who



insult them. Saves are made with DCs varying from 10 (trivial things) to 30 (direct insult or accusation of crime). Additionally, gunners, pilots, law enforcement personnel, commanding officers, and people with other "action oriented" jobs will be referred to in the masculine only, and navigators, businesspersons, executive officers, engineers, repair technicians, and those undertaking other intensely educated or 'thinking' tasks will be referred to as female. Stewards, entertainers, reporters, and artists will be referred to by physical gender. The Tolerance feat allows a DC10 Wis check to get things right; not having the feat makes this DC18.

Special: Aslan only

TOUGHNESS

The character is exceptionally tough.

Benefit: The character gains +1 Lifeblood points and +3 Stamina points.

Special: A character may gain this feat multiple times.

TRACKER

The character is unusually gifted at locating, identifying and following the tracks and trails of people, animals, and vehicles.

Benefit: Add a +2 bonus to any P/Hunting skill checks when attempting to track someone or something.

Normal: A character without this feat can use the Search or Survival skill to find tracks, but can only follow tracks if the DC is 10 or less.

TRAMPLE

The character is trained in using their mount to knock down an opponent, offering the opportunity for the mount to trample him.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When the character attempts to overrun an opponent while mounted, the target may not choose to avoid the attempt. If the character knocks down the target, his mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

TRAPPING

The character is trained in designing, constructing, and setting mechanical traps and snares.

Benefit: The character can set up traps that do increasing amounts of damage, are capable of holding larger creatures, and are better camouflaged, depending upon P/Hunting skill rank.

Once per week the Referee will check to see if anything has been caught in the trap. If the result or a 1d20 roll is less than the DC of the trap, something has been caught. If the result is higher than the DC, nothing has triggered the trap during the past week. If attempting to trap animals in the wilderness, the Referee should roll on the appropriate animal encounter table for the local terrain to see what has stumbled into the trap. If the animal is larger than the maximum size for the trap, the trap has been destroyed and the prey has escaped.

A trap does not have to inflict damage at all. It can inflict only Stamina damage or it can inflict both Stamina and Lifeblood damage. The trapper must specify the type of damage the trap will inflict when it is first set. Damage is inflicted once.

Skill Rank	Size	Damage	Spot DC
1	Tiny	1d4	5
4	Small	1d6	10
7	Average	1d8	15
11	Large	1d10	20
15	Huge	1d12	25
19+	Gigantic	1d20	30

Special: Survival skill may be used in place of P/Hunting skill, but add +2 to the minimum skill ranks required.

TRUSTWORTHY

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

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

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

TWO-WEAPON FIGHTING

The individual has been trained in fighting with two weapons at the same time.

Benefit: The character's penalties for fighting with two weapons are reduced by 2.

VESSEL

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

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

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

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

watercraft they would do so at a -4 penalty to any driving skill rolls.

VESSEL SPECIALIZATION

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

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

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

WEAPON FOCUS

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

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

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

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

VESSEL GROUPS

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

WEAPON PROFICIENCY (ARCHER)

The character is familiar with the use of all forms of bows including slings, short bows, long bows, sporting crossbows, military crossbows, and repeating crossbows.

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

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

WEAPON PROFICIENCY (ARMSMAN)

The character is familiar with the use of all forms of polearms including bayonets, spears, halberds, pikes, and cudgels.

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

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

WEAPON PROFICIENCY (COMBAT RIFLEMAN)

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

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

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

WEAPON PROFICIENCY (FIELD ARTILLERY)

The character is trained in the maintenance and operation of field artillery pieces including mortars, artillery pieces, mass drivers, high-energy weapons, meson accelerators, and MRLs.

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

Normal: Untrained characters are not able to operate these types of weapons.

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

WEAPON PROFICIENCY (HEAVY WEAPONS)

The character is trained in the maintenance and operation of field lasers, mortars, autocannon, and VRF gauss guns.

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

Normal: Untrained characters are not able to operate these types of weapons.

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

WEAPON PROFICIENCY (HIGH ENERGY WEAPONS)

The character is trained in the use of high-energy weapons including all man-portable plasma and fusion guns (PGMP or FGMP).

Prerequisites: Battle Dress feat.

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

Normal: An untrained character using a high-energy weapon attacks at a -4 penalty.

WEAPON PROFICIENCY (LASERS)

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

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

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

WEAPON PROFICIENCY (MARKSMAN)

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

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

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

WEAPON PROFICIENCY (SHIP'S WEAPONRY)

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

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

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

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

WEAPON PROFICIENCY (SWORDSMAN)

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



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

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

WEAPON SPECIALIZATION

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

Prerequisites: Only available to the Army, Barbarian, Marine and Mercenary classes. The character must have Weapon Focus with the weapon specialized in.

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

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

XENO-EMPATHY

The individual has a natural affinity and understanding of alien lifeforms and their cultures.

Benefit: Add +2 to all Decipher Script and Use Alien Device checks.

XENO-MEDICINE

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

Prerequisite: T/Medical

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

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

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

ZERO-G COMBAT

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

Prerequisites: Vacc Suit feat

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

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

ZERO-G/LOW GRAVITY ADAPTATION

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

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

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

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

FINAL DETAILS

HEIGHT AND WEIGHT

You may choose your character's height and weight based on the ranges presented in the race descriptions, or you may determine this randomly using the Random Height and Weight table.

Base Height: The base height of the race in centimeters.

Height Modifier: Roll the listed dice and multiply the result by 5 as shown in the table. Add this to the base height in centimeters. For example, a male human character has a base height of 140cm. The player rolls 2d6 for a roll result of 7. Multiplying the roll by 5 the player determines that he should add 35cm to the character's base height for a total height of 170cm.

Base Weight: The base weight of the race in kilograms.

Weight Modifier: Roll the listed dice and multiply the roll result by the Height Modifier roll result. Add this to the base weight in kilograms. For example a female human character has a base weight of 44kg. The player rolls 1d6 for a roll result of 3. Multiplying this against a previous height roll of 7, the player determines that she should add 21kg to her character's base weight for a total of 65kg.

THE EFFECTS OF AGING

When a character reaches middle age for their race, they begin to suffer

RANDOM HEIGHT AND WEIGHT

	Base Height	Height Modifier	Base Weight	Weight Modifier
Vilani, male	140	+2d6 (x5)	54	x (1d8) kg
Vilani, female	130	+2d6 (x5)	49	x (1d6) kg
Zhodani, male	158	+2d6 (x5)	49	x (1d8) kg
Zhodani, female	148	+2d6 (x5)	44	x (1d6) kg
Human, male	140	+2d6 (x5)	49	x (1d8) kg
Human, female	130	+2d6 (x5)	44	x (1d6) kg
Vargr, male	130	+2d6 (x5)	46	x (1d4) kg
Vargr, female	120	+2d6 (x5)	41	x (1d4) kg
Aslan, male	170	+2d6 (x5)	60	x (1d8) kg
Aslan, female	160	+2d6 (x5)	55	x (1d8) kg
Sydite, male	190	+2d6 (x5)	80	x (2d6) kg
Sydite, female	180	+2d6 (x5)	75	x (2d6) kg
Ursa, male	200	+4d6 (x5)	300	x (4d6) kg
Ursa, female	180	+4d6 (x5)	250	x (4d6) kg
Virushi, male	170	+4d6 (x5)	230	x (10d10) kg
Virushi, female	160	+4d6 (x5)	200	x (10d10) kg

AGING MODIFIERS

Age Range	Modifiers
Adult:	No aging modifiers.
Middle Age:	-1 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.
Old Age:	-2 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.
Venerable Age:	-3 to Strength, Dexterity, and Constitution. +1 to Education and Wisdom.

AGING BY RACE

Race	Middle Age	Old Age	Venerable Age	Maximum Age	Maximum Terms
Human (Solomani)	35-52 Years	53-79 Years	80+ Years	80+2d10 Years	7
Mixed Vilani	40-57 Years	58-85 Years	86+ Years	86+4d10 Years	8
Vilani	45-62 Years	63-90 Years	91+ Years	92+6d10 Years	10
Aslan	56-59 Years	60-69 Years	70+ Years	70+1d10 Years	13
Vargr	35-52 Years	53-69 Years	70+ Years	70+2d10 Years	7
Luriani	35-52 Years	53-69 Years	70+ Years	70+2d10 Years	7
Sydite	30-47 Years	48-64 Years	65+ Years	65+2d8 Years	6
Ursa	25-42 Years	43-59 Years	60+ Years	60+2d6 Years	5
Virushi	35-52 Years	53-69 Years	70+ Years	70+2d10 Years	7





from the effects of aging. At middle age a character will lose one point each from their Str, Dex, and Con ability scores, but at the same time they will gain one point of Education and Wisdom. Upon reaching old age, a character loses two additional points each from their Str, Dex, and Con scores, and gains one point to each of their Education and Wisdom. A character surviving to a venerable age suffers even further, losing three more points from their Str, Dex, and Con scores, but gains an additional point of Education and Wisdom.

The actual rate at which a character ages is based on their race. Full-blooded Vilani are longer-lived than most other races, living to an average age of 122, while the genetically uplifted Ursa fare the worst in the longevity department, living to an average age of just 66-67 years. Each race also reaches the various stages of maturity at different intervals. Aslan, for example, reach middle age at 50, long after most other races, while the Ursa (again the worst of the pack) reach middle age at a mere 25 years.

Maximum Age represents the end of the normal lifespan, and a gradual decline until death from the affects of ageing. This can be offset by certain methods; notably anagathic treatments.

Maximum Terms indicates the number of terms after which a character must retire from their career. There is nothing to stop a character from adventuring after this point (except physical frailty) but they will not be able to pursue a Prior History career beyond this point.

ENCUMBRANCE

There is a limit to what a person or creature can carry and for how long. Obviously larger and stronger creatures

will be able to carry more than their smaller and weaker counterparts. The following rules will help you determine if your character is considered encumbered, and what penalties will apply under these conditions.

WEIGHT

If you want to determine whether your character's gear is heavy enough to slow him down (more than his armor already does), total the weight of all his armor, weapons, and gear. Compare this total to the character's Strength on the Carrying Capacity table to determine the character's load level. Consulting the Carrying Loads table shows how encumbrance will limit the character's Dex modifier, impose penalties on physical skill checks and reduce movement rate.

If your character is wearing armor, use the worst figure (from armor or from weight) for each category. Do not stack the penalties.

LIFTING AND DRAGGING

A character can lift up to the maximum load (for his Strength) over his head.

A character can lift up to double the maximum load off the ground, but he can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 1.5 meters per round (as a full-round action).

A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing

CARRYING CAPACITY

Strength	Light Load	Medium Load	Heavy Load
1 Str	up to 1.3kg	1.4-2.7kg	2.8-4.5kg
2 Str	up to 2.7kg	2.8-5.8kg	5.9-9kg
3 Str	up to 4.5kg	4.6-9kg	9.1-13.5kg
4 Str	up to 5.8kg	5.9-11.7kg	11.8-18kg
5 Str	up to 7.2kg	7.3-14.8kg	14.9-22.5kg
6 Str	up to 9kg	9.1-18kg	18.1-27kg
7 Str	up to 10.3kg	10.4-20.7kg	20.8-31.5kg
8 Str	up to 11.7kg	11.8-23.8kg	23.9-36kg
9 Str	up to 13.5kg	13.6-27kg	27.1-40.5kg
10 Str	up to 14.8kg	14.6-29.7kg	29.8-45kg
11 Str	up to 17.1kg	17.2-34.2kg	34.3-51.7kg
12 Str	up to 19.3kg	19.4-38.7kg	38.8-58.5kg
13 Str	up to 22.5kg	22.6-45kg	45.1-67.5kg
14 Str	up to 26.1kg	26.2-52.2kg	52.3-78.7kg
15 Str	up to 29.7kg	29.8-59.8kg	59.9-90kg
16 Str	up to 34.2kg	34.3-68.8kg	68.9-103.5kg
17 Str	up to 38.7kg	38.8-77.8kg	77.9-117kg
18 Str	up to 45kg	45.1-90kg	90.1-135kg
19 Str	up to 52.2kg	52.3-104.8kg	104.9-157.5kg
20 Str	up to 59.8kg	59.9-119.7kg	119.8-180kg
21 Str	up to 68.8kg	68.9-137.7kg	138.8-207kg
22 Str	up to 77.8kg	77.9-155.7kg	155.8-234kg
23 Str	up to 90kg	90.1-180kg	180.1-270kg
24 Str	up to 104.8kg	104.9-209.7kg	209.8-315kg
25 Str	up to 119.7kg	119.8-239.8kg	239.9-360kg
26 Str	up to 137.7kg	138.8-275.8kg	275.9-414kg
27 Str	up to 155.7kg	155.8-311.8kg	311.9-468kg
28 Str	up to 180kg	180.1-360kg	360.1-540kg
29 Str	up to 209.7kg	209.8-419.8kg	419.9-630kg
+10 Str	x4	x4	x4

CARRYING LOADS

Load	Max Dex	Check Penalty	Speed (12m)	(9m)	Run
Medium	+3	-3	9m	6m	x4
Heavy	+1	-6	9m	6m	x3

an object that snags) can reduce them to one-half or less.

BIGGER AND SMALLER CREATURES

The figures on the Carrying Capacity table are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16). Smaller creatures can carry less weight depending on size category: Small (3/4), Tiny (1/2), Diminutive (1/4), and Fine (1/8).

MULTIPLE LEGS

Creatures and aliens with more than two legs can carry heavier loads than bipeds. To determine such a creature's carrying capacity limits, use the Carrying Capacity table, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium 1.5, Large 3, Huge 6, Gargantuan 12, and Colossal 24. If the creature is hexapedal (6 legs) multiply the total determined previously by 2. Octapedal creatures (8 legs) multiply the total by x3.

TREMENDOUS STRENGTH

For Strength scores above those listed, carrying capacity can be determined as follows: Find the Strength score between 20 and 29 that has the same "ones" digit as the creature's Strength score and multiply the figures by four for every 10 points of Strength the creature has above that, e.g. x 4 for Str 30, x 16 for 40, x 64 for 50, and so on.

MOVEMENT

There are three movement scales in the game:

Personal or Tactical: for combat between people and/or creatures, measured in meters per round.

Vehicle or Local: for combat between vehicles or exploring an area, measured in meters per minute.

Ship or Overland: for ship-to-ship combat (measured in 32,000km hexes per hour) or getting from place to place on a planet (measured in kilometers per hour or day).

MODES OF CREATURE MOVEMENT

While moving at the different movement scales, creatures generally walk, hustle, or run.

Walk: A walk represents unhurried but purposeful movement at 5.4 kilometers per hour for an unencumbered human.

Hustle: A hustle is a jog or similar quick but not excessively hard movement; this is about 10 kilometers per hour for an unencumbered human. The double move action represents a hustle.

Run (x 3): Moving three times your character's standard speed is a running pace for a character in heavy armor.

Run (x 4): Moving four times your character's standard speed is a running pace for a character in light, medium, or no armor.

MOVEMENT AND DISTANCE

Base Speed

6m 9m 12m

One Personal Round/Tactical Movement - 6 seconds

Walk	6m	9m	12m
Hustle	12m	18m	24m
Run (x3)	18m	27m	36m
Run (x4)	24m	36m	48m

One Vehicle Round/Local Movement - 1 minute

Walk	60m	90m	120m
Hustle	120m	180m	240m
Run (x3)	180m	270m	360m
Run (x4)	240m	360m	480m

One Ship Round/Overland Movement - 1 hour

Walk	3.6km	5.4km	7.2km
Hustle	7.2km	10.8km	14.4km
Run (x3)	10.8km	15.4km	21.6km

Overland Movement - 1 day

Walk	28.8km	43.2km	57.6km
Hustle	57.6km	86.4km	115.2km

(Assumes 8 hours spent actually traveling)

HAMPERED MOVEMENT

Condition	Example	Movement Penalty
Obstruction		
Moderate	Undergrowth	x3/4
Heavy	Thick undergrowth	x1/2
Surface		
Bad	Steep slope or mud	x1/2
Very bad	Deep snow	x1/4
Poor visibility	Darkness or fog*	x1/2

*Includes any effects that create a "fog".

Hampered Movement: Obstructions, bad surface conditions, or poor visibility can hamper movement. The Referee determines the category that a specific condition falls into (see the Hampered Movement table). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered.

If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply.

TACTICAL MOVEMENT

Use tactical speed for combat between people and/or creatures, measured in six-second rounds. Tactical movement is also used when handling combats involving people and/or creatures, along with vehicles and/or ships.

VEHICLE/LOCAL MOVEMENT

Characters exploring an area use local movement, measured in minutes. Vehicles in combat with other vehicles, or vehicles and ships in combat together use this scale of movement.

Walk: A character can walk without a problem on the local scale.

Hustle: A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in hours.

Run: A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, such characters can run for about a minute or two before having to rest for a minute.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in hours or days. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours. A day spent driving or piloting a vehicle represents 8 hours, distance traveled is based on the cruising speed of the vehicle itself.

Walk: A character can walk 8 hours in a day of travel without a problem.

Hustle: A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles causes 1 point of Stamina damage, and each additional hour causes twice

TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Road	Trackless
Plains	x1	x1	x1
Scrub, rough	x1	x1	x3/4
Forest	x1	x1	x1/2
Jungle	x1	x3/4	x1/4
Swamp	x1	x3/4	x1/2
Hills x1	x3/4	x1/2	
Mountains	x3/4	x1/2	x1/4
Sandy Desert	x1	x3/4	x1/2

MOUNTS AND VEHICLES

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light riding animal	9.7km	77.6km
Average riding animal	8.0km	64.0km
Heavy riding animal	6.4km	51.2km
Light draft animal	8.0km	64.0km
Average draft animal	6.4km	51.2km
Heavy draft animal	4.7km	37.6km
Light combat mount	6.4km	51.2km
Average combat mount	4.7km	37.6km
Heavy combat mount	3.2km	25.6km
Watercraft		
Raft or barge (poled)*	0.8km	8.0km
Rowboat	2.4km	24.0km
Sailing boat	3.2km	76.8km
Sailing ship	4.0km	96.0km
Large sailing ship	4.8km	115.2km
Rowed Galley	6.4km	64.0km

*Rafts and barges are used on lakes and rivers. If going downstream, add the speed of the current (typically 4.8 kph) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 67.6 kilometers to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

LIGHT SOURCES

Object	Light	Duration
Match	1.5m	30 seconds
Lighter	1.5m	5 minutes
Candle	1.5m	1 hour
Oil Lamp	4.5m	6 hours per half-liter of oil
Torch	6m	20 minutes
Campfire	9m	4 hours
Bonfire	12m	6 hours
Flashlight*	9m	6 hours
Electric Lantern	9m	8 hours
Cold Light Lantern	9m	3 days

* A cone 9m long and 9m wide at the far end.

the damage taken during the previous hour.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out

to a hustle.

Terrain: The terrain through which a character travels affects how much distance she can cover in an hour or a day.

Forced March: In a day of normal walking, a character walks for 8 hours. The character spends the rest of daylight time making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character makes a Constitution check (DC 10 + 1 per extra hour). If the check fails, the character takes 1d6 points of Stamina damage. It's possible for a character to march into unconsciousness by pushing herself too hard.

Mounted Movement: An animal bearing a rider can move at a hustle. It can also be force-marched, but its Constitution checks automatically fail. See the Mounts and Vehicles tables for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See the Mounts and Vehicles table for speeds for water vehicles.

VISION AND LIGHTING

Characters need a way to see in the dark. See the Light Sources table for the radius that a light source illuminates and how long it lasts. Characters with low-light vision can see objects twice as far away as the given radius.

LI Sensors: Light Intensifying sensors take the ambient light and multiply it electronically, allowing the user to enjoy vision almost as good as under full daylight conditions. Treat any low light condition, except total darkness, as if the light level were normal. A minimal amount of light is required to power LI sensors; a match, a candle, moonlight, even starlight will suffice. LI sensors will not work in total darkness.

IR Sensors: Infrared sensors detect differences in temperature, allowing the user to distinguish most creatures and any objects that are at a different temperature to their surroundings. IR sensors work very well in cold environments, and even in total darkness, but do not work very well in high temperature conditions where the background heat creates interference. IR vision quality is typically lower than for visible light sensors. Treat any low light condition as if it were normally illuminated, but any Spot or Search

checks are at a -2 penalty.

PRIOR HISTORY

7

Traveller characters do not typically begin play as 1st level characters. Instead, they are usually older, more experienced men and women who have served in the armed forces, spent at least a few years learning the tricks of their trade or in academic studies at the University, or all of these. Players who wish to begin play with 1st level characters should consult the Starting Age section and then skip the rest of this chapter.

Term: A term, when used in reference to Prior History, represents a 4-year period of a character's background history (the period before they began adventuring).

Mustering Out: A character who has quit being a member of a service or earning employment as a member of a specific class is said to have "mustered out". This is not the same thing as retiring from a service or profession.

Special Case: Scouts do not exactly muster out of the service. Instead they go on "Detached Duty" for an indefinite period (often the rest of their lives) but can be temporarily recalled to service if necessary. A Scout who goes on Detached Duty in this manner gains normal mustering out benefits, but they are only gained once (when she first goes on Detached Duty). Temporary recall does not earn additional benefits.

Retiring: Retirement is really a special case of mustering out. A character may retire after spending at least 5 terms in a service or employed as a member of a class. A character who retires will earn certain benefits (for long service) in addition to standard mustering out benefits.

Note: There is absolutely nothing to prevent retired characters from beginning an adventuring career. In addition, many ex-military personnel are referred to as "retired" once they have left the service, whatever their age. This is a courtesy to allow personnel to use their service titles to impress people. For example, an ex-Navy character (age 26) might refer to himself as "Sublieutenant Jaime S. Kallen, Imperial Navy (Retired)", which may gain him more respect than merely "Jaime Kallen".

Service: A service is one of the four basic military or quasi-military organizations known as the Army, Marines, Navy, and Scouts. A character may not multiclass into a service class unless they have first spent at least one term of Prior History employment as a member of that service. Except for Scouts, once a character has mustered out of a service they may earn no additional levels in that service class unless returned to active duty by the referee during the course of a campaign.

Profession: Any job or career that is not a service (see above). A character may take employment as a member of any class he or she has at least one level of experience in.

STARTING AGE

Most 1st level human characters begin at age 18. There are exceptions, notably Barbarians and Belters who are age 14 at 1st level instead. An 18 year old 1st level character may either attempt to gain entrance into University and continue their education, or elect to begin developing their Prior History instead. Starting ages for alien lifeforms are listed below.

STARTING AGE BY RACE

Race	Adult Age	Young Adult Age	Max Terms
Human (Solomani)	18	14	7
Mixed Vilani	18	14	8
Vilani	18	14	10
Aslan	14	12	13
Vargr	18	14	7
Luriani	18	14	7
Sydite	18	14	6
Ursa	12	10	5
Virushi	18	14	7

Adult Age: If a character's core class specifies a starting age of adult, this is the age of the character in years.

Young Adult Age: If a character's core class specifies a starting age of young adult, this is the age of the character in years.

Maximum Terms: The maximum number of terms a player character spend in development of their Prior History. This limit does not apply to NPCs.

EDUCATION VS. EMPLOYMENT

A starting character faces a dilemma: enter a career or attend university? It is up to the player to decide which option best suits their planned career path; the character will earn experience and other bonuses whichever they choose.

The Educational Choice: A character with an initial Education score of 10 or higher is considered to be informally educated as a result of personal interest and job-related learning rather than having undertaken a formal course of study at a college or university. Such characters do not have a degree. Therefore the University option remains a viable choice for these highly educated characters, allowing them to earn a formal degree (and the experience acquired from successful University attendance), though they may not necessarily receive an increase in their education score.



Attendance at the University does not have to be chosen immediately. A character may elect to attend at any point during their Prior History development rather than spending another term in employment. Once they have completed their studies, the character may resume employment if they have not already developed too many terms.

The Path of Employment: Whether fresh off the farm or just out of college, a character has to make a living. A character may attempt to enlist into one of the four military service classes (Army, Navy, Marines, and Scouts), or develop their experience in their core class. While gainfully employed in such endeavors the character will earn experience and possibly other benefits including decorations, citations, promotions, cash, or equipment.

A character may choose to muster out of any service or employment position at the end of any term, and then seek employment in another service or profession (or attend University) if they have not already spent too many terms in Prior History development. However, common sense must apply. Only in circumstances of the direst need will the Imperial Marines accept a recruit aged 38. Similarly, it seems very unlikely that someone would leave the Navy to begin a career in the Army. Such a career path would be highly unusual, even by the standards of player-characters.

UNIVERSITY

It is assumed that a character attending the 'University' has managed to locate an appropriate center of learning of at least TL12, unless the Referee specifies otherwise. A character may apply for admission to one of three programs of study; Bachelor's Degree, Master's Degree, or Doctorate. She must meet the eligibility requirements for the program and pass the entrance examination, or her application will be rejected. A character who fails to enter University can try again in a later term.

Once admitted to a study program, success is still not guaranteed. The character must specify her chosen field of study (biology, interstellar law, criminology, journalism, etc.). The character will spend the next 2-4 years in study before sitting a final examination at the end of the program's course. Characters who pass their final exams will earn an appropriate degree in their chosen field of study. Those who fail leave the university without their degree, but perhaps a bit wiser for their time spent.

Take 10 and Take 20 may not be used when resolving events at the University.

Eligibility: Any requirements the character must meet before applying for admission.

Admission: If a character fails to pass the entrance exam, they may not attend the university this term (no time is lost) and must select another option such as pursuing

employment within their core class. If the character passes, they are accepted into the University for the duration of the program.

Characters with at least 1 level in the Academic class may add +1 to all admissions checks.

Graduation: Failing the final exams means the character has spent only half the specified course length in attendance at the University, but leaves after that time without a degree and earns only one-half the normal experience. Passing the final exams means the character has spent the full specified course duration in successful study and has earned a degree along with the full experience point award.

Characters with at least 1 level in the Academic class may add +1 to all graduation checks.

Honors: The truly studious and diligent may be able to graduate with Honors. If the character has successfully graduated from the course, they may see if they earned a position on the University's Honor Roll and an experience point bonus. Failure to make the honors roll means the character does not earn any extra experience for the time the spent, but there is no penalty or censure associated with this.

Characters with at least 1 level in the Academic class may add +1 to all honors checks.

Course Length: The amount of time the character will spend in his or her studies. At the end of the course, the character will have aged the number of years listed here.

BACHELORS PROGRAM

The first of the degree programs, and required before one may attempt to earn higher degrees in a subject. Upon successful admission, the character must specify what their chosen field of study will be; Criminology, Law, Medicine, Journalism, or any other reasonable field that is acceptable to the Referee. Characters that successfully graduate from this program earn a Bachelor of the Arts, Sciences, etc., degree as appropriate. The character may add the initials BA, BSc, etc. to the end of their name as appropriate to reflect their new status, and they may apply for admission into the University's Masters Program for their chosen field if desired.

Eligibility: No requirements.

Admission: Int check vs. DC (22-Edu) to be admitted.

Graduation: Int check vs. DC (22-Edu) to successfully graduate, obtain a degree, and earn 3000xp. If the character's EDU score is 11 or less, it is automatically raised to 12.

Honors: Int check vs. DC (28-Edu) to earn a place on the University Honor Roll, gain a 1000xp bonus, and add +1 to their current EDU score (after graduation).

Course Length: 4 years if graduated, 2 years if failed to graduate. Characters with an Edu ability score of 12+ may complete the course and graduate after 3 years.

MASTERS PROGRAM

A character with a Bachelors degree in a field of study may elect to further their education and pursue a Master's degree. A character's field of study for this program must be the same as their chosen field of study for their Bachelors degree. Characters that successfully graduate from this program earn a Master of the Arts, Sciences, etc., degree as appropriate. The character may add the initials MA, MSc, etc, to the end of their name as appropriate to reflect their new status, and they may apply for admission into a Doctorate Program for their chosen field if desired.

Eligibility: An appropriate Bachelors degree.

Admission: Int check vs. DC (26-Edu) to be admitted.

Graduation: Int check vs. DC (26-Edu) to successfully graduate, obtain a degree, and earn 1500xp. If the character's EDU score is 13 or less, it is automatically raised to 14.

Honors: Int check vs. DC (32-Edu) to earn a place on the University Honor Roll, gain a 500xp bonus, and add +1 to current EDU score (after graduation).

Course Length: 2 years if graduated, 1 year if failed to graduate.

DOCTORATE PROGRAM

A character with a Masters degree in a field of study may elect to complete their education by obtaining their Doctorate degree. A character's field of study for this program must be the same as their chosen field of study for their Masters degree. Characters that successfully graduate from this program earn a Doctorate of the Arts, Sciences, etc., degree as appropriate. The character may add the initials Ph.D. to the end of their names as appropriate to reflect their new status, and they may apply for admission into the University's Doctorate Program for their chosen field if desired. Characters that have graduated with Medicine as their field of study may legally call themselves Physicians, and may append the initials M.D. (Medical Doctor) after their names.

Eligibility: An appropriate Masters degree.

Admission: Int check vs. DC (26-Edu) to be admitted.

Graduation: Int check vs. DC (26-Edu) to successfully graduate, obtain a degree, and earn 1500xp. If the character's EDU score is 15 or less, it is automatically raised to 16.

Honors: Int check vs. DC (32-Edu) to earn a place on the University Honor Roll, gain a 500xp bonus, and add +1 to current EDU score (after graduation).

Course Length: 2 years if graduated, 1 year if failed to graduate.

COURSE TITLES

Players should specify a suitable degree title for their character. Many courses are entirely standard and result in titles such as "BSc Physics". However (and always in agreement with the Referee), a character may earn a degree with a more unusual title, such as "BA Medical Administration". Many universities offer such vocational courses in addition to purely academic studies. Note that a Masters or PhD must be in the same field as a character's Bachelor's degree, but need not have the same title. Higher degrees are often more specialized than bachelor's programs.

There are four basic types of degree that can be earned in the Traveller universe: Arts, Sciences, Engineering and Education. These are abbreviated as follows, with examples:

BSc: Bachelor of Science. These are "pure" science courses, e.g. Physics, Planetology, Xeno-Biology, Metallurgy, Biochemistry.

BA: Bachelor of Arts. These are the most "academic" courses, e.g. Literature, Law, History, Linguistics, Virushi Cultural Studies, Military Studies.

B.Eng: Bachelor of Engineering. These are "Applied Science" courses for the most part, e.g. Starship Engineering, Mining Studies, Information Systems.

B.Ed: Bachelor of Education. This is a specialist vocational course that trains characters to work as instructors or educators, and includes a minor in a specialist subject, e.g. Physics, History etc. Graduates are not so knowledgeable about their specialist subject as their peers leaving a "straight" BA or B.Sc course, but they will have a good working knowledge of psychology and instruction-related skills.

Higher degrees are usually a specialism of a bachelor's course. Thus a B.Sc Physics graduate may then take an M.Sc in Jumpspace Dynamics, Astrophysics or something really esoteric like Gravomagnetic Flux Dynamics. Doctorates are even more specialized.

Optional: A member of the Academic class (at the Referee's discretion) need only ever take one Bachelor's degree, and can then undertake several courses of study at Masters level. A Masters is required as the foundation for each and every Doctorate. Thus a truly information-obsessed Academic might take a BA in History, then MA in Vargr Military History, a second MA in Interstellar Warfare Studies, a PhD (Doctorate) in the tactics of the Vargr Kforuzeng Empire, ANOTHER MA, this time in Planetary Defense Systems, and finally a B.Ed in History (General) in order to secure a teaching job at the Imperial War College. This kind of spectacular academic career is not for everyone. Most people take a Bachelor's and maybe a Master's degree, then get out in the world to start a career. To an Academic, however, study can BE a career...

OFFICER TRAINING CORPS (OTC)

A character studying for a Bachelor's degree may apply for enrollment in the University's Officer Training Corps or OTC. How easy it is to get accepted into OTC depends on which service branch you are planning to join upon graduation. If a character fails to be accepted into OTC, they may continue with other University studies normally. Only one OTC application (successful or not) can be made during a course of study.

If a character accepted into OTC successfully graduates from the University, he or she will be automatically commissioned as an officer in their chosen service and earns a 1000 experience point bonus. If a character is accepted into OTC but fails to graduate from the University, they do not receive a commission nor the experience bonus, and must continue into the appropriate service class. A character who earns a commission in one of the services through OTC must spend the next term of Prior History immediately following graduation employed as a member of the service in which they were commissioned.

Note that while the Scouts are considered a service they do not have an OTC program. Also note that while the Merchants are not considered a service, they do have an OTC program available. The same requirements and rewards apply to Merchant OTC as to military OTC.

OTC ENROLMENT

Planned Service	Check
Army (any tech)	Str Ability Check vs. DC10
Marines	Int Ability Check vs. DC12
Navy	Int Ability Check vs. DC12
Merchants	Int Ability Check vs. DC10
Scout/Other	Not Available

EMPLOYMENT

A character can attempt to enlist in one of the services or earn a living as a member of any non-service class in which the character has at least 1 level of experience. If a character is not at least 1st level in a class, they may not take employment as a member of that class. For example, a newly created 1st level Traveller may only choose to seek employment for their first term as a Traveller. If during the course of development, this character multiclasses as a member of the Merchant class, he may then choose to seek employment as either a Traveller or a Merchant.

Anyone may attempt to enlist in a service, and if they meet the class requirements or pass the class fitness test they will be accepted.

Working and serving one or more terms of employment as part of a character's Prior History earns the character a number of useful benefits.

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

Decorations: Each term the character 'survives', there is a chance of earning a medal or citation for their actions during the term.

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

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

Cash Bonuses: It is possible to earn a cash bonus while serving a term in some class prior histories (Belters, Mercenaries, Merchants, and Rogues).

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

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

ENLISTING OR GETTING A JOB

Any character with at least 1 level of experience in a non-service class may automatically find employment as a member of that class, unless in the previous term they either mustered out of, or failed their re-enlistment roll as a member of, the same class.

A character may attempt to enlist as a member of a service at any point up to age 33 (4 terms). The services are not interested in training new recruits any older than this.

Each profession or service class gives a set of initial requirements that must be satisfied or passed before a character is accepted as a member and may begin work or training. A character may only be an active member of one service or profession at a time during Prior History, but once they muster-out they may attempt to enter a different service or profession.

Basic Training: Upon successfully enlisting into a service (Army, Navy, Marines or Scouts) the character spends the first two years of their first four-year term of service in orientation and initial training. This earns the character an automatic 1000XP bonus. The remaining 2 years of the first term are handled as if it were a normal term of service (see *Serving a Term*). Experience earned for the term is normal (plus the automatic training bonus), but any Commission checks are at a -2 penalty, any cash bonus earned is halved, and no check is made for an XP bonus.

Characters entering a service after completing OTC at the University do not undergo basic training and serve a normal first term.

SERVING A TERM OF EMPLOYMENT

The following steps outline how to conduct a character serving a term in prior history. Not all steps will apply to the prior history routine of any given class. At the end of each term the player may attempt to reenlist, or may choose to muster out of the current class prior history.

Take 10 and Take 20 may not be used when resolving events during Employment.

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

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

Failing to survive doesn't actually mean the character has died, but rather that they have suffered some mishap that places their career in jeopardy. Characters failing to survive do not earn any XP this term and forgo any commission, promotion, or XP bonus rolls (but they may take a decoration roll if available; see step 5, Decorations). To find out what went wrong during the term, roll 1d6 on the Survival Mishap table for the appropriate service or profession. If the character was awarded a MCG, subtract 1 from the Mishap roll. If awarded a MCG, subtract 2 from the roll, and subtract 3 from the roll if awarded an SEH.

Characters can increase their chance of Survival in a given term by taking an increase to their Decoration, Commission, AND Experience Bonus DCs. For every point that is subtracted from the required Survival DC, one point must be added to the Decoration, Commission, AND Experience Bonus DC for this term. This represents a "head down and take no risks" approach during the term.

Alternatively, a character can increase their chance of a Decoration, Commission, AND Experience Bonus in a given term by taking an increase to their Survival DC this term. For every point added to the required Survival DC, the character may subtract one point from the Decoration, Commission, AND Experience Bonus DCs for this term.

This represents a daring, risk-taking approach during the term, which can have great benefits or get the character into real trouble. Not all risky situations have the potential for injury, but all have the potential to make the character very unpopular with higher-ups if he or she takes an unnecessary risk and fumbles the ball.

3) Commission: Each term an enlisted character serves, he or she has a chance to be commissioned as an officer. If the roll is successful, the character is commissioned as the lowest rank of officer in the service. A character also receives a 2000 XP bonus when they are commissioned. A character may only be commissioned once in a given class. Scouts and Merchants do not receive commissions.

This does not apply to Scouts, Merchants or Barbarians. Scouts have no service ranks. Merchants and Barbarians do have a ranked command structure, but no separate enlisted and commissioned ranks.

4) Promotion: Promotions in rank or status are available in the prior history for Army, Barbarian, Marines, Mercenary, Merchant, Navy, and Noble classes. Each term served in most services or professions offers a chance of promotion, whether the character is enlisted personnel or an officer. If the character makes their Promotion DC roll, they rise in rank or title. If the character has already reached the highest enlisted or officer rank, then no promotion is received. An enlisted person is not 'promoted' into the officer corps; he or she must be commissioned for this to occur. A character earns 1000 XP every time they are promoted. If there are parenthesis around the Promotion DC number, that is the DC for enlisted personnel. Officers add 2 to the DC - there are more enlisted positions available than commissioned ones.

Scouts do not have ranks and promotions as such, but any Scout that has served 5 or more terms (20 years) or higher is considered to be a Senior Scout.

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

Enlisted: Enlisted personnel are the lower levels of the command structure and form the majority of the personnel in any service. Depending upon the service, they represent the junior leaders such as team leaders, foremen and non-commissioned officers, and the "workers" such as technicians, soldiers, deckhands, clerks, nursing staff, couriers, apprentices and other people that do the majority of the actual work in any given profession.

Officers: Officers are the overseers and administrators in any service. They are the ones to make the plans and give the orders for the enlisted personnel to carry out. Unless a character enlists into a background class having completed OTC at the University, or having graduated from the University with Honors, the only other way to become an officer is to be commissioned during service.

Merchants entering the profession after completing OTC begin at a rank of O2 rather than O1 as normal.

5) Decoration: For some services, there may also be a chance of earning a decoration, medal, or citation for the character's actions on duty during the term. If the Decoration DC is made, the character will earn a citation for Meritorious Conduct Under Fire (MCUF) and a 2000 XP bonus this term. If the roll is at least 5 points higher than the required DC, the character earns a Medal for Conspicuous Gallantry (MCG) and a 4000 XP bonus. For a roll at least 10 points higher than the required DC, the character earns a Starburst for Extreme Heroism (SEH) and an 8000 XP bonus. Scouts and Merchants do not receive decorations. The medals listed apply to the military services (Army, Navy and Marines). Other services have equivalent citations, though these are not usually for gallantry in combat.

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

7) Cash Bonus: Characters serving in some services and professions have an opportunity each term to earn a cash bonus. If the Cash Bonus check is successful, the character may roll once on the Cash Benefits table under Mustering Out Benefits for that particular service or profession.

8) Apply Aging Effects: If the character has aged to the point where they may need to make roll on the aging table (see pg. 114), they should do so now.

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

10) Reenlistment/Continued Employment: After each successfully completed term of employment (i.e. one in which they didn't get thrown out of the service!), the character must check to see if the service or profession 'requires' continued enlistment or employment for another term, or even would like the character to stay on at all. If you an unmodified 20 is rolled on the Reenlistment/Continued Employment die roll, the character must serve another four-year term even if this would take them past the normal maximum number of terms. If the Reenlistment/Continued Employment DC roll is made, the character may voluntarily continue for another term if they have served 6 or fewer previous terms. Failing to make the Reenlistment/Continued Employment roll means that the service or profession no longer requires the character's services for some reason, and they may not reenlist or continue.

RETIRING AND MUSTERING OUT

A character may voluntarily serve up to 7 terms (more or less, depending on the character's race. See The Effects of Aging pg. 114) in a service or profession. Only through mandatory reenlistment may any character serve more than 7 terms. At any time up to the completion of the 4th term the character may 'muster out' and leave the service or simply quit their job. If the character has served 5 or more terms they may retire instead with a yearly pension based on the total number of terms served.

RETIREMENT PAY

Terms Served	Yearly Pension
5 terms	Cr4,000
6 terms	Cr6,000
7 terms	Cr8,000
8+ terms	Cr10,000

Cash and Material Benefits: Whether retiring or just mustering out, a character is entitled to cash and/or material benefits. For every term they have served, 1 benefit roll is earned. If the character is an officer with a final rank of O1 or O2 they receive 1 extra benefit roll, a final rank of O3 or O4 receives 2 extra benefit rolls, and a final rank of O5 or higher receives 3 extra benefit rolls.

RETIREMENT/MUSTERING OUT BENEFIT ROLLS EARNED

Accomplishment	Rolls Earned
Per term of service	1
If Officer Rank O1 or O2	1
If Officer Rank O3 or O4	2
If Officer Rank O5 or higher	3

There are two Benefits tables, Cash and Material Benefits. Up to a maximum of 3 rolls (excluding Cash Bonuses earned during service) may be taken on the Cash table. Any number of rolls may be taken on the Material Benefits table. Characters that are officers with a final rank of O5 or higher may add +1 to any roll on the Material Benefits table, and characters with Gambling skill are allowed to add +1 to any roll on the Cash table.

The various material benefits available from each profession or service are detailed below.

Blade: The character may select any one bladed weapon available (up to Cr100 in value) and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to "sell" the weapon for 90% of its value (Cr90) instead and pocket the cash.

Education: The character's Education ability score is raised by the given amount.

Gun: The character may select any one handgun, rifle, shotgun, or submachine gun available (up to Cr500 in value) and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to “sell” the weapon for 90% of its value (Cr450) instead and pocket the cash.

High Passage: The character receives a high passage ticket entitling him or her to first class (high) passage on any ship headed between one world and the next world visited by the ship. High passage includes excellent cuisine and allows up to one ton of baggage. A high passage normally costs Cr10,000 when purchased. This high passage ticket may be cashed in for 90% of its value (Cr9000) if desired.

Intelligence: The character’s Intelligence ability score is raised by the given amount.

Low Passage: The character receives a ticket entitling him or her to low passage on any starship between one world and its next destination. This type of passage involves travelling via a cryogenic capsule (cold sleep or suspended animation). Passengers are unconscious for the entire course of the journey. As a side benefit, one does not age while in cold sleep. Unfortunately this does not offset the intrinsic dangers involved in this type of travel if proper medical supervision is not available upon awakening. Low passage costs Cr1000 when purchased and includes a 10kg baggage allowance. This low passage ticket may be cashed in for 90% of its value (Cr900).

Middle Passage: The character receives a ticket entitling him or her to middle passage on any starship between one world and its next destination. Middle passage includes second-class accommodation (still of reasonable quality), passable food and drink, and up to 100kg of baggage. The passenger is expected to tend to his or her own affairs (maid service, laundry, cleaning, etc.) during the voyage. Middle passage costs Cr8000 when purchased, and this middle passage may be cashed in for 90% of its value (Cr7200) if desired.

TAS Membership: This benefit may only be received once. Any subsequent receipt of it is ignored (and not rerolled). The Travellers’ Aid Society (TAS) is a private organization, which maintains hostels and facilities at all class A and B starports in human space. Such facilities are available (at a reasonable cost) to members and their guests. In addition to the use of TAS facilities and services, each member receives a free high passage ticket every two months. This ticket may be kept, used, or cashed in for 90% of its value (Cr9000) as needed.

In addition to earning membership when mustering out, membership may be purchased for an initiation fee of Cr1,000,000. Membership is for the life of a character, and may not be transferred. To avoid being blackballed for any

number of reasons when their application is reviewed, the character must roll a 3+ on one d20.

Social Standing: The character’s Social Standing ability score is raised by the given amount.

Vehicle: The character may select any vehicle available (up to Cr5000 in value) and add it to his or her possessions. The vehicle must be selected immediately upon receipt of this benefit, or the character may elect to “sell” the vehicle for 90% of its value (Cr4500) instead and pocket the cash.

Weapon: The character may select any one weapon (of any type) up to Cr1000 in value and add it to his or her possessions. The weapon must be selected immediately upon receipt of this benefit, or the character may elect to “sell” the weapon for 90% of its value (Cr900) instead and pocket the cash.

Scout Ship: It is the policy of most Scout Services to make surplus Scout ships available to selected members of the service that are entering detached duty (mustering out). The recipient is free to use the vessel for any legal purposes, but both the ship and its captain are subject to recall to active duty at any time without prior notice. The ship remains the legal property of the Scout Service and may not be sold. Fuel for these ships is available for free at any Scout base, and maintenance is also free at any Scout base located at a class B or A starport. The captain is responsible for any other upkeep and crew costs.

Other Starships: The character receives title and ownership to some type of starship (Free Trader, Yacht, Lab Ship, Mercenary Cruiser, or Seeker) depending upon the class they are mustering out of. The ship’s purchase loan is not paid off, however, and the character is now responsible for the monthly bank payments, maintenance, crew costs, and other expenses.

For Traveller class characters, the referee may select an appropriate ship to award the character (Free Trader, Yacht, Scout/Courier, etc.) as they see fit. Payment requirements remain the same as any other class ship, including Scout/Couriers that are awarded to a Traveller.

If the character receives this benefit more than once (from any prior history class), each subsequent receipt indicates that the original ship received is actually 10 years older, and the total payment term on the loan is reduced by ten years. By this method it is possible for a character to end up with a ship, owned free and clear, by successfully receiving this benefit five times (once to receive the ship, four times to pay off the 40-year loan.) Such a ship is at least 40 years old, obviously.

PRIOR HISTORY

ACADEMIC

CORE CLASS

Continued Employment: DC2

RANKS

There are no ranks in the Academic service.

EARNED BENEFITS

Cash Benefits

- 1 Cr1000
- 2 Cr2000
- 3 Cr5000
- 4 Cr10000
- 5 Cr20000
- 6 Cr30000
- 7 Cr40000

Material Benefits

- 1 Low Passage
- 2 Middle Passage
- 3 High Passage
- 4 +1 Social Standing
- 5 Gun
- 6 Lab Ship
- 7 No benefit



DUTY ASSIGNMENT

1d20	Assignment	XP		
		Survive DC	Deco DC	Bonus DC
1-4	School	auto	none	4
5-10	Teaching Assignment	2	20	12
11-14	Lecture Circuit	4	8	10
15-17	Field Research	6	10	8
18-19	Classified Project	8	14	6
20	Top Secret Research	8	16	4

Ability Modifier Edu None None

SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Tenure ends with Emeritus honors. (In effect the character is honorably discharged)
- 3 Lecture on questionable subject matter draws ridicule from academic community. Lose 1 point Soc.
- 4 Accused of dishonorable conduct with a student. Ensuing scandal leads to dismissal. Lose all benefits.
- 5 Accusations of lecturing on seditious subject matter (e.g. Psionics) leads to a conviction. Dismissed and forced to serve an extra 4 years in prison. Lose all benefits.
- 6 A temporarily debilitating mental illness forces early end of tenure. Lose 1d6-3 (minimum 1 point) points from either Int or Wis.

ACADEMIC DECORATIONS

These decorations should be used for Academics in place of those described under the Decoration section earlier for military personnel.

FF (Foundation Fellowship): An award of merit from one of the multitude of independent charitable and research foundations throughout charted space. Received if the Decoration roll was successful.

SA (Science Academy): Enlisted in the ranks of scholars who have made a serious contribution to their fields. (A peer-review process). Received if the Decoration roll was greater than the DC by at least 5. Supersedes the FF award.

ZP (The Zhunastu Prize): A prize awarded by a committee once every 4 years in various categories (Literature, Physics, Medicine etc), it is the pinnacle in scholarly recognition. The prize was established by Emperor Cleon II, after his abdication, and funded by a large endowment provided from Zhunastu Industries profits at the time. Received if the Decoration roll was greater than the DC by at least 10. Supersedes the FF and SA awards.

ARMY SERVICE CLASS

Reenlistment: DC9

RANKS

Enlisted

- E1 Private
- E2 Corporal
- E3 Sergeant
- E4 Sergeant First Class
- E5 First Sergeant
- E6 Sergeant Major

Commissioned

- O1 Lieutenant
- O2 Captain
- O3 Major
- O4 Lieutenant Colonel
- O5 Colonel
- O6 General

MUSTERING OUT BENEFITS

Cash Benefits

- 1 Cr2000
- 2 Cr5000
- 3 Cr10000
- 4 Cr10000
- 5 Cr10000
- 6 Cr20000
- 7 Cr30000

Material Benefits

- 1 Low Passage
- 2 +1 Intelligence
- 3 +2 Education
- 4 Weapon
- 5 Middle Passage
- 6 High Passage
- 7 +1 Social Standing



SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank Promo DC	Deco DC	XP Bonus DC
1-4	Training	auto	none	(6)	none	8
5-10	Garrison	auto	none	(8)	none	none
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	10	12	14	8
18-19	Counter Insurgency	4	12	14	17	12
20	Raid	6	4	6	6	4
	Ability Modifier	Edu	Con	Edu	None	None

BARBARIAN CORE CLASS

Continued Employment: Automatic

RANKS

- O1 -
- O2 Hunter
- O3 Warrior
- O4 War Chief
- O5 Tribe/Clan Chief
- O6 Elder



EARNED BENEFITS

Cash Benefits

- 1 None
- 2 None
- 3 Cr1000
- 4 Cr2000
- 5 Cr3000
- 6 Cr4000
- 7 Cr5000

Material Benefits

- 1 Low Passage
- 2 Blade
- 3 Blade
- 4 Blade
- 5 No Benefit
- 6 High Passage
- 7 High Passage

DUTY ASSIGNMENT

1d20	Assignment	Rank			XP Bonus
		Survive DC	Promo DC		
1-4	Village	4	18		16
5-10	Migration	6	16		12
11-14	Hunting	8	14		8
15-17	Raid	8	12		6
18-19	War	10	10		4
20	Exploration	10	12		8
Ability Modifier		Str	Int	None	

SURVIVAL MISHAPS

1D Mishap

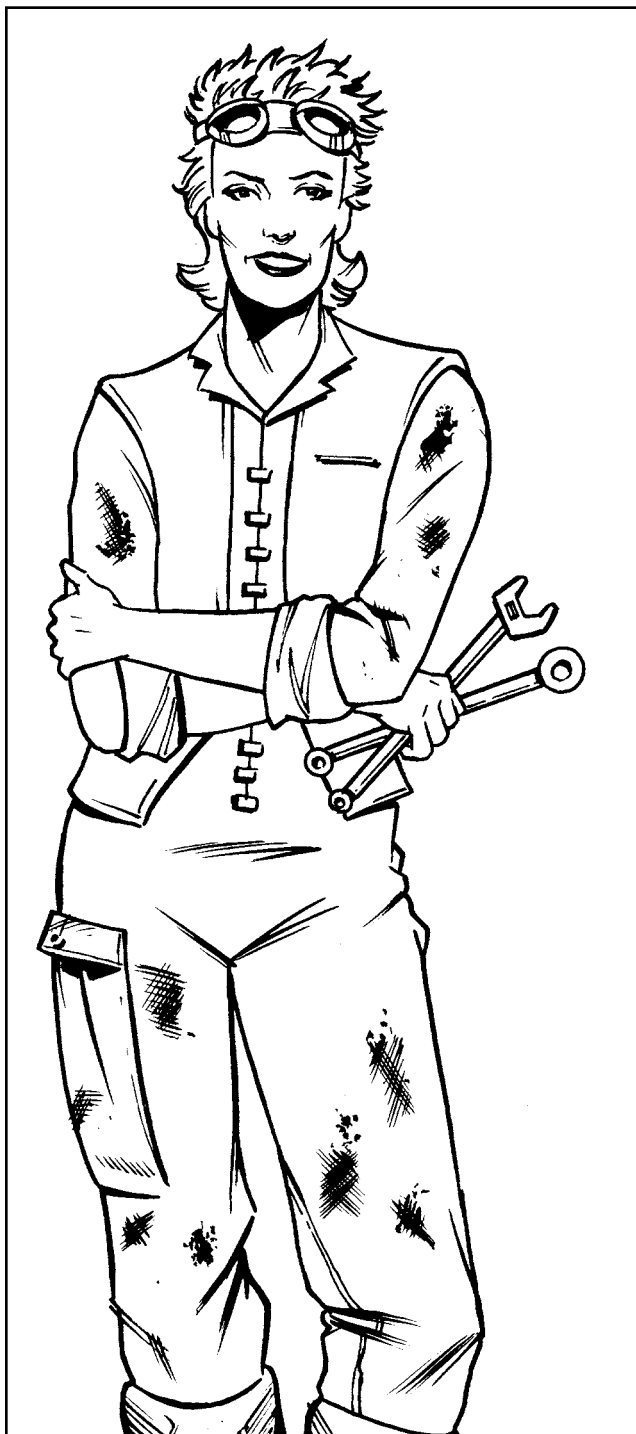
- 1 No further action
- 2 Loss of Face before tribe, lose one rank (e.g. a Warrior becomes a Hunter)
- 3 Sent into the larger world for good of Tribe (effectively discharged)
- 4 Disgraced the Tribe and banished. Lose all benefits.
- 5 Dishonored the Tribe, and forced into slavery for 4 years. Lose all benefits.
- 6 Believed to be cursed. Beaten almost to death and driven out of the Tribe. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

BELTER CORE CLASS

Continued Employment: DC9

RANKS

There are no ranks in the Belters service.



EARNED BENEFITS

Cash Benefits

1	None
2	None
3	Cr1000
4	Cr1000
5	Cr100000
6	Cr100000
7	Cr100000

Material Benefits

1	Low Passage
2	+1 Intelligence
3	Weapon
4	High Passage
5	TAS Membership
6	Seeker
7	No Benefit

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Cash Bonus DC	XP Bonus DC
1-4	Portside	4	none	18
5-10	Contract Work	9	22	14
11-14	Rush Region	14	20	10
15-17	Trojan Points	16	18	10
18-19	Belt Fringe	18	16	8
20	Rumor	16	14	10

Ability Modifier

* ** none

* +1 per term

** Prospecting Skill Check

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Robbed. Lose any cash bonus for this term.
3	Claim Jumped. Lose all cash bonus for this term and any prior terms
4	Fired/Banned. Discharged from employment, lose all benefits
5	Stranded/Betrayed. Choose between spending 4 years in low berth or 4 years in prison. Lose all benefits
6	Severe Injury. Lose 1d6-3 points (minimum of 1 point) from any one of: Str, Dex, Con, or Cha.

PRIOR HISTORY

MARINES SERVICE CLASS

Reenlistment: DC7

RANKS

Enlisted

- E1 Private
- E2 Lance Corporal
- E3 Corporal
- E4 Sergeant
- E5 Gunnery Sergeant
- E6 Sergeant Major

Commissioned

- O1 Lieutenant
- O2 Captain
- O3 Force Commander
- O4 Lieutenant Colonel
- O5 Colonel
- O6 Brigadier

MUSTERING OUT BENEFITS

Cash Benefits

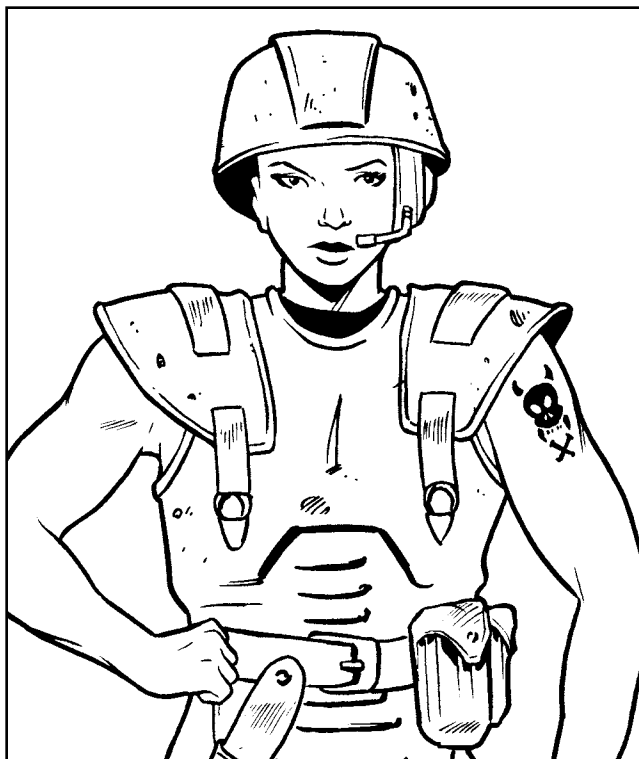
- 1 Cr2000
- 2 Cr5000
- 3 Cr5000
- 4 Cr10000
- 5 Cr20000
- 6 Cr30000
- 7 Cr40000

Material Benefits

- 1 Low Passage
- 2 +2 Intelligence
- 3 +1 Education
- 4 Weapon
- 5 TAS Membership
- 6 High Passage
- 7 +2 Social Standing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank Promo DC	Deco DC	XP Bonus DC
1-4	Training	auto	none	(6)	none	8
5-10	Ship's Troops	2	none	(6)	20	6
11-14	Internal Security	2	none	(6)	20	none
15-17	Police Action	4	14	12	12	8
18-19	Counter Insurgency	4	16	14	14	12
20	Raid	6	8	6	4	4
	Ability Modifier	Edu	Con	Edu	None	None



SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (i.e. a sergeant becomes a corporal)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits.
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

MERCENARY CORE CLASS

Continued Employment: DC9

RANKS

Enlisted

- E1 Private
- E2 Corporal
- E3 Sergeant
- E4 Gunnery Sergeant
- E5 First Sergeant
- E6 Sergeant Major

Commissioned

- O1 Second Lieutenant
- O2 First Lieutenant
- O3 Captain
- O4 Lieutenant Colonel
- O5 Colonel
- O6 -

MUSTERING OUT BENEFITS

Cash Benefits

- 1 Cr2000
- 2 Cr5000
- 3 Cr10000
- 4 Cr10000
- 5 Cr10000
- 6 Cr20000
- 7 Cr30000

Material Benefits

- 1 Low Passage
- 2 +1 Intelligence
- 3 +2 Education
- 4 Weapon
- 5 Middle Passage
- 6 High Passage
- 7 Mercenary Cruiser

DUTY ASSIGNMENT

		Survive	Comm	Promo	Rank	XP	Cash
						Bonus	Bonus
1d20	Assignment	DC	DC	DC	DC	DC	DC
1-4	Training	auto	none	(8)	10	none	none
5-8	Recruiting	auto	none	(10)	none	none	none
9-14	Cadre	4	none	(8)	none	16	16
15-17	Security Forces	6	10	12	10	14	14
18-19	Commando Raid	6	12	14	12	10	10
20	Striker Mission	8	6	8	4	8	8

Ability Modifier Edu Con Edu None Rank

**Officers 2x rank



SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a sergeant becomes a corporal)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

MERCHANTS

CORE CLASS

Continued Employment: DC4

RANKS

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



EARNED BENEFITS

Cash Benefits

- 1 Cr1000
- 2 Cr5000
- 3 Cr10000
- 4 Cr20000
- 5 Cr30000
- 6 Cr50000
- 7 Cr90000

Material Benefits

- 1 Low Passage
- 2 +2 Intelligence
- 3 Middle Passage
- 4 High Passage
- 5 Weapon
- 6 TAS Membership
- 7 Free Trader

DUTY ASSIGNMENT

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

Ability Modifier Edu Con Edu None

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

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

SURVIVAL MISHAPS

1D Mishap

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

NAVY SERVICE CLASS

Reenlistment: DC6

RANKS

Enlisted

- E1 Recruit
- E2 Space Hand
- E3 Petty Officer
- E4 Chief Petty Officer
- E5 Senior Chief
- E6 Master Chief

Commissioned

- O1 Ensign
- O2 Lieutenant
- O3 Lt. Commander
- O4 Commander
- O5 Captain
- O6 Admiral

MUSTERING OUT BENEFITS

Cash Benefits

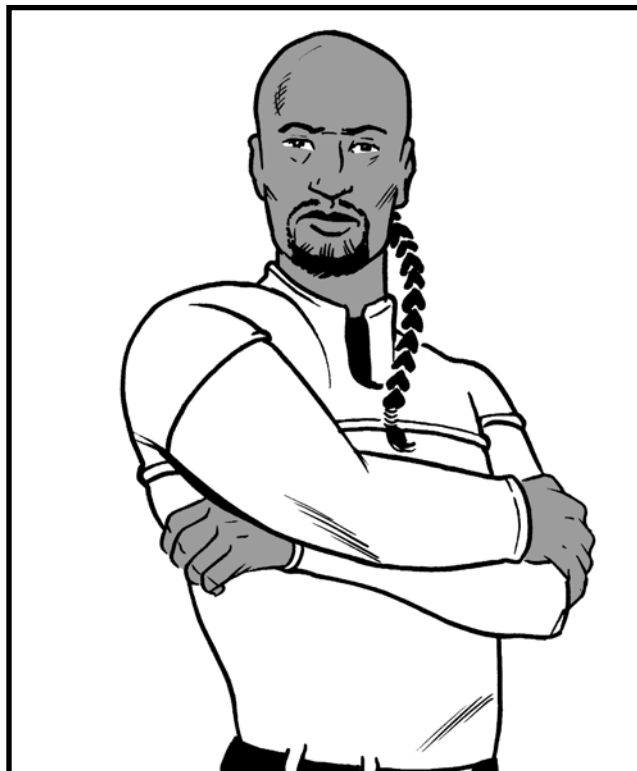
- 1 Cr1000
- 2 Cr5000
- 3 Cr5000
- 4 Cr10000
- 5 Cr20000
- 6 Cr50000
- 7 Cr50000

Material Benefits

- 1 Low Passage
- 2 +1 Intelligence
- 3 +1 Education
- 4 Weapon
- 5 TAS Membership
- 6 High Passage
- 7 +1 Social Standing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Comm DC	Rank Promo DC	Deco DC	XP Bonus DC
1-4	Training	auto	none	(6)	none	8
5-10	Shore Duty	2	none	(8)	20	8
11-14	Patrol	2	10	8	19	6
15-17	Siege	4	14	12	16	6
18-19	Strike	6	10	8	8	4
20	Battle	6	8	6	6	4
Ability Modifier		Int	Soc	Edu	None	None



SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Demoted, lose one rank of service (e.g. a petty officer becomes a spacehand.)
- 3 Honorably discharged from the service.
- 4 Dishonorably discharged from the service. Lose all benefits
- 5 Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
- 6 Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.

PRIOR HISTORY

NOBLE CORE CLASS

Reenlistment: automatic

RANKS

Rank among nobles is based on one's standing in society, i.e. Social Standing ability score.

Soc	Noble Rank
16	Knight, Knightess, Dame
18	Baron, Baroness, Baronet
20	Marquis, Marquesa, Marchioness
22	Count, Countess
24	Duke, Duchess
26	Archduke, Archduchess
28	Crown Prince, Crown Princess
30	Emperor

MUSTERING OUT BENEFITS

Cash Benefits

1	Cr10,000
2	Cr50,000
3	Cr50,000
4	Cr100,000
5	Cr100,000
6	Cr100,000
7	Cr200,000

Material Benefits

1	High Passage
2	High Passage
3	Weapon
4	Weapon
5	TAS Membership
6	Yacht
7	Nothing

DUTY ASSIGNMENT

1d20	Assignment	Survive DC	Rank Promo DC	XP Bonus DC
1-4	Grand Tour	3	23	9
5-10	Government Post	4	22	8
11-14	Diplomatic Post	4	21	8
15-17	Family Business	3	20	9
18-19	Moot Meetings	5	19	7
20	Secret Mission	6	18	6
	Ability Modifier	Int	Int	None



SURVIVAL MISHAPS

1D Mishap

- 1 No further action
- 2 Dueling injury. Lose 1 point from Dex or Str
- 3 Enemies ascendant at Moot. Effectively discharged
- 4 Family involved in scandal. Effectively discharged. Lose benefits
- 5 Anger the Emperor, drop to SOC 11 + 1d4, expelled from service
- 6 Convicted of High Crime by Moot. Drop to SOC 9 + 1d6 (SOC must drop at least 1 point). Serve 4

years in prison

PROFESSIONAL

CORE CLASS

Continued Employment: DC2

RANKS

E1 Employee

E2 -

E3 -

E4 Supervisor

E5 -

E6 -

O1 Junior Assistant

O2 Assistant

O3 Manager

O4 Senior Manager

O5 Vice-President

O6 Board Member

EARNED BENEFITS

Cash Benefits

1 Cr5000

2 Cr10000

3 Cr20000

4 Cr30000

5 Cr50000

6 Cr75000

7 Cr100000

Material Benefits

1 Low Passage

2 +1 Intelligence

3 +1 Education

4 Weapon

5 High Passage

6 Gold Watch

7 Vehicle

DUTY ASSIGNMENT

1d20	Assignment	XP		Rank	
		Survive	Bonus	Comm	Promo
		DC	DC	DC	DC
1-4	Government Service	3	9	12	(8)
5-10	Corporate Service	4	8	10	(6)
11-14	Consulting Firm	4	8	10	6
15-17	Private Practice	5	7	8	8
18-19	Service to Noble House	5	6	6	6
20	Frontier Assignment	6	5	6	8

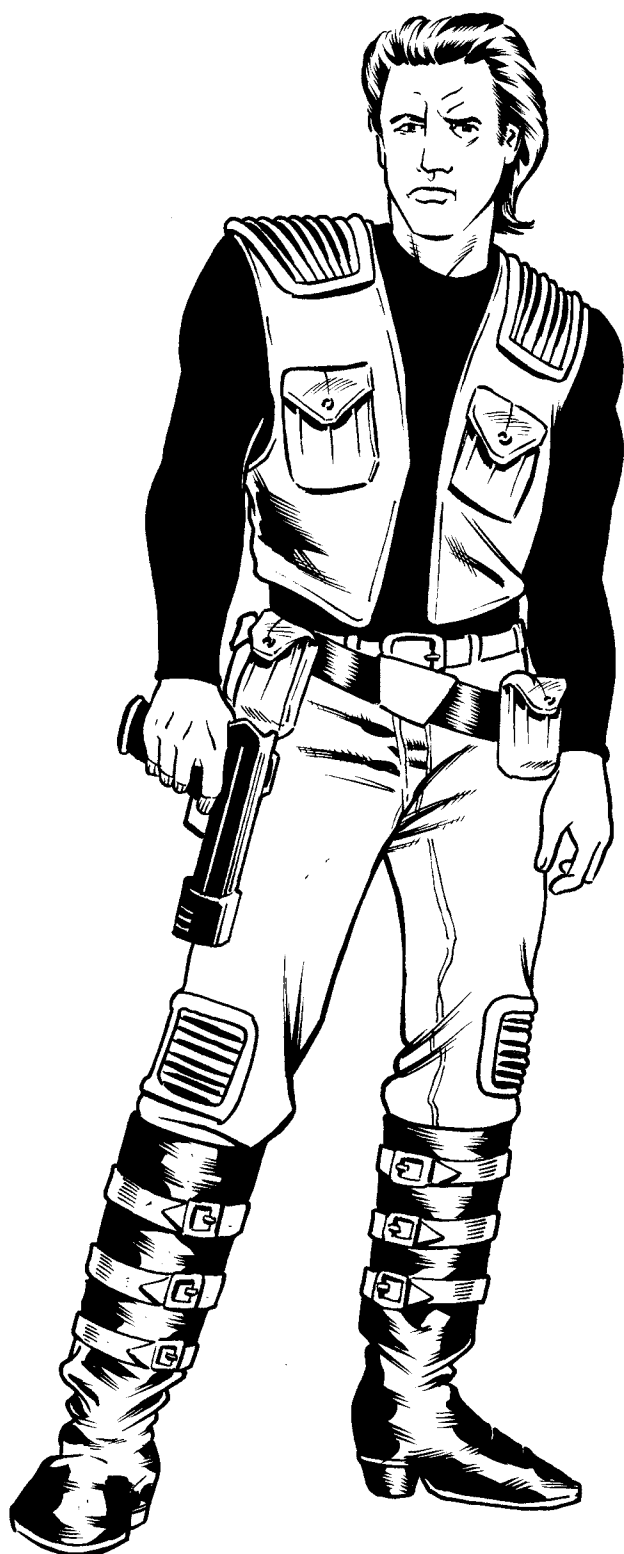
Ability Modifier Int None Soc Int



SURVIVAL MISHAPS

1DMishap

- 1 No further action.
- 2 Minor industrial accident. Lose 1 point from either Str or Dex.
- 3 Laid off with no call back date. Effectively discharged.
- 4 Declared overqualified in private sector. Effectively honorably discharged.
- 5 Shady business dealings revealed to public. Lose 2 points of Soc and spend 4 years in prison. Lose all benefits.
- 6 Chronic medical problems prohibit continued employment. Lose 1d6-3 points (minimum 1 point) from either Str or Con. Discharged.



ROGUE CORE CLASS

Continued Employment: DC2

RANKS

There are no ranks among Rogues.

EARNED BENEFITS

Cash Benefits

1	Cr5000
2	Cr10000
3	Cr20000
4	Cr30000
5	Cr50000
6	Cr75000
7	Cr100000

Material Benefits

1	Low Passage
2	+1 Intelligence
3	+1 Education
4	Weapon
5	High Passage
6	Vehicle
7	Nothing

DUTY ASSIGNMENT

		Survive	XP Bonus	Cash Bonus
1d20	Assignment	DC	DC	DC
1-4	Free-lancing	6	6	20
5-10	Information Gathering	5	7	20
11-14	Smuggling	6	6	18
15-17	Acquisition	6	6	16
18-19	Enforcement	7	5	18
20	Big Capers	8	4	14

Ability Modifier Int None Int

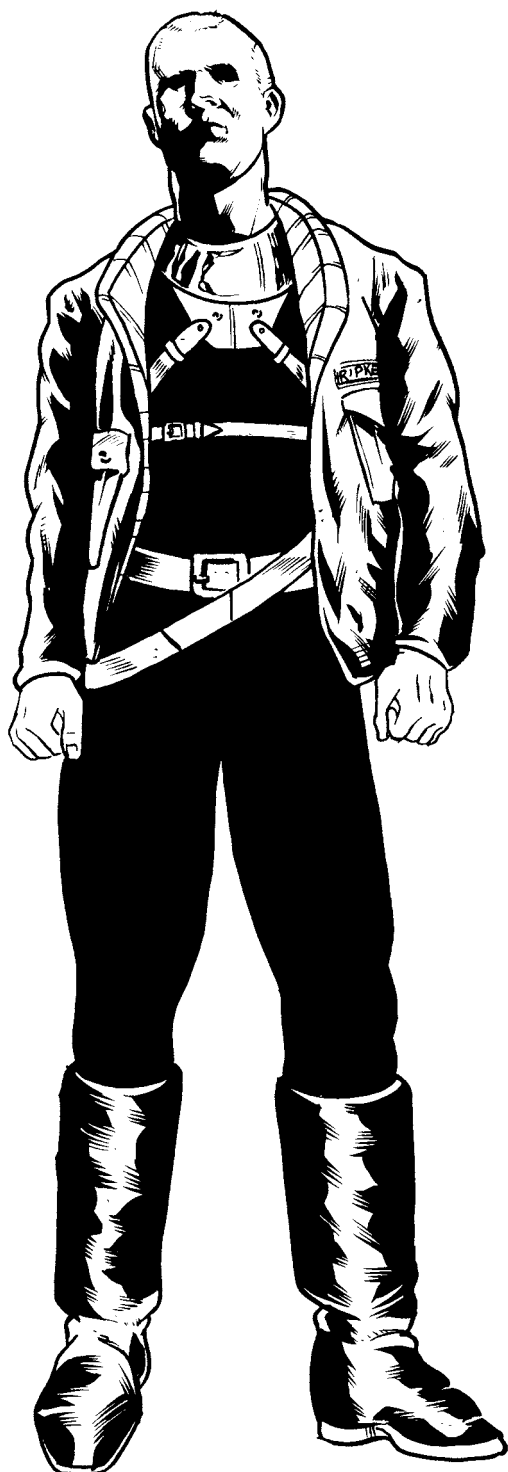
SURVIVAL MISHAPS

1D Mishap

1	No further action.
2	Violent incident. Lose 1 point from either Str or Dex.
3	Gang or group smashed by law enforcement; character escapes. Effectively discharged.
4	Gang leaders retire on the profits and disband the group. Effectively honorably discharged.
5	Caught and convicted. Lose 2 points of Soc and spend 4 years in prison. Lose all benefits.
6	Injured in serious violent incident or arrest attempt. Lose 1d6-3 points from either Str or Con. Discharged.

SCOUTS SERVICE CLASS

Reenlistment: DC2



RANKS

There are no ranks in the scouts, although any scout who has served 5 or more terms is considered a Senior Scout.

MUSTERING OUT BENEFITS

Cash Benefits

1	Cr20000
2	Cr20000
3	Cr30000
4	Cr30000
5	Cr50000
6	Cr50000
7	Cr50000

Material Benefits

1	Low Passage
2	+2 Intelligence
3	+2 Education
4	High Passage
5	Weapon
6	Scout Ship
7	Nothing

DUTY ASSIGNMENT

		Survival	XP Bonus
1d20	Assignment	DC	DC
1-4	Training	auto	auto
5-8	Base	2	10
9-14	Routine	4	8
15-17	Mission	6	6
18-19	Special Mission	8	6
20	War Mission	6	6
	Ability Modifier	Con	None

SURVIVAL MISHAPS

1D Mishap

1	No further action
2	Minor, but prolonged injury, Lose any service feat earned this term.
3	Placed on Detached Duty (effectively discharged from the service, but may be recalled in times of need)
4	Dishonorably discharged from the service. Lose all benefits
5	Dishonorably discharged from the service after serving an extra 4 years in prison for a crime. Lose all benefits
6	Medically discharged from the service. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha.



TRAVELLER

CORE CLASS

Continued Employment: DC2

RANKS

There are no ranks among Travellers.

EARNED BENEFITS

Cash Benefits

- | | |
|---|----------|
| 1 | Cr10000 |
| 2 | Cr20000 |
| 3 | Cr40000 |
| 4 | Cr60000 |
| 5 | Cr80000 |
| 6 | Cr100000 |
| 7 | Cr250000 |

Material Benefits

- | | |
|---|-----------------|
| 1 | High Passage |
| 2 | +1 Intelligence |
| 3 | +1 Education |
| 4 | Vehicle |
| 5 | TAS Membership |
| 6 | Ship |
| 7 | Nothing |

DUTY ASSIGNMENT

1d20	Assignment	Survive	XP
		DC	Bonus DC
1-4	Personal Business	3	9
5-10	Corporate Troubleshooting	4	8
11-14	Service to Noble House	4	8
15-17	Government Service	3	9
18-19	Frontier Opportunity	5	7
20	Secret Mission	6	6
Ability Modifier		Int	None

SURVIVAL MISHAPS

1D Mishap

- | | |
|---|--|
| 1 | No further action. |
| 2 | Minor injury. Lose 1 point from either Str or Dex. |
| 3 | Became disaffected with Travelling for a time. Effectively discharged. |
| 4 | Settled down to a steady job. Effectively honorably discharged. |
| 5 | Shady escapade leads to arrest. Lose 1 points of Soc and spend 4 years in prison. Lose all benefits. |
| 6 | Serious injury. Lose 1d6-3 (minimum 1 point) points from any one of: Str, Dex, Con, or Cha. |

PRIOR HISTORY EXAMPLE

This example takes you through the steps used in creating a 6th level Rogue named *Kaane Haamasir*. The familiar steps of determine the ability scores of a character, selecting a race, and choosing a class are not detailed here; instead simply the results of those steps are shown.

1) ABILITIES

Str: 16, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16, Edu: 14, Soc: 10

An energetic young man, not bright enough to keep from getting into trouble, but charming enough to be able to talk his way out. Usually...

2) RACE

Mixed Human.

Kaane elects to be a mixed race human, as this race has the greatest flexibility when developing a character.

3) HOMEWORLD

Very High Technology, Non-Agricultural Vacuum world

Kaane rolls a 6 on the World technology table, meaning he is from a Very High Technology homeworld. Rolling a 10 on the world trade classification indicates that it is "Va Na" or a Non-Agricultural Vacuum world. These worlds are usually mining and manufacturing centers run by a large interstellar corporation.

Kaane's Very High Tech homeworld means he can add T/Computer to his class skill list, plus three other skills. He selects T/Mechanical and T/Communications from the Non-Agricultural list (remember that a character can select skills up to 2 tech bands lower than his own) and T/Astrogration from the Vacuum world list. These skills become class skill regardless of which class Kaane selects.

Kaane also gets the following feats: Vessel/Grav, Vacc Suit and selects Zero-G/Low Gravity Adaptation from the world list.

4) CLASS

Rogue

Kaane does not want to live the life of a corporate drone, and selects the Rogue Class. Here is what Kaane looks like at first level:

Kaane Haamasir

1st level Rogue, 18 years old. Height: 195 cm, Weight: 94 kg
Abilities: Str: 16, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16, Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-3, Bribery-3, Driving (Vessel/Grav)-3, T/Computer-3, Astrogration-2, Innuendo-1, T/Communication-1

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Weapon Proficiency (Swordsman), Weapon Proficiency (Marksman), Fence Stolen Goods, Fast Talk
Stamina: 8

Lifeblood: 14

Speed: 9 meters

BAB: +0

Experience: 0

5) UNIVERSITY AND PRIOR HISTORY

As a rogue, Kaane decides not to attend University, so he sets off to make his fortune among the stars and enrolls in the Rogue Prior History career.

6) ROGUE PRIOR HISTORY TERM 1

Duty Assignment: For Term 1, Kaane rolls a 6 for duty assignment and does some Information Gathering for the group he has hooked up with.

Survival: He rolls a 9 on 1d20 for survival, subtracting -1 for his Intelligence modifier for a total of 8 against a Survival DC of 5, making it through the term without problems.

XP Bonus: Checking to see if he earns an XP bonus, Kaane rolls an 11 on 1d20 (no modifiers for an XP Bonus check) against a DC of 7, earning himself an additional experience point bonus for this term. He rolls a 1 on 1d4 for a bonus of 1000XP.

Cash Bonus: Unfortunately for Kaane however, he only rolls a 16 on 1d20 when determining if he earns a cash bonus as well this term. With the -1 penalty of his Intelligence modifier, for a total of 15 is 5 points below the DC of 20 needed for some extra cash.

In all, Kaane has aged 4 years (he is now 22), earned a total of 5000XP (4000XP for survival and 1000xp for the bonus), and is now 3rd level.

Kaane Haamasir

2nd level Rogue, 18 years old. Height: 195 cm, Weight: 94 kg
Abilities: Str: 16, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16, Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-4, Bribery-3, Driving (Vessel/Grav)-4, T/Computer-3, Astrogration-2, Innuendo-1, T/Communication-1, Appraise-2

Feats: Armor Proficiency (Light), Armor Proficiency (Medium), Weapon Proficiency (Swordsman), Weapon Proficiency (Marksman), Fence Stolen Goods, Fast Talk, Connections (Underworld)

Stamina: 17

Lifeblood: 14

Speed: 9 meters

BAB: +1

Experience: 1000

Kaane Haamasir

3rd level Rogue, 22 years old. Height: 195 cm, Weight: 94 kg
Abilities: Str: 16, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16,
 Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-5, Bribery-4, Driving
 (Vessel/Grav)-4, T/Computer-3, Astrogation-2, Innuendo-1,
 T/Communication-1, Appraise-2, Gather Information-2

Feats: Alertness, Armor Proficiency (Light), Armor
 Proficiency (Medium), Connections (Underworld),
 Weapon Proficiency (Swordsman), Weapon Proficiency
 (Marksman), Fence Stolen Goods, Fast Talk

Stamina: 23

Lifeblood: 14

Speed: 9 meters

BAB: +2

Experience: 5000

7) ROGUE PRIOR HISTORY TERM 2

Continued Employment: For Term 2, Kaane rolls a 12 on 1d20 to see if he manages to continue his employment with his present gang (a DC of 2), easily earning himself a spot with his comrades for another term.

Duty Assignment: Rolling on the duty assignment table results in a 15, showing us that Kaane spends this term 'acquiring' certain items on behalf of himself and/or his comrades.

Survival: A survival check roll of 20 (-1 for his Int modifier) against a DC of 6 lets Kaane breezing through this term without a hitch.

XP Bonus: A roll of 12 for his XP bonus (DC6) earns Kaane another experience bonus award this term. Rolling 1d4 to see what the XP bonus is this term Kaane gets a 2, for a bonus of 2000XP.

Cash Bonus: His luck continues to hold with a roll of 17 while checking for a possible cash bonus. Even with a -1 penalty due to his Intelligence, his final total of 16 is just enough to earn him a free roll on the cash benefits table this term. Rolling 1d6 on the table for a roll of 4 increases Kaane's bank account balance by a welcome Cr30,000.

At the end of this term, Kaane is 4 years older (26 years old), has earned an additional 6000XP (4000XP for survival and 2000XP bonus) for a total of 11,000XP, and is now 5th level.

Kaane Haamasir

4th level Rogue, 22 years old. Height: 195 cm, Weight: 94 kg
Abilities: Str: 17, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16,
 Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-6, Bribery-4, Driving
 (Vessel/Grav)-4, T/Computer-3, Astrogation-2, Innuendo-1,
 T/Communication-1, Appraise-4, Gather Information-3

Feats: Alertness, Armor Proficiency (Light), Armor
 Proficiency (Medium), Connections (Underworld),

Weapon Proficiency (Swordsman), Weapon Proficiency
 (Marksman), Fence Stolen Goods, Fast Talk

Stamina: 31

Lifeblood: 14

Speed: 9 meters

BAB: +3

Experience: 6000

Kaane Haamasir

5th level Rogue, 26 years old. Height: 195 cm, Weight: 94 kg

Abilities: Str: 17, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16,
 Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-6, Bribery-6, Driving
 (Vessel/Grav)-6, T/Computer-3, Astrogation-2, Innuendo-1,
 T/Communication-1, Appraise-4, Gather Information-3

Feats: Alertness, Armor Proficiency (Light), Armor
 Proficiency (Medium), Connections (Underworld),
 Weapon Proficiency (Swordsman), Weapon Proficiency
 (Marksman), Fence Stolen Goods, Fast Talk, Improved
 Search

Stamina: 37

Lifeblood: 14

Speed: 9 meters

BAB: +3

Experience: 11,000

8) ROGUE PRIOR HISTORY TERM 3

Continued Employment: For Term 3, Kaane rolls a 4 to re-enlist (DC2). The boss questions his loyalty but eventually decided to let him stay.

Duty Assignment: He rolls a 12 for duty assignment and helps the gang smuggling the stolen goods to another world.

Survival: He rolls a 7 for survival (DC6), -1 for his Intelligence, getting himself injured when the deal goes bad. A result exactly equal to the Survival DC results in a wound and a 1000XP bonus (being shot or stabbed is a great motivation to learning. Kaane won't likely do THAT again...).

XP Bonus: Rolling a 17 for his XP bonus check (DC6) shows he learned a great deal from this experience. A roll of 2 again on 1d4 gives Kaane an additional bonus of 2000XP this term.

Cash Bonus: With only a roll of 7 (-1 for his Intelligence for a total of 6), unlike last term, Kaane's smuggling efforts this term did not earn him a cash bonus, possibly due to being shot and robbed of the goods...

Kaane, after another 4 years is now 30, has earned 7000XP this term (4000XP for survival, 1000XP for being wounded, and a 2000XP bonus) for a total of 18,000XP, and is 6th level.

Kaane Haamasir

6th level Rogue, 30 years

Height: 195 cm, Weight: 94 kg

Abilities: Str: 17, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16, Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-8, Bribery-7, Driving (Vessel/Grav)-6, T/Computer-3, Astrogation-2, Innuendo-1, T/Communication-1, Appraise-4, Gather Information-4

Feats: Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Connections (Underworld), Weapon Proficiency (Swordsman), Weapon Proficiency (Marksman), Fence Stolen Goods, Fast Talk, Improved Search, Brawling

Stamina: 45

Lifeblood: 14

Speed: 9 meters

BAB: +4

Experience: 18,000

9) MUSTERING OUT OF PRIOR HISTORY AS A ROGUE

Kaane decides to get out while the getting is good - or at least before the boss decides to rub him out. He has spent three terms as a Rogue, and that earns him three separate rolls on the benefits table. Kaane decides to use one roll on the material benefits table and rolls a 5. This gains him a free High Passage, probably left over from the smuggling caper. His last two rolls he chooses to use on the cash table rolling a 2 and a 5 respectively. The first roll earns him Cr10,000 and the second roll nets him an additional Cr50,000 for a total of Cr60,000. With his starting cash of Cr2500, his Cash Bonus during the second term of Cr30,000, and his mustering out cash, Kaane begins adventuring with a hefty cash balance of Cr92,500.

Kaane Haamasir

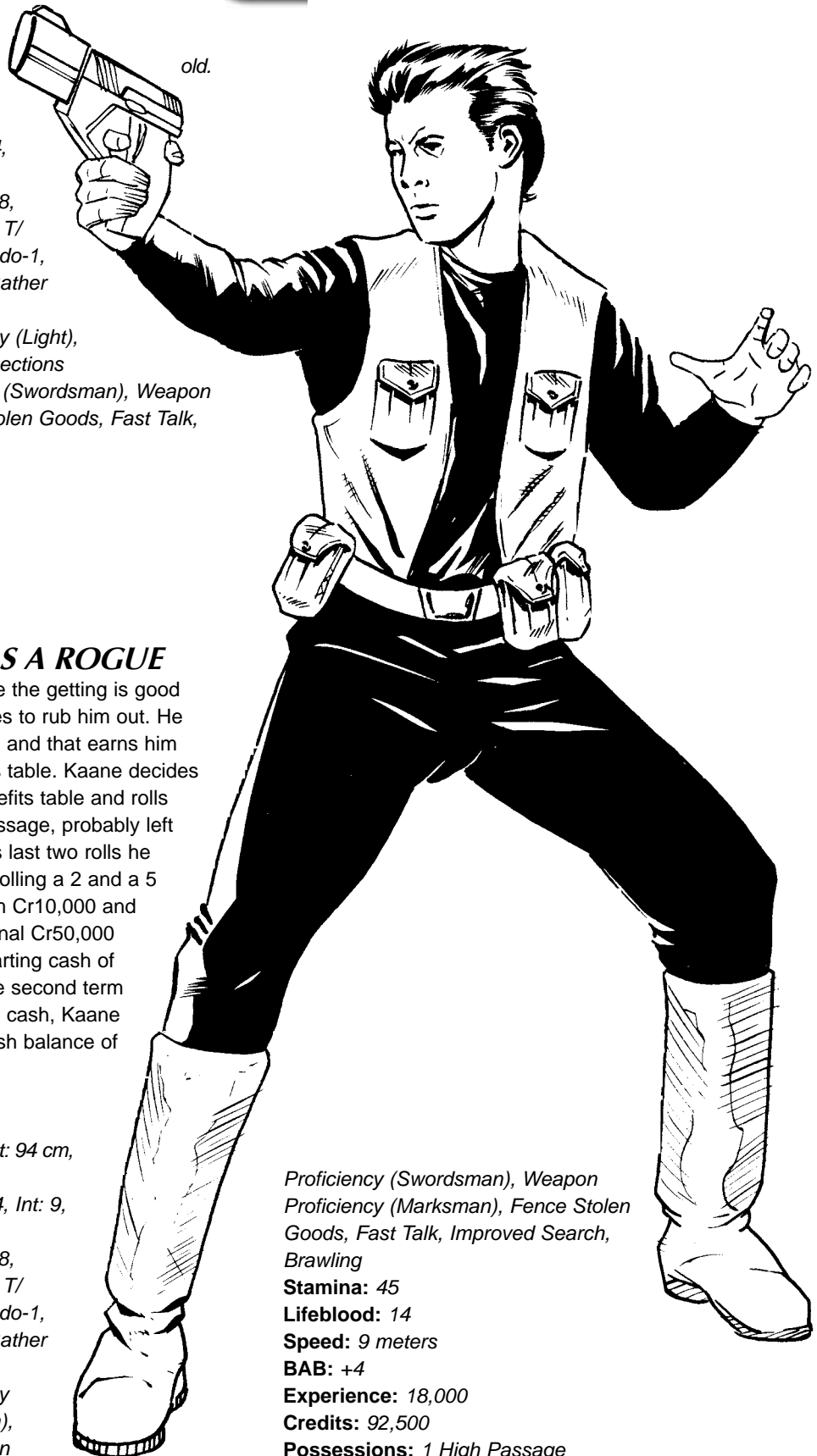
6th level Rogue, 30 years old. Height: 94 cm,

Weight: 170 kg

Abilities: Str: 17, Dex: 11, Con: 14, Int: 9, Wis: 8, Cha: 16, Edu: 14, Soc: 10

Skills: T/Mechanical-0, Intimidate-8, Bribery-7, Driving (Vessel/Grav)-6, T/Computer-3, Astrogation-2, Innuendo-1, T/Communication-1, Appraise-4, Gather Information-4

Feats: Alertness, Armor Proficiency (Light), Armor Proficiency (Medium), Connections (Underworld), Weapon



Proficiency (Swordsman), Weapon Proficiency (Marksman), Fence Stolen Goods, Fast Talk, Improved Search, Brawling

Stamina: 45

Lifeblood: 14

Speed: 9 meters

BAB: +4

Experience: 18,000

Credits: 92,500

Possessions: 1 High Passage

COMBAT

Conflict of some kind is integral to any good story, and nowhere more so than in a role-playing game.

This does not mean that every session should involve blazing guns and flashing blades. There are many types of conflict, and most of them can be resolved without violence. A campaign in which violence is commonplace is likely to go off the rails for one of two reasons.

- Combat becomes so routine that it is no longer exciting or perceived as a threat to the characters. This is temporarily alleviated by dumping more bad guys with bigger guns on the players, but in the end this is self-defeating.
- Character turnover is so quick that nobody can even remember their latest adventurer's name, let alone develop his or her personality.

Combat should be used sparingly. Most fights should support the plot, though the occasional random brawl or ambush also serves to keep the characters alert or off balance. Remember that in Traveller (as in real life) weapons, and especially firearms, are deadly. Local law enforcement will usually become involved in any exchange of fire, or any combat that leaves bodies lying around. This may not be much of a problem on an airless asteroid in deep space, but on most planets the characters will have to tread carefully.

STAGING COMBAT

One way to keep fight scenes fresh and exciting is to stage combat in unusual places. Action movies often make use of this device. For example, a fight that takes place on a moving bus or train is far more interesting than one that seems to occur on a gray featureless plain without obstructions or cover.

Throw in plenty of distractions - fleeing bystanders, vehicles, local animals, runaway baggage carts or whatever - to make the scene come alive (and to allow characters to make dramatic use of the scenery). Have stray shots smash things or hit bystanders.

Remember environmental hazards. Vac suit tears, diving into brambles when seeking cover, broken glass on the ground or falling into deep water while wrestling with a foe can all make a fight scene more tense at the time and memorable afterward.

Combat is intense and stressful. Characters often suffer from tunnel vision, focusing on one enemy to the exclusion of all else. Anyone wanting to remain fully aware of everything around him should be required to make frequent skill checks (e.g. Spot), or he will simply fail to notice anything that does not happen right in front of him.

Intimidation and trickery also play a part. People don't always see what's really there - they can only see what's

visible. Sometimes an enemy can be bluffed into fleeing or surrendering, or intimidated into panicked submission.

Finally, remember that armed combat is deadly. Smart people make use of cover and concealment (there is a difference!), and maneuver for a better position rather than just blasting away from where they are.

NEW OR MODIFIED RULES

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

ENCOUNTER DISTANCE (RULES ADDITION)

Various additions have been made to the standard d20 rules, to cover situations arising in a technology-rich environment.

SPOTTING OTHER VESSELS

When an encounter between one or more vessels (including vehicles) occurs, all vessel commanders involved must make T/Sensor check. A successful check means that vessel and its crew are aware of the other vessels involved. If a vessel is without sensors, they must rely on their own visual acuity, and a Spot check may be used instead. In either case, the base DC for the task is 20.

The following circumstances can affect the T/Sensor or Spot skill check:

Target Size: The size of a target also has a bearing on how easily it may be noticed. Smaller objects are harder to deal with than larger ones. Add the size modifier of the vessel to the DC for any sensor or spot task. This modifier applies to both T/Sensor and Spot checks.

Running Silent: A vessel may attempt to avoid detection and scanning by "running silent". If a vessel takes no actions (other than movement), attempts no active sensor checks (passive scans are allowed), fires no weapons, and otherwise does nothing which might reveal its presence, add +15 to any DC when another vessel is attempting to use their sensors on the silent vessel. This is only effective against T/Sensor systems, and does not prevent a vessel from being spotted visually.

Jamming: The sensor operator may attempt to spend the round providing defensive sensor jamming against



incoming targeting lock attempts by enemy vessels, hopefully decreasing the chance of being hit. Jamming will also aid in foiling attempts at detection, tonnage and classification estimations, and identification by other vessels. This is a Full Action.

The sensor operator must make a T/Sensors skill roll and add the sensor system model number to this result. This total will establish the vessel's Jamming rating for the round. Any other vessel attempting to target or otherwise scan the vessel must use the vessel's Jamming rating as the DC for these tasks rather than the standard DC for the current round.

This is only effective against T/Sensor systems, and does not prevent a vessel from being spotted visually.

Passive Scans: Encounter-related sensor scans are done as 'active' scans, which basically means the target of the scan will know it is happening. Active sensor scans against commercial and civilian vessel by anyone other than the appropriate authorities is highly frowned upon by most, and even considered a hostile act by some captains. Passive sensor scans on the other hand will likely go undetected unless the target is actively watching for it, and even then they may miss it.

All a sensor operator has to do to perform a passive scan is notify the referee in advance of the skill check itself. This will add +10 to the DC of the task however. If the target of the scan is expecting such an action, it may make a T/Sensor skill check (DC20) to spot it. If the target is wary but not actively expecting the scan, increase the DC to 30. No matter what the base DC, a passive scan will only be successful if the opposing ship is doing something capable of being detected, such as launching a small craft, engaging active sensors, retracting a turret, even opening an airlock might be detectable by a passive sensor scan.

This is only effective against T/Sensor systems, and does not prevent a vessel from being spotted visually.

Not Moving: A vessel that is not moving is harder to spot than one that is. Add +5 to the DC for stationary vessels. This modifier applies to both T/Sensor and Spot checks.

Camouflage: The Combat Engineering skill can be used to attempt to camouflage a vessel from being spotted. In this case, the base DC is instead 25 + the Combat Engineering skill modifier of the individual that installed the camouflage. This is only effective against visual detection, and does not prevent a vessel from being spotted by sensors.

Advanced camouflage equipment may make a camouflage attempt effective against sensors. Examples include radar-absorbent camouflage netting and thermal signature masking.

Six or More Vessels: A group of vessels is easier to spot than an individual vessel, even if the vessels are

smaller than medium size. Subtract -2 from the DC. This modifier applies to both T/Sensor and Spot checks.

Moonlight: Nighttime, but with moonlight or equivalent illumination available. Add +5 to the DC. This is only effective against visual detection, and does not prevent a vessel from being spotted by sensors.

Starlight: Nighttime or in space. No moon, but a clear and star-filled sky. Add +10 to the DC. This is only effective against visual detection, and does not prevent a vessel from being spotted by sensors.

Deep Darkness: Overcast skies at night, or similar lack of lighting. Add +20 to the DC. This is only effective against visual detection, and does not prevent a vessel from being spotted by sensors.

Total Darkness: No available illumination at all such as in a deep cave. Impossible without sensors. This is only effective against visual detection, and does not prevent a vessel from being spotted by sensors.

ENCOUNTER AWARENESS DIFFICULTY

Circumstance	DC
Base	20
Target size	+/-4 per size category
Running silent	+15
Jamming	Special
Passive scan	+10
Not moving	+5
Camouflage	Special
Six or more Vessels	-2
Moonlight	+5
Starlight	+10
Deep Darkness	+20
Total Darkness	Impossible

HIDING AND SPOTTING

If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted also are less likely to notice other creatures. If a group (of people or animals) is hiding, its members can only move at half their normal overland speed. They also suffer a -2 penalty on their Spot checks to notice other creatures because they are staying low.

Instead of a base DC of 20 for others to spot them at the standard spotting distance, the DC is 25 + the hider's Hide skill modifier. The modifiers from the Encounter Awareness Difficulty table still apply, except for the size modifier (which is already part of the character's skill modifier). A character whose Hide ranks, Dexterity modifier, and armor check penalty total -6 or lower actually has a lower DC than if he or she weren't hiding. In such cases, simply calculate the Spot DC as if the character wasn't hiding (according to the Spotting Difficulty table). If a creature gets a special bonus to Hide because of camouflage,

VISUAL ENCOUNTER RANGES

<i>Terrain</i>	<i>Detection and Distance</i>	<i>Hexes</i>	<i>Basic Range</i>
Arcology, popular starport, dense pedestrian and vehicle traffic	2d4 X 75m (avg. 375m)	5T	Close
City or town center, moderate pedestrian and vehicle traffic	3d6 X 150m (1575m)	1S	Short
Suburban neighborhood, light pedestrian and vehicle traffic	6d6 X 300m (6300m)	4S	Medium
Smoke, heavy fog, dense clouds	2d4 X 75m (avg. 375m)	5T	Close
Jungle, dense forest	2d4 X 150m (750m)	10T	Close
Heavy mountainous terrain	3d6 X 150m (1575m)	1S	Short
Rugged hills or low mountains	6d6 X 150m (3150m)	2S	Short
Light forest, low rolling hills	6d6 X 300m (6300m)	4S	Medium
Scrub, brush, or bush	2d6 X 1.5km (10.5km)	7S	Long
Grasslands, plains, at sea, or other open terrain with little cover	3d6 X 1.5km (15.0km)	10S	Very Long
Observer is in flight, clear skies	4d6 X 1.5km (18.0km)	12S	Very Long
Observer is in flight, cloudy skies	3d6 X 1.5km (15.0km)	10S	Very Long
Observer is in flight, dusk or dawn	2d6 X 1.5km (10.5km)	7S	Long
Observer is in flight, heavy clouds or night	1d6 X 1.5km (5.0km)	3S	Short

SENSOR ENCOUNTER RANGES (VEHICLES ONLY)

<i>Sensor Model</i>	<i>Detection</i>	<i>Encounter Distance</i>	<i>Hexes</i>	<i>Basic Range</i>
Model/1	up to 5km	1d3 X 1.5km (avg 3km)	2S	Short
Model/2	up to 10km	1d3+6 X 1.5km (10km)	7S	Long
Model/3	up to 50km	2d6+8 X 1.5km (22km)	15S	Very Long
Model/4	up to 100km	30km	20S	Extreme
Model/5	up to 500km	30km	20S	Extreme
Model/6	up to 1000km	30km	20S	Extreme
Model/7	up to 5000km	30km	20S	Extreme
Model/8	up to 10,000km	30km	20S	Extreme
Model/9	beyond 10,000km	30km	20S	Extreme

SENSOR ENCOUNTER RANGES (SMALL CRAFT AND STARSHIPS ONLY)

<i>Sensor Model</i>	<i>Detection</i>	<i>Encounter Distance</i>	<i>Hexes</i>	<i>Basic Range</i>
Model/1	up to 15,000km	1d20 X 750km (avg 3km)	10T	Close
Model/2	up to 45,000km	1d3 X 15,000km (10km)	2S	Short
Model/3	up to 75,000km	1d2+3 X 15,000km (22km)	3S	Short
Model/4	up to 120,000km	1d3+5 X 15,000km	7S	Long
Model/5	up to 240,000km	1d8+8 X 15,000km	12S	Very Long
Model/6	up to 580,000km	1d4+16 X 15,000km	18S	Extreme
Model/7	up to 4,800,000km	300,000km	20S	Extreme
Model/8	up to 9,600,000km	300,000km	20S	Extreme
Model/9	beyond 9,600,000km	300,000km	20S	Extreme

SIZE MODIFIERS TO ATTACK BONUS AND ARMOR CLASS

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

special coloring, and so on, use that bonus rather than the contrast bonus from the Spotting Difficulty table.

Additionally, the other creatures do not automatically spot hiding creatures at one-half the encounter distance. Instead, that is the distance at which the other creatures can make Spot checks to notice the hiding creatures. These are normal Spot checks opposed by the hiders' Hide checks.

ENCOUNTER RANGE

The range of the encounter depends on whether contact was made visually or through the use of sensors. Encounters at visual range will usually start much closer than those where even poor sensors were involved. Sensors may well be able to detect and become aware of an opponent long before the vessels actually get within combat encounter range (30km) of one another. In these cases, the encounter range will automatically start at 30km distance. If none of the commanders involved detects one another, the encounter will begin at one-half the normally rolled range with all parties automatically aware of each other.

The T or S following the Hexes entry represent the number of hexes on the Tactical Plot and the Strategic Plot as detailed under the Advanced Vehicle and Starship Combat rules (pg. 169).

MISSED ENCOUNTERS

The rules for spotting assume that both sides will eventually notice each other; the rules simply establish the distance at which they do so. But sometimes you want to take into account the possibility that the two groups will

miss each other entirely. To handle these possibilities, simply let there be a 50% chance that the others encountered and the PCs don't get any closer but rather pass by each other, such as when one group is moving north and the other east. (Creatures following the PCs' trail, of course, always close with them.)

COMBAT STATISTICS

ATTACK BONUS (RULES MODIFICATION)

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

Base attack bonus + Dexterity modifier + size modifier

DAMAGE (RULES MODIFICATION)

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

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

die (the highest one) on the table. If there are still points of Armor rating to be accounted, subtract the remaining points from the remaining damage.

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

Example 1: A character attacks a bug-eyed monster and hits, rolling 3d10 for damage (she's firing a Laser Rifle). The damage dice come up 4, 7, and 4 for a total of 15 points of damage. Since the target is a lifeform, this damage is immediately applied against its remaining Stamina. We now determine how much (if any) Lifeblood damage has been inflicted. The bug-eyed monster has an Armor rating of 5, so we must first remove up to 5 dice of damage if possible. We can't obviously because a Laser Rifle only does 3d10 damage. We remove 2 dice from the damage roll, both of the fours because the lowest rolls are removed first. This leaves 7 points of Lifeblood damage, and also 3 points of Armor rating, to account for. Subtracting these 3 points from the Lifeblood damage, the Laser Rifle inflicts an additional 4 points of lifeblood damage to the bug-eyed monster.

Example 2: Two grav tanks are taking shots at one another, both with an Armor rating of 12 and firing Heavy Fusion Guns (6d20 damage). One of the tanks scores a hit on its opponent and rolls 6, 12, 8, 4, 15, and 11 for a total of 56 points of damage. Since the target is a vehicle it has no stamina points. Instead we must reduce the damage to account for the target's armor and apply any remaining damage to the Structural Integrity of the vehicle. We remove five of the dice leaving just the 15. This accounts for 5 of the 12 points of Armor rating of the target. Applying the remaining 7 factors of armor against the remaining damage roll of 15 leaves the attack inflicting a total of 8 points of Structural Integrity damage.

Scaling Damage Between Lifeforms, Vehicles, and Starships

The scale of armor and weapon power between lifeforms, vehicles, and starships is quite drastic. To reflect this when playing T20 and running combats involving lifeforms, vehicles, and/or starships at the same time apply the following damage modifiers. In all cases where extra dice are rolled, they should be of the same type as the base damage of the weapon itself (d4, d6, d8, etc.).

Lifeforms attacking Vehicles: When a lifeform attacks a vehicle using a personal weapon, automatically reduce the damage by 5 dice before applying any reductions due to armor.

Lifeforms attacking Starships: A lifeform attacking a starship or small craft with a personal weapon will automatically reduce the damage by 10 dice before applying any reductions due to armor.

Vehicles attacking Lifeforms: A vehicle rolls an additional 5 dice of damage when an attack against a lifeform hits.

Vehicles attacking Starships: A vehicle attacking a starship or small craft with must reduce its damage by 5 dice before applying any reductions due to armor.

Starships attacking Lifeforms: Starship weapons ignore personal armor as if it does not exist, in addition to rolling an extra 10 dice of damage when attacking any Lifeforms.

Starships attacking Vehicles: Starships weapons against vehicles may roll an extra 5 dice of damage. In addition, roll twice on the Internal Damage Location tables.

ARMOR CLASS (AC) (CONVERSION NOTES)

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

Vehicle and Starship Armor Class (rules addition)

The AC for a vehicle or starship is calculated differently. Dexterity modifiers and shield bonuses do not apply when dealing with a vehicle or ship. In addition, either the pilot/driver or a computer may control the evasive defense of a vessel. Computers are very adept at providing fairly reliable, if somewhat predictable evasive routines. However, nothing can replace an experienced pilot or driver at the helm.

To reflect this, vessels using a computer to control their evasive maneuvers are limited to a maximum Agility modifier equal to the computer model number divided by 2 (round down), or the vessel's Agility rating, whichever is lower. A pilot or driver controlling the evasive maneuvers of a vessel may use the full Agility rating of the vessel as a modifier. Allowing a computer to handle evasive maneuvers is considered a free action for the pilot or driver. If the pilot or driver handles evasive maneuvers themselves, this is considered a standard action.

10 + Armor bonus + Agility modifier + Size modifier

ARMOR RATING (AR) (RULES ADDITION)

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

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

STAMINA (RULES ADDITION)

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

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

LIFEBLOOD (RULES ADDITION)

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

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

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

STRUCTURAL INTEGRITY POINTS (SI) (RULES ADDITION)

Vehicles (including robots), small craft, and starships do not have a Stamina or Lifeblood rating. Instead these craft use a Structural Integrity or SI rating to measure damage against them. This SI rating is based on the overall size of the craft, and is determined when the vessel is designed and constructed (see the Vehicle or Starship Design rules, pg. 233 or 253).

Non-Functional (0 or fewer Structural Integrity):

When a vessel's structural integrity drops to 0 or lower, it is rendered completely non-functional. Nothing will work until repairs are made. Any further damage received will automatically cause internal damage (roll on the Damage Location table for each hit), and may end up completely destroying the craft.

Destroyed: It is difficult to completely destroy a vehicle, small craft, or starship - but it can be done. A craft that takes an amount of damage greater than or equal to twice (x2) its original Structural Integrity rating has been destroyed completely. Destroyed craft cannot be repaired at all. Thus a 100-ton starship could take up to 200 structural integrity points of damage before being destroyed.

SPEED (RULES MODIFICATION)

The speed of a character is based primarily on their race and the type of armor they are wearing.

Virushi move 6 meters, or 3 meters when wearing medium or heavy armor.

Humans, Luriani, and **Sydites** move 9 meters, or 6 meters when wearing medium or heavy armor.

Vargr and **Ursa** move 12 meters, or 9 meters when wearing medium or heavy armor.

Aslan move 18 meters, or 12 meters when wearing medium or heavy armor.

INITIATIVE (RULES ADDITION)

Vehicle, Small Craft, or Starship Initiative: When a vessel becomes aware of any opponent(s), it must make an initiative check. An initiative check is a 1d20 roll, adding the Agility bonus of the vessel (if any).

Vehicles: If the commander of the vessel has the Tactics (I or II) feat, they may add their WIS modifier to this roll.

Small Craft and Starships: If the commander of the vessel has the Ship's Tactics feat, they may add a +2 modifier to this roll.

These Initiative check results determine in what order vessels will act during each round of the encounter. Each vessel may take an action in their initiative order (highest

to lowest) every round. If two or more vessels have the same initiative check result, they will act in order based on the vessel Agility bonus (highest to lowest). If there is still a tie, have each side roll 1d6 with the highest roll acting before the lowest roll. Reroll until all ties are broken.

Unaware: This is the equivalent of being caught flat-footed for vehicles, small craft, and starships. Vessels that are unaware of their opponents may not use their Agility bonus when calculating their AC if attacked. An unaware combatant may not take any actions during the surprise round.

ACTIONS IN COMBAT

THE COMBAT ROUND (RULES MODIFICATION)

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

ATTACKS OF OPPORTUNITY (RULES MODIFICATION)

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

ATTACK ACTIONS

Attack (rules modification)

Critical Hits: In addition to the normal effects of a critical hit, the armor of a target is also ignored and the target takes the full damage roll against its Lifeblood or Structural Integrity rating. Against vehicles and starships, a critical hit also earns an additional roll on the appropriate Internal Damage Location table. Regardless of whether the victim of a critical hit is a lifeform, vehicle, or starship, reduce its the armor bonus by -1 until repaired.

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

Called Shot

As a full action, a shooter may attempt to shoot at a specific item or location on a target such as its head, a weapon in hand, or a radio pack on the target's back. If the attack is successful, and the target is holding the object that was shot, the target must make a Reflex save (DC25) to avoid dropping the item (unless it is on a sling or otherwise rigged to prevent such an event, or, obviously, it is a body part), in addition to any damage inflicted on the target item.

The attack roll is made normally as if shooting at the lifeform in possession of the target, and applying the following modifier based on the size of the target in question:

Called Shot Modifiers

Item Size	Modifier	Example
Fine	-12	Ring on hand, Button on jacket
Diminutive	-8	Foot, Hand, Eye, Heart, Hand Computer
Tiny	-6	Head, Leg, Arm, Hat on head
Small	-5	Chest, Groin, Small Weapon, Backpack
Medium	-4	Medium Weapon
Large	-2	Large Weapon
Huge	-1	

Burst Fire (rules addition)

Weapons that fire a burst of 2, 3, 4, 10, 20, or 100 rounds may improve the attacker's odds of hitting a target or inflict additional damage. The attacker must decide whether to spray the target, increasing the chances of scoring a hit, or to fire a precise, grouped burst in the hope of inflicting greater damage. Either sort of burst fire is considered a standard action. Characters with more than one attack per round may take this action for each attack. See the Damage rules (pg. 148) for more information on applying damage.

Burst Fire Effects

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

Suppressive Fire (rules addition)

Any personal weapon with a rate of fire greater than two may be used to produce covering and suppressive fire, in an attempt to get hostiles to keep their heads down. This is considered a full round action. Anything moving or taking an action that is not under 100% cover, is within a 5 block/hex (7.5 meters) arc of fire in front of the character's weapon, and within the first range increment of the weapon using suppressive fire, may be hit. Check only once per available target, up to a number of targets equal to one-half the normal rate of fire for the weapon. Roll to hit normally but with a -4 penalty due to the inaccuracy of this type of fire. If anything is actually hit, use Suppressive Fire Damage table. See the Damage rules (pg. 148) for more information on applying damage.

Rate of Fire 10 or Greater: If the rate of fire of the weapon is 10 or greater, targets within the second range increment of the weapon, and an 8 block/hex arc (12

meters) may also be hit. Roll to hit normally but at a -8 penalty. If anything is actually hit, use Suppressive Fire Damage table below.

Anything beyond these ranges are unlikely to be hit, but if you do want to check, extend the possible area to be hit out to the range of the weapon, along a 8 block/hex wide (12 meters) path from the attacker. The to hit roll at these ranges will be at -10, and of course no more than a number of targets may be hit than have been rounds fired.

This effect lasts until the character's next round action.

Suppressive Fire Damage

RoF	Extra Damage
3-4 rounds	none
10 rounds	+1 die of damage
20 rounds	+2 die of damage
100 rounds	+4 dice of damage

MOVE ACTIONS

Reload (rules addition)

Reloading a personal weapon is considered a move action and does provoke a possible attack of opportunity.

MISCELLANEOUS ACTIONS

Activate an Item (rules addition)

You may turn on a flashlight, activate a weapon or other similar action. This is a free action.

Mount or Dismount a Vehicle (rules addition)

Mounting or dismounting a vehicle is a full round action, and may subject the unit to an attack of opportunity. At the beginning of the next round the unit is considered to be in the vessel, or just adjacent to the vessel if dismounting.

Open An Iris Valve, Sliding Door, or Standard Door (rules addition)

A character may open any standard door, sliding door, or iris valve as a standard action. Moving through the doorway takes an additional move action, and closing the doorway requires a final standard action. If conflicting commands are given to a sliding door or iris valve (one character activates it to open and another activates it to close) will cause the doorway to remain in the position it was at the start of the round and ignore all commands for the round.

Open a Hatchway (rules addition)

Opening a hatchway is a full round action. Moving through the hatch takes an additional move action, and closing a hatch requires another full round action. Opening or closing a hatchway may provoke an attack of opportunity.

Open an Airlock (rules addition)

Activating an airlock to open or close is a standard action, but the airlock will not finish opening or closing until the fourth round after the command was given. It takes 3 rounds to compress or decompress the airlock, and one full round to open or close the doorway. Once a command to open or close has been given to an airlock, it cannot be overridden until the cycle completes.

Put on a Pressure Suit (rules addition)

It takes 2 full round actions to put on a vac suit, and 5 full round actions to put on battle dress or combat armor and seal it. An Intelligence check (DC10) must be made once the suit is on to ensure that its environmental integrity is intact. This check is reduced to DC 5 if the character or someone assisting them has the Armor (Vac Suit) feat. If failed, the suit does not provide any defense against explosive decompression.

Patch a Pressure Suit Breach (rules addition)

Applying a patch to a breach in a vac suit, battle dress or combat armor is a full round action. An Intelligence check (DC15) must be made to properly apply the patch and seal the breach. This check is reduced to DC 10 if the character or someone assisting them has the Armor (Vac Suit) feat.

INJURY AND DEATH

(RULES MODIFICATION)

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

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

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

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

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

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



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

EFFECTS OF WOUNDS ON STAMINA AND LIFEBLOOD

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

Stamina 0 or less: The character is unconscious. Further damage is dealt directly to Lifeblood.

Lifeblood 0 to -9: The character is dying.

Lifeblood -10 or lower: The character is dead.

HEALING DAMAGE

See Medical Technology (pg 215)

DAMAGE TO PERSONAL EQUIPMENT

Personal equipment only takes SI damage. If an item takes damage equal or exceeding its total SI rating, it is destroyed beyond repair. If not destroyed, for each point of damage taken there is a 5% chance that the equipment will malfunction each time it is used. There is an even

(50/50) chance the item will either fail to work at all, or work but produce incorrect and improper results.

MOVEMENT AND POSITION (RULES MODIFICATION)

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

Standard Scale

One inch = 1.5 meters

One hex/grid square = 1.5 meters

"Next to" or "adjacent" = 1 inch (1 hex/square or 1.5 meters) away

30mm figure = A human-size (Medium) lifeform occupies an area 1 inch (1 hex/grid square or 1.5 meters) across.

One round = 6 seconds

TACTICAL MOVEMENT

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

TACTICAL SPEED

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

COMBAT MODIFIERS

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

ARMOR PIERCING ROUNDS (RULES ADDITION)

Armor piercing rounds are valuable when attacking armored targets. For each Armor Piercing (AP) bonus of the round, subtract -1 from the Armor Rating (AR) of the target. At no time, however, may the total AR penalty exceed the actual armor rating of the target. Any weapon capable of firing projectiles may use Armor Piercing ammunition. The Armor Piercing bonus of a round may never exceed half the technological level of its manufacture, rounded down. For example, an armor piercing round manufactured on a TL9 world could have a maximum AP bonus of +4.

Multiply the cost of a normal round by x10 to determine the cost of a version of the round with an AP rating of +1. For higher AP bonus, multiply the base cost of a +1 AP round by the total bonus of the round. For example a round that would normal cost Cr1 with no AP bonus would increase to Cr10 per round for a +1 AP bonus round, and to Cr70 for a +7 AP bonus round.

The availability of AP rounds in general will vary from world to world, depending on the local law level. The more powerful AP rounds will usually not be available to the public at all, instead being reserved for use by the local military. Exactly what sort of AP ammunition is publicly available depends upon the local Law Level.

GRAVITY (RULES ADDITION)

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

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

RANGE (RULES ADDITION)

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

Personal or Vehicle Communication and Sensor

Ranges: Vehicle and personal weapons each have a range increment listed for them. This represents the range at which the weapon is most accurate. For each additional increment beyond, the weapon's accuracy is reduced by -2 (applied to the attacker's to hit roll), and the damage roll is reduced by 1 die. See the Damage rules (pg. 148) for more information on applying damage.

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

Starship or Spaceship Communications, Sensors, and Weapon Ranges: Ship's weaponry, Sensors, and Communications are handled differently because of the distances involved. These systems are simply rated by their standard range band (close, short, medium, long, very long, and extreme). For each range band past a system's standard range it suffers a -2 penalty to any skill checks, attack rolls, etc., and any damage roll is reduced by 1 die. For weapons, treat Extreme 1 - 4 as a single range band, Extreme.

Range	Hexes	Distance (in Kilometers)
Visual	(0)	up to 50
Close	0	up to 15,000
Short	1-3	up to 45,000
Medium	4-5	up to 75,000
Long	6-8	up to 120,000
Very Long	9-16	up to 240,000
Extreme 1	17-20	up to 300,000
Extreme 2	21-24	up to 360,000
Extreme 3	25-28	up to 420,000
Extreme 4	29-32	up to 480,000
Far	33-320	up to 4,800,000
System-wide	321+	beyond 4,800,000

RELATIVE SPEED (RULES ADDITION)

The difference between the current speed of the attacker and defender has an impact on how easily the tar-

get can be hit. A fast moving target is much more difficult to hit than a slow target. These modifiers apply to vehicle and personal combat only.

<i>Relative Speed Difference</i>	<i>Target AC Modifier</i>
0-25 kph	+0
26-50 kph	+1
51-100 kph	+2
101-200 kph	+4
201-400 kph	+8
401-600 kph	+10
601-800 kph	+12
801-1000 kph	+14
1001+ kph	+16

SPECIAL ATTACKS AND DAMAGE

SUBDUAL DAMAGE (RULES MODIFICATION)

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

ATTACKING VEHICLE OCCUPANTS (RULES ADDITION)

It is possible to attempt to attack someone riding within an open-topped vehicle, or riding on the outside of a vehicle (in a saddle mount for example). Operators and passengers with an enclosed vehicle may not be attacked directly (except perhaps with a Called Shot action).

When attacking someone within an open-topped vehicle, the target is assumed to be under partial hard cover (the vehicle). This is usually about 50% cover unless the target is standing in which case the cover would be about 25%.

When riding on the outside of a vehicle, a target does not enjoy any cover and may be attacked normally. The shooter must specify whether he is attempting to hit the vehicle or a rider on the vehicle.

HIGH EXPLOSIVE ROUNDS (RULES ADDITION)

Due to their nature, high explosive rounds do one (or more) extra die of damage in addition to the weapon's normally listed damage.

AREA EFFECT WEAPONS (RULES ADDITION)

Mortars, artillery, grenades and similar weapons are area effect weapons. They each have a listed Area of

Effect (AoE). Anything within this radius when the weapon hits may make a Reflex or Agility save (DC15) to take only 1/2 the rolled damage. Anyone or anything failing its save will take the full damage from the weapon (unless reduced by armor).

Anything within twice the listed area of effect for the weapon, but outside the listed area of effect, may make a Reflex or Agility save (DC 15) to avoid taking any damage at all. Anyone or anything failing its save will take 1/2 damage from the weapon (unless reduced by armor).

The saving throws need only be made once for a given attack; apply the result to both Stamina damage and Lifeblood or Structural Integrity damage.

Ship's Weapons: The weapon systems installed on small craft and starships are much more powerful than their vehicle and personal counterparts. When a ship's weapon is used in combat against anything other than another starship or small craft, the weapon has an area effect based on the type of weapon it is:

Ship's Weapons Area Effect

<i>Weapon System</i>	<i>Area of Effect (AoE)</i>
Lasers	5 meters per USP rating
Missiles and Energy Weapons	10 meters per USP rating
Meson Guns	10 meters per USP rating
Nuclear Missiles	100 meters per USP rating
Particle Accelerators	1 meter per USP rating

USP Ratings are explained in the Starships section of these rules.

DEMOLITIONS (RULES ADDITION)

Using explosives to damage, penetrate, or breach an object requires using a charge of the proper size, and properly placing the charge for maximum effect.

Penetration Charge: A penetration charge of the proper size provides just enough power to penetrate the given structural material and armor, breaking any sealed environmental integrity (possibly causing explosive decompression), and causing damage.

Breaching Charge: A breaching charge of the proper size penetrates the given structural material and armor, breaking any sealed environmental integrity (possibly causing explosive decompression), causing x10 damage, and leaving a hole approximately 1 meter in diameter. Moving through a breach hole is treated as if moving through an open hatchway (a move action).

TYPE OF CHARGE

<i>Structural Material</i>	<i>Penetration</i>	<i>Breach</i>	<i>Damage</i>
Wood	250 grams	4kg	1d6
Rock/Stone	500 grams	7.5kg	1d8
Interior Starship wall	600 grams	9kg	1d10
Concrete	750 grams	11kg	1d12
Reinforced Concrete	1kg	15kg	2d8
Vehicle Hull:	1kg	15kg	2d8
Vehicle Armor:	+1kg per armor rating	+15kg per armor rating	-
Interior Starship Bulkhead:	5kg	750kg	4d20
Starship Hull:	8kg	120kg	6d20
Starship Armor:	+10kg per armor rating	+150kg per armor rating	-

Placing a Charge: 2 full round actions, DC15. A character may place a single, non-tamped charge of 10kg or less (basically a satchel charge).

Carefully Placing a Charge: 3 minutes, DC10. A character may place a single, non-tamped charge of any size.

Tamping a Charge: 6 minutes, DC20. A character may place a single, tamped charge of any size. A properly tamped charge will do twice the normal damage.

Failing a Placement or Tamping Check: There will not usually be any indication that the charge has been incorrectly placed until it is detonated. When an incorrectly-placed charge is detonated, the person who placed the charge must make another Demolition skill check (DC15). If the check is successful, the charge detonates but fails to penetrate or cause a breach, and does only one-half its normal damage. If the check is failed, the charge does not detonate correctly. It will not cause any damage to the intended target, though it may pose a hazard to anyone coming back to try to re-use it.

Damage to a Demolition Charge: If a prepared demolition charge is hit by an attack, roll 1d20. If the roll is less than the damage inflicted on the charge then it goes off prematurely. Nuclear explosives are very unlikely to be set off in this manner due to their design, but a casing breach will create a radiation hazard.

FORCE FIELDS (RULES ADDITION)

Force fields or 'black globe generators' absorb any and all energy, of whatever form, that contacts the field. They are the most effective form of defense available for any ship, but unfortunately they are not commercially available, found only as recovered alien artifacts of immense value. Energy is absorbed and diverted to special capacitors, doing no damage to the ship.

The drawback to force fields is that while any incoming energy is absorbed, any outgoing energy is also

absorbed. A ship operating a black globe force field cannot maneuver, use its sensors or communications systems, fire its own weapons, or even see outside the ship while within an active force field.

The black globe generator might seem to be somewhat less than useful given the limitations, were it not for that fact that it can be 'flickered'. Each round, the screens operator decides at what rate to flicker the force field at from 0 up to the USP rating of the black globe generator itself. Each rate represents a 10% block of time, thus a flicker rate of 4 would mean the force field is flicked 'on' 40% of the time during this combat round. The force field will absorb a percentage of the damage equal to the flicker rate X 10% (round up) from any incoming AND outgoing attack this round. If a ship operating a black globe at a flicker rate of 4 would normally take 20 points of damage from an attack, the force field would absorb 8 points. If the same ship operating the black globe attacks another ship and hits for 12 points of damage, would actually only inflict 7 points on the other ship, after its own force field absorbed 5 points of the outgoing energy.

Capacitors used for the black globe generator are able to store up to 36 points of damage as EPs (Energy Points) for every ton of them available. The primary drawback to this defense system is if the available capacitor storage is exceeded because of damage absorbed by the force field the capacitors will explosively discharge, inflicting the stored EP as damage to the ship. Fortunately however, this stored energy may be diverted from the capacitors to power the ship's other systems as needed, but only when the generator is flicked 'off'. Because of this there is a limit to the maximum amount of power than can actually be drawn from the capacitors during a combat round, based on the flicker rate and the maximum output rate of the ship's power plant. A ship can draw down from the capacitors a maximum of 100% of its maximum power plant output per round, -10% for every point of the globe flicker rate

that round. For example, a ship operating a black globe with a flicker rate of 4 and a power plant with a maximum output per round of 1000EPs, could draw up to 400EPs from the capacitors each round (if the power is available). This energy can be used for any necessary ship's function. Using Capacitor energy to power a Jump drive has unpredictable and often disastrous effects.

Any black globe can be set to a flicker rate of 10, regardless of the actual USP rating of the generator. A flicker rate of 10 is not really flickering at all but rather the force field is in operation 100% of the time during the round and ALL incoming and outgoing damage is absorbed.

Some types of weapons are more effective at 'overloading' a force field due to the nature of their attack and the power behind them. While this effect does not increase the amount of damage done, it does increase the amount of actual energy that has to be absorbed by the field.

Weapon Efficiency vs. Black Globe Force Fields

Weapon Type	Extra Energy Absorbed
Lasers, Plasma Gun	None
Fusion Gun, Non-Nuclear Missile	Absorbed Damage X 2
Particle Accelerator	Absorbed Damage X 5
Meson Gun	Absorbed Damage X 20
Nuclear Missile	Absorbed Damage X 100

Invisibility: Because a black globe generator absorbs all incoming energy, this has the effect of rendering a ship effectively invisible. This won't help much when already in combat if a ship suddenly turns on its force field to hide, its enemies will easily be able to plot the future position of the ship based on its previous trajectory; the now 'invisible' ship cannot alter its current course and speed while under the protection of the field. The enemy's plot predictions will always be correct.

This trick does come in handy when jumping into an enemy system on a pre-plotted course with the black globe generators running at a flicker rate of 10. It will be impossible for the enemy to detect the presence of the ship until it decides to turn off the generator and reveal itself to bombard a planet or engage an enemy fleet with complete tactical surprise. Of course, there are risks...

INDIRECT FIRE (RULES ADDITION)

Indirect fire is a method of attacking a ranged target that cannot be seen by the firing weapon. It requires someone with the Forward Observer skill be in a position to observe the target and in direct communication with the gunner firing the weapon. The basic DC for a gunner to hit a target through indirect fire is 40 minus the skill rank of the forward observer. Subtract -2 from the DC for each subsequent round spent acquiring the target, to a

maximum of -10DC modifier prior to firing the first shell. Thereafter, the DC can be reduced by -2 for each shell observed by the forward observer.

Calling in an attack or adjusting fire are full round actions. The attack will commence the turn after the call is made, and arrive the turn after that. Thus an indirect fire attack requires 3 rounds to complete.

To Hit Modifiers: Range and Relative speed modifiers apply to indirect fire attacks.

Missed Shots: Shots that miss have to land somewhere. If using squares for maps, roll 1d8 to determine which direction the round lands away from the target, counting round clockwise from 1 (directly over). Roll 1d6 if using hexes. The distance the round lands from the target is 1d4 squares/hexes + the number of range bands distance to the target.

Fire for Effect: Once the target is hit, the gunner may begin firing for effect. Since the target location has been locked into the weapon there is no need to see if a hit occurs on each subsequent round, it is automatic. When firing for effect, the gunner may launch an attack each round rather than every 3rd round as when adjusting fire.

MESON ATTACKS (RULES ADDITION)

Attacks by meson weapons do not use the vehicle or ship's Armor rating when calculating the vessel's AC. Instead the rating of any Meson Screens installed are used in place of the Armor rating. This is because meson weapons pass straight through armor. The only effective defense against a meson attack is a meson screen. Certain hull configurations are less susceptible to meson attacks due to targeting difficulty while others are particularly susceptible to the fire of a meson weapon.

Meson attacks also inflict radiation damage.

Vehicle or Starship Armor Class vs. Meson

Attacks: 10 + Meson Screen rating + Hull Configuration Modifier (see below) + Agility modifier + size modifier

Ship Hull Configuration	AC Modifier
Needle/Wedge	+2
Cone	+1
Cylinder	+0
Closed Structure	-3
Sphere	-4
Flattened Sphere	-2
Dispersed Structure	+5
Planetoid	-6
Buffered Planetoid	+4

SUBSTANCE ARMOR RATING AND THICKNESS

Substance	TL	Base AR	Max AR	Thickness
Paper	1	0	3	up to 40mm +1 AR per +20mm thickness (22cm)
Rope	0	0	5	up to 60mm +1 AR per +30mm thickness (33cm)
Synthetic Fibers	7	1	10	up to 15mm +1 AR per +15mm thickness (15cm)
Glass	1	1	8	up to 5mm +1 AR per +5mm thickness (5cm)
Ice	0	0	2	up to 80mm +1 AR per +40mm thickness (44cm)
Wood	0	1	6	up to 150mm +1 AR per +150mm thickness (150cm or 5')
Brick, Rock, Concrete	0	1	25	up to 120mm +1 AR per +120mm thickness (120cm or 4')
Reinforced Concrete	5	1	25	up to 90mm +1 AR per +90mm thickness (90cm or 3')
Iron	1	1	10	up to 60mm +1 AR per +60mm thickness (60cm or 2')
Steel	5	1	15	up to 30mm +1 AR per +30mm thickness (30cm or 1')
Aluminum	7	1	15	up to 45mm +1 AR per +45mm thickness (45cm or 1.5')
Hard Steel	6	2	20	up to 15mm +1 AR per +30mm thickness (15cm or 6")
Composites	8	2	25	up to 10mm +1 AR per +20mm thickness (10cm or 4")
Industrial Ceramics	9	2	25	up to 5mm +1 AR per +10mm thickness (5cm or 2")

TL: The technological level at which this substance first becomes generally available.

Base AR: The base AR of an object up to the given thickness.

Maximum AR: The maximum possible AR of an object regardless of its thickness. Materials capable of ARs of 11+ are suitable for use as chassis and armor for vehicles. Materials capable of ARs of 15+ are suitable for use as small craft and starship hull and armor.

Thickness: The AR rating of an object that is not technically 'armored' is based on the type of substance it is made of and how thick the substance is. The thicker a substance is the higher its overall AR will be. Obviously it takes a much greater thickness of timber than steel to stop a bullet.

Vehicles: For Vehicle Armor, figure thickness in centimeters rather than millimeters; maximum AR is equal to the vehicle TL.

Ships: For Smallcraft and Starship Armor, figure thickness in 10s of centimeters rather than centimeters; maximum AR is equal to the TL of the vessel.

RADIATION ATTACKS (RULES ADDITION)

Some weapons inflict radiation damage in addition to their normal damage. When determining radiation damage from nuclear missiles, and particle accelerators (but not meson guns), use the rating of any installed Nuclear Dampers (if any) in addition to the Armor rating when determine the AC of the targeted ship. Against the type of radiation produced by meson guns, armor is ineffective and only nuclear dampers will have any effect.

ATTACKING OBJECTS

Penetrate: If any damage remains after applying the effects of the Armor Rating of the material/object, the attack/explosive has penetrated the material/object, breaching any sealed environmental integrity (possibly causing explosive decompression), and the remaining damage is applied against any item(s) beyond/within.

Breach: To breach a material/object, a cumulative total of 35 points of SI damage per Armor Rating must be inflicted. A breach creates a hole about 1 meter in diameter and breaks any sealed environmental integrity (possibly causing explosive decompression). If any damage remains, it is applied against anything beyond/within the breached area. Moving through a breach hole is treated as if moving through an open hatchway (a move action).

Destroying an Item: The penetration and breach rules are used when attempting to inflict damage on an object encased within (such as in a metal box) or just beyond a covering object (perhaps behind a starship bulkhead) made of the given material. If the attack is intended to simply destroy an object made of a given material, for example crushing a metal box, it must inflict an amount of damage equal to the Structural Integrity rating of the object itself (usually based on size if not otherwise specified).

OBJECT ARMOR RATING AND STRUCTURAL INTEGRITY

Item	AR	SI
Rope	0	1
Synthetic Rope	0	1
Light Fixture	0	2
Simple Wooden Door	0	2
Small Wood Crate	0	4
Metal Storage Barrel	1	6
Heavy Wooden Door	2	7
Fireproof Box	2	4
Metal Door	5	10
Brick, Rock, or Concrete Wall (30cm thick)	3	17
Reinforced Concrete Wall (1 meter thick)	9	50
Steel Chain	5	2
Handcuffs	5	1
Interior Wooden Wall	0	2
Interior Metal (Hard Steel) Wall	5	8
Bulkhead	10	50

BASIC VEHICLE AND STARSHIP COMBAT

These basic rules for vehicle and starship combat presented here are designed to allow for more roleplaying and involvement of the characters, rather than a map and miniature approach (which is available in the Advanced Rules that follow later). Movement and maneuvering are abstracted to allow for cinematic battles as vessels attempt to maneuver into a position of pursuit and advantage against their opponents, or frantically try to shake the pursuit of an opponent that is hot on their tail.

Range is similarly abstracted, needing only to note whether the range for all vessels involved for each round is Close, Short, Medium, Long, Very Long, or Extreme.

The term vessel is used to refer to starships, small craft, or vehicles as a general inclusive group. If the term starship, small craft, or vehicle is specifically used, it refers to those types of craft only.

ACTIONS IN BASIC COMBAT

Most personal actions detailed earlier and found in the d20 core rule books are not appropriate while a character is a passenger or crewmember on board a vessel (unless approved by the Referee). Specific exceptions to this are personal attack actions, which are possible if a character is able to fire a weapon out of an open window, hatch or other opening in the vessel.

In these cases, the attack by the character is handled normally, except the attack is also considered to be a Burst Fire attack of 10 rounds (ignore the action requirements

in this case). This reflects the additional time involved during vehicle combat rounds. Note that it is still possible for a character to take the Burst Fire action. In such a case, multiply the number of rounds fired by the character by 10 to determine the effects of the Burst Fire.

THE COMBAT ROUND

When individual personnel are not involved, and a combat is between only vehicles or vehicles and starships (including small craft) operating within the atmosphere of a planet, each combat round is 1 minute long under these basic rules. When combat involves only starships and small craft, the length of each combat round is 20 minutes under these basic rules.

NEW ACTIONS

In addition to personal attack actions, the following new actions are available to crewmembers aboard a vessel, small craft, etc. These are broken down by the crew position that would usually handle the action, and ideally a separate character will handle each position. This will usually give each character an opportunity to do something and contribute to the combat based on their diverse skills, but a character may freely take action from any crew position if they are qualified and have enough time to complete the action this round.

Captain/Commander Actions

Command: The vessel's commander may use his or her Leader skill to rally the crew and improve morale and performance. Make a leadership skill check (DC15). If successful all crewmembers may enjoy a bonus to all skill checks, saving throws, and attack rolls this round, equal to the commander's Leader skill rank divided by 3 (round down). This is a standard action.

Tactics: The vessel's captain may use his or her knowledge of Tactics (for vehicles) or Ship's Tactics (for small craft and starships) to help position the vessel into a better defensive and offensive posture. The use of this feat is a full round action for the captain/commander, but will impart a bonus to all attacks and defenses equal to the captain's Wisdom or Intelligence ability bonus, whichever is higher. Treat any penalty as +0.

Pilot/Driver Actions

All Vessels

Adjust Speed: Increase or decrease the vehicle speed, up to an amount equal to its maximum acceleration. This is a move action and requires no skill check.

Adjust Range: A pilot may attempt to adjust the range between their craft and another. An opposed Pilot skill check must be made between both pilots, applying the modifiers. The pilot with the higher skill check

ADJUST RANGE MODIFIERS

Circumstance	Modifier
Higher Current Speed	+1 per 10kph difference in speed
Higher Acceleration	+1 per difference in maximum acceleration
Vehicle Agility	+0-6

COLLISION AVOIDANCE

Situation	DC
Base	5
Traffic (5 or more vessels within short range)	+5
Heavy brush	+10
Small debris field, heavy traffic, light woods	+15
Asteroid field, light density	+20
Asteroid field, average density	+25
Asteroid field, heavy density	+30
Every 6 points of speed (starships and small craft)	+5
Very Slow (vehicles only)	+0
Slow or Offroad speed (vehicles only)	+5
Cruising speed (vehicles only)	+10
Fast (vehicles only)	+15

EVASIVE MANEUVERS

Result	AC Bonus
1-10	+0
11-20	+1
21-28	+2
29-33	+4
34-38	+6
39+	+8

result may elect to increase, decrease, or maintain the distance between the vehicles. This action applies to vehicles only, and is a move action for BOTH pilots. If the other pilot has already taken a move or full action this round, the check goes unopposed. If the other pilot has not taken a move or full action this round, opposing a range adjustment will count as their move action for the round.

Avoid Collision: When a vessel is moving at short or close range through a debris field, traffic, an asteroid belt, a planetary ring, or similar situation where there is a reasonable chance of collision with another object, the pilot must make an Avoid Collision check each round. This is a full action.

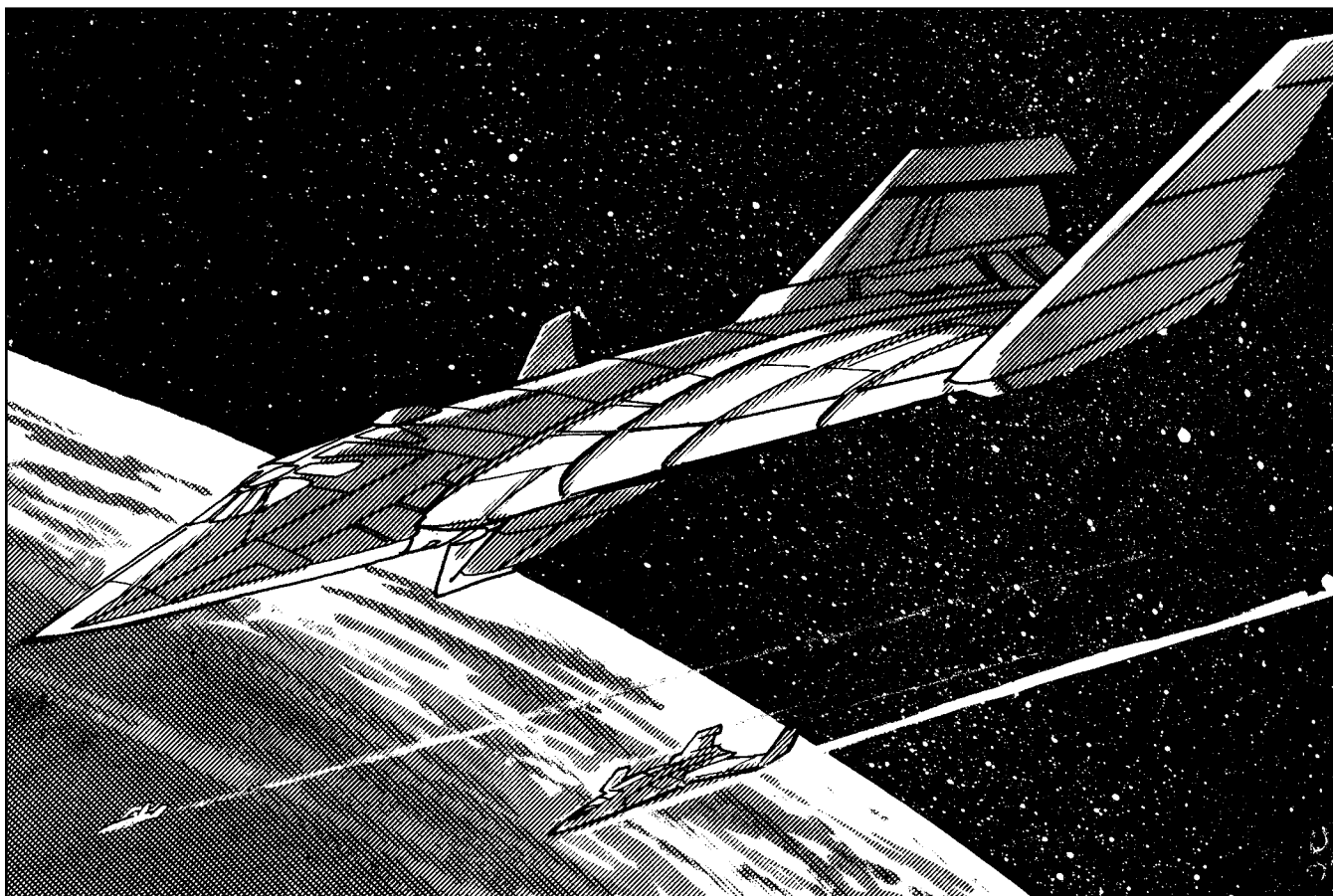
Break Pursuit: If a vessel is being pursued (see Pursuit below) the pilot or driver may break the pursuit with a successful opposed Pilot or Driver skill check against his opponent. Once the pursuit has broken and the pursuing vessel loses all accumulated attack bonuses against that target. This is a full round action.

Evade Attack: The pilot/driver operates the vessel in an erratic manner in an attempt to avoid being hit by opposing weapons fire. This is a full round action and allows the pilot/driver to make a Pilot/Drive skill on the Evasive Maneuvers table to determine the defensive AC bonus imparted to the vessel this round.

Move: The pilot/driver keeps the vessel on its current course and heading, remaining at the current speed. This is a move action and requires no skill check.

Pursuit: If a pilot/driver makes a successful opposed Pilot/Driver skill check against another vessel, the successful pilot/driver has placed his vessel in pursuit of his target maintaining the current range and matching the target ship move for move. Once a pursuit has been established, it must be maintained each round to take advantage of the position. No skill check is required to maintain a pursuit. It is automatically maintained unless the target attempts to Break Pursuit action, manages to extend the range to Medium or greater, or succeeds in outpacing the speed of the pursuing vessel by 7+ points (for starships and small craft) or by 50kph (for vehicles). Establishing the initial pursuit is a full round action, as is maintaining a pursuit.

For each round (after the first) that a vessel maintains pursuit of another vessel, it may add a cumulative +1 bonus to hit when attacking the vessel being pursued, up to a maximum of +4. While in pursuit of a target, a vessel loses its agility bonus to its AC if it comes under attack itself. This is a full round action and may only be attempted at Short range or closer and both ships must be at the same speed when the pursuit is begun.



Ram: Ramming is a potentially suicidal maneuver in which a pilot intentionally crashes his vessel into the hull or chassis of another vessel. This action may only be attempted at close range, and if the ramming vessel is moving faster than the target. See Vessel Collisions for more information.

To successfully ram another vessel requires an opposed Pilot/Drive skill check between both vessels. This is a full round action.

Pilot Actions

Starships and Small Craft Only

Atmospheric Entry: The pilot may attempt to transition the ship out of orbit and into the atmosphere of a planet. Once a ship has successfully entered an atmosphere, all movement is handled as if it were any other aircraft in flight and now uses the Vehicle Manuever Actions instead. This is a full action with a base DC equal to the World Atmosphere UWP rating + the World Size UWP rating. Exotic, Corrosive, or Insidious atmospheres should be treated as Standard unless specified otherwise. Attempting this action may provoke an Attack of Opportunity. This action may be taken by starships and small craft only

Dock Ships: The pilot may attempt to dock one ship with another allowing passage between both ships for cargo and crew. This is usually a small craft docking with a starship, but it is possible to dock some starships together. Both ships must be moving at the same speed, and there must be no opposition to the attempt. If this is a hostile docking attempt, the target ship must have been rendered incapable of maneuvering. This is a full action with a DC of 20, and may provoke an Attack of Opportunity. Only starships and small craft may take this action.

Orbital Insertion: The pilot may attempt to insert the ship into orbit around a planet. In an orbital insertion fails, the ship fails to enter the proper orbit, and the orbit will steadily begin to decay drawing the ship towards the planet's atmosphere in an uncontrolled reentry (see Atmospheric Reentry). This is a full action with a base DC of 15, and may provoke an Attack of Opportunity. Only starships and small craft may take this action.

Astrogator Actions*Starships and Small Craft Only*

Range Check: At the beginning of each round, each ship must make a T/Astrogation skill check. The ship with the highest result may elect to increase, decrease, or maintain the range for the round. This is a standard action and applies to starships and small craft only.

Communications Operator Actions*All Vessels with communications equipment*

Tactical Communication: The Comms Officer can establish and maintain communications between allied vessels using the normal rules for communication (see T/Communications skill). If there is significant interference or a lot of communications going on (e.g. due to bad comm. discipline among a fleet), the DC is increased; treat as Considerable Noise (+10). Deliberate comms jamming will increase DC as described under the T/Communications skill. These modifiers do stack. If reliable communications are not established, vessels cannot act in concert, and Fleet Tactics skill cannot be applied. Maintaining communications is a full round action.

Comms Jamming: The Comms Officer can attempt to jam local communication as a full action. See the T/Communications skill for details.

Intercept Enemy Communications: As a full-round action, the Comms Officer may attempt to intercept enemy communications. This requires a T/Communications skill check at a DC of (20 + enemy comm. system number). Encryption (if any) must also be broken. Knowledge of enemy intentions can be valuable to a commander, if she knows how to use it. A vessel commander may make a Ships Tactics or Tactics check at a DC of 15 to gain an advantage from intercepted comms. If successful, the commander gains knowledge of the enemy's dispositions or intentions. This translates to a one-time +10 bonus to any skill check affecting the enemy (e.g. a pilot's attempt to evade a sudden attack, or a gunner's precise shot just as the enemy vessel turns to present a better target.) Of course, the enemy must have communications for them to be intercepted.

Computer Operator Actions

Computer Fire Control: Rather than having individual gunners handle the vessel's weaponry, the computer is handling both targeting and fire control this round. Attacks are handled normally, but the Main Computer Model Number is used in place of Gunnery skill rank and no sensor bonuses are allowed. This is a free action, but the computer may not be used to handle targeting for gunners this round. The computer operator should make the attack

rolls for the computer this round.

$1d20 + \text{Computer model number} + \text{size modifier} + \text{targeting bonus} + \text{range penalty} = \text{AC hit}.$

Computer Targeting: The vessel's computer is handling targeting for all weapons this round, leaving the sensor operator to handle other tasks instead. This is a free action, but the computer may not be used to handle fire control for the vessel this round. The computer operator should roll $1d20 + \text{the Main Computer Model Number}$ to check for success for each vessel that is to be targeted. The DC for this task is 15 or the current Sensor Jamming rating of the target. If successful, all gunners on the vessel may add a bonus equal to the Main Computer Model Number / 3 to their attack rolls this round.

Sensor Operator Actions

Sensor Jamming: The sensor operator may attempt to spend the round providing defensive sensor jamming against incoming targeting lock attempts by enemy vessels, hopefully decreasing their chance of getting hit. The operator rolls $1d20 + \text{his T/Sensor skill} + \text{the Sensor Model Number of the vessel}$ to set the vessel's Sensor Jamming rating for this round. This rating is the DC that any opposing vessel will have to beat in order to obtain a target lock or other sensor scan on the sensor operator's vessel. This is a full round action.

Sensor Targeting: The sensor operator may attempt to spend the round providing improved fire control and targeting data to the gunners, hopefully increasing their chances of hitting their targets. The sensor operator should roll $1d20 + \text{his T/Sensors skill} + \text{the Sensor Model Number}$ to check for success for each vessel that is to be targeted. The DC for this task is 15 or the current Sensor Jamming rating of the target. If successful, all gunners on the vessel may add a bonus equal to the Main Computer Model Number to their attack rolls this round. This is a full round action.

Gunner Actions

Attack: A gunner may attack any target within the range of the weapon system they are manning. The gunner attacks by making a Gunnery skill check roll adding the USP rating of the weapon system, along with any Range, Computer Targeting, Sensor Targeting, or other modifiers in effect this round for his vessel. This is a full round action.

$1d20 + \text{Gunnery skill} + \text{size modifier} + \text{targeting bonus} + \text{range penalty} = \text{AC hit}.$

Point Defense Sandcasters: A target defending against a missile, laser, plasma, or fusion attack may fire defensive sand if the vessel has any sandcaster mounts/turrets/batteries and gunners that have not already acted this round.

Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round. Defensive sand adds the sandcaster USP/UVF rating to the target's defense score for this attack. As many point defense sandcasters may be fired as are available, each adding their USP/UVF rating to the target's defense total.

Point Defense Lasers: A target defending against a missile attack may fire defensive lasers if the vessel has any laser mounts/turrets/batteries and gunners that have not already acted this round. Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round. The defending gunner makes an attack roll against a DC of 16 + the owning vessel's computer USP/UVF. If the defending gunner hits, the missile attack fails. The defender may attempt to shoot down an incoming missile attack with as many point defense laser mounts/turrets/batteries as they have available.

*Point Defense Laser: 1d20 + Gunnery skill +
(Computer USP/UVF) + Weapon UVP/USP
Missile's Defense: 16 + Missile USP/UVF*

Point Defense Repulsors: A target defending against a missile attack may fire repulsors if the vessel has any repulsor mounts/turrets/batteries and gunners that have not already acted this round. Gunners and mounts/turrets/batteries used in point defense may not be used to attack later in the same round.

*Point Defense Repulsor: 1d20 + Gunnery skill +
(Computer USP/UVF) + Weapon UVP/USP
Missile's Defense: 10 + Missile USP/UVF*

Reload Vessel or Vessel's Weapon: A crewmember (usually the gunner) may spend the round reloading one (1) spent missile rack, one (1) spent sandcaster or other individual weapon system. This is a full round action.

Engineer/Mechanic Actions

Damage Control: An engineer may attempt to effect temporary and jury-rigged repairs to damaged systems on a vessel in an attempt to bring them back online and/or improved degraded performance due to inflicted damage. This is a full round action. See Repairing Damage (pg. 168) for more information. This is a full round action.

Power Routing: If a the power plant of a vessel or vessel takes damage and its power output is reduced, there may not be enough power available each round to power all the vessel's drives, weapons and other systems at the same time. In this case, the engineer must reallocate power to the various systems as she deems necessary and appropriate.

Drives, weapons, or other systems without power in a round may not be used. This is a full round action.

Excess Power Routing: If a vessel can produce excess power (in the form of Energy Points or EP) beyond what is needed for its drives, subsystems, and agility rating, it may apply this extra power in a couple of ways.

Emergency Agility: An engineer/mechanic may attempt to temporarily improve the performance of a vessel's drive system, thereby increasing the defensive agility of the vessel making it harder to hit. The engineer/mechanic must make a T/Engineering or T/Mechanical skill check as appropriate (DC15). If successful the vessel's agility is improved to a rating equal to the vessel's maximum agility rating based on the installed drive train or maneuver drive. While using emergency agility, all weapon systems and screens are temporarily offline. This is a full round action.

For each round this is kept up, another appropriate skill check must be made, but a -1 per subsequent round. If the attempt fails, there is a chance that the drive system has been damaged. Make another skill check DC 20, to avoid permanently reducing the vessel's drive rating by a factor of one until the vessel can be brought into port and the system overhauled and repaired properly.

Overpower Weapons: An engineer/mechanic may attempt to temporarily improve the weapon factor of a vessel's weapon system, thereby increasing the damage they inflict if they hit a target. The engineer/mechanic must make a Technical: Engineering or Mechanical skill check as appropriate (DC15). Add +1 to the DC for each factor of overpowering attempted up to a maximum factor of 9. If successful add +1 die of damage for every factor of overpowering. While using overpowered weapons, the vessel or vessel may not accelerate, decelerate, or maneuver, and the agility rating is temporarily reduced to 0. This is a full round action.

For each round this is kept up, another appropriate skill check must be made, but a -1 per subsequent round. If the attempt fails, there is a chance that the weapon system has been damaged. Make another T/Engineering skill check DC 20, to avoid permanently reducing the weapon rating by a factor of one until the vessel can be brought into port and the system overhauled and repaired properly.

DAMAGE (RULES ADDITION) COLLISIONS

If two vessels collide, both will inflict an amount of damage on the other based on their current Structural Integrity rating and their current speed. In most cases, this will result in the destruction of vessels of the same size or of smaller vessels colliding with larger vessels. Starships and small craft colliding with large asteroids, moons, or other natural celestial objects are destroyed upon impact.

VEHICLE INTERNAL HIT LOCATION

Affected Area

d100 Internal Hit Location

Chassis

- 01-02 **Miscellaneous Systems:** Treat as a Visual system hit if no miscellaneous systems installed or intact.
- 03-04 **Visual Systems:** Treat as a Communication systems hit if no visual systems installed or intact.
- 05-07 **Communication Systems:** Treat as a Sensor system hit if no comm. systems installed or intact.
- 08-10 **Sensor Systems:** Treat as an Appendage hit if no sensor system installed or intact.
- 11-14 **Appendages:** Treat as a Weapon mount hit if no appendages installed. Treat as a Chassis hit if no weapon mounts installed or intact.
- 15-18 **Weapon Mounts:** Treat as an Appendage hit if no weapon mounts installed. Treat as a Chassis hit if no appendages installed or intact.
- 19-25 **Drive Train:** Treat as a Power plant hit if no drive trains installed or remaining intact.
- 26-30 **Control Systems:** Treat as additional Chassis SI damage if no control systems installed or intact.

Engine Compartment

- 31-35 **Fuel Tanks:** Treat as a Drive train hit if no fuel tanks installed or intact.
- 36-40 **Drive Train:** Treat as a Power plant hit if no drive trains installed or remaining intact.
- 41-45 **Power Plant:** Treat as a Control system hit if no power plant installed or intact.
- 46-50 **Control System:** Treat as additional Chassis SI damage if no remaining control systems intact.

Passenger/Cargo Compartment

- 51-64 **Cargo Area:** Treat as an Unoccupied Facility hit if no cargo is aboard or remains intact.

Internal Electronics

- 65-66 **Onboard Computers:** Treat as a Miscellaneous system hit if no onboard computers installed or intact.
- 67 **Miscellaneous Systems:** Treat as a Visual system hit if no miscellaneous systems installed or intact.
- 68 **Visual Systems:** Treat as a Communication systems hit if no visual systems installed or intact.
- 69 **Communication Systems:** Treat as a Sensor system hit if no comm. systems installed or intact.
- 70 **Sensor Systems:** Treat as an Operational Control-Control system hit if no sensor system installed or intact.

Passenger and Crew Facilities

- 71-78 **Unoccupied Facility:** Treat as an Occupied facility hit if no unoccupied facilities available or intact.
- 79-80 **Weapon Mounts:** Treat as an Appendage hit if no weapon mounts installed. Treat as a Passenger hit (the Gunner) if no occupied facilities available or intact. If no gunner, then treat as additional Chassis SI damage if no (living) driver operating the vehicle.
- 81-86 **Occupied Facility:** Treat as a Passenger hit if no occupied facilities available or intact.
- 87-90 **Passenger:** Treat as an Operational Control-Control system hit if no (living) passenger in the facility.

Operational Control

- 91-95 **Control System:** Treat as a Robotic brain hit if no remaining control systems intact.
- 96-97 **Robotic Brain:** Treat as a Driver hit if no robotic brain installed or intact.
- 98-100 **Driver:** Treat as additional Chassis SI damage if no (living) driver operating the vehicle.

DAMAGE EXPLANATIONS

Unless specified otherwise, the owner/pilot/driver of the vehicle may decide which specific systems are hit if more than target one is possible.

Miscellaneous System: One or more miscellaneous electronic systems are hit and disabled.

Visual System: One or more visual electronic systems are hit and disabled.

Communications System: One or more communications systems are hit and disabled.

Sensor System: One or more sensor systems are hit and disabled.

Appendage: One or more appendages are hit and disabled.

Weapon Mount: One or more weapon mounts are hit and disabled.

Drive Train: One or more of independent drive trains are hit and disabled.

Control System: The vehicle immediately becomes out of control, with no chance of recovery. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems aboard remain functional.

Fuel Tank: The fuel tank is hit and ruptured, losing all fuel within.

Power Plant: One or more power plants are hit and disabled reducing the available power to the vehicle.

Cargo Area: One or more items of cargo aboard are hit and destroyed.

Onboard Computer: One or more onboard computers are hit and disabled.

Unoccupied Facility: An unoccupied passenger or crew facility is hit and rendered unusable.

Occupied Facility: An occupied passenger or crew facility is hit and rendered unusable. Apply damage (randomly if more than one occupant) equal to one-half the total SI damage inflicted with this hit until all damage has been applied or no occupants remain standing. Any personal armor worn by the victim(s) applies.

Passenger: A specific passenger is hit. Apply damage equal to one-half the total SI damage inflicted with this hit. Any personal armor worn by the victim applies.

Robotic Brain: The robotic brain operating the vehicle is hit and disabled. The vehicle immediately becomes out of control, with no chance of recovery. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems aboard remain functional.

Driver/Pilot: The operator of the vehicle is hit. Apply damage equal to the total SI damage inflicted with this hit. Any personal armor worn by the victim applies. If the operator falls unconscious or dies, the vehicle immediately becomes out of control, with no chance of recovery until the drive/pilot is moved so another may attempt to regain control. The vehicle will slow at its standard deceleration rate and/or begin to fall out of the sky unable to keep itself aloft. Unless otherwise damaged and inoperable, all other systems aboard remain functional.

<i>Vehicle Speed</i>	<i>Damage on Target</i>
Not Moving	-
Very Slow	Vehicle SI x 0.1
Slow	Vehicle SI x 0.25
Cruising Speed	Vehicle SI x 0.5
Fast	Vehicle SI
Max Speed	Vehicle SI x 2

<i>Target</i>	<i>Damage on Vehicle</i>
Lifeform	CON Score + Armor Rating
Another Vehicle	Its Damage on Target
Stone/Concrete/Steel	SI x 3
Large Tree	SI x 2
Wooden Structure	SI x 1.5
Small Tree	SI x 1.25
Plant (shrub or bush)	SI x 1.1
Another Vehicle	See Vehicle Speed above

VEHICLE INTERNAL DAMAGE

In addition to Structural Integrity damage, vehicles may also take internal damage to their subsystems and components.

Critical Hits: A vehicle will suffer internal damage on a critical hit. In this circumstance, the attacker ignores the armor rating (AR) of the vehicle and inflicts the full amount of damage rolled against its chassis SI rating. For most weapons, this damage is doubled on a critical hit (though some weapons may have a greater multiplier).

In addition, the attack also scores an Internal Hit on one of the subsystems, components, occupants, or other item with the vehicle itself. To determine where the remainder of the damage is applied, the attacker rolls once on the Vehicle Internal Hit Location table.

Affected Area: If a vehicle is hit with a weapon that has an area of effect (this includes all starship and small craft

SMALL CRAFT AND STARSHIP INTERNAL DAMAGE LOCATIONS**All Weapons**

<i>1d100</i>	<i>Subtable</i>
01-23	Miscellaneous
24-50	Fuel
51-72	Fire Control
73-89	Engineering
90-92	Screens
93-94	Electronics
95	Crew
96+	Special

Radiation Weapons (Particle Accelerators, Nuclear Missiles, and Meson Guns)

<i>1d100</i>	<i>Subtable</i>
01-45	Fire Control
46-88	Electronics
89-97	Crew
98+	Special

<i>Weapon Platform</i>	<i>Modifier</i>
Pulse Laser	+5 (does not apply to the radiation table)
Nuclear Missile	+20 (does not apply to the radiation table)
Spinal Mount	+40 (applies to both tables)

Miscellaneous Subtable

<i>1d100</i>	<i>Specific Location</i>
01-40	Cargo Hold
41-60	Staterooms
61-70	Small Craft
71-75	Ship's Vehicle
76-80	Engineering/Vehicle Shop
81-85	Sickbay/Lab
86-90	Low Berths
91-92	Ship's Locker
93-94	Magazine
95-96	Fuel Purification
97-98	Gravitics
99-00	Life Support

Special Subtable

<i>1d100</i>	<i>Specific Location</i>
01-02	Frozen Watch/Ship's Troops/Low Passengers Dead
03-05	Fire Control Out
06-10	Roll on the Crew subtable
11-20	Power Plant Disabled
21-35	One Hanger/Boat Deck/Vehicle Storage
36-65	Jump Drive Disabled
66-80	One Screen Disabled
81-90	Maneuver Drive Destroyed
91-95	Computer Destroyed
96-98	Bridge Destroyed
99-00	Vessel Vaporized

Crewmember Attack Subtable (Optional)

<i>1d100</i>	<i>Equivalent Effect</i>
01-25	1 attack for 1d4 damage
26-50	1 attack for 1d6 damage
51-60	1 attack for 1d8 damage
61-70	1 attack for 1d10 damage
71-80	1 attack for 3d6 damage
81-90	1 attack for 3D10 damage
91-95	1d3 attacks for 3d6 damage each (apply armor separately against each)
96-98	1d3 attacks for 3d10 damage each (apply armor separately against each)
99	1d3 attacks for 6d6 each (apply armor separately against each)
00	Character is blasted into tiny bits, burned to a cinder, or is dramatically killed in some other way.

All damage is lethal, i.e. inflicts Lifeblood damage.

Fuel Subtable

<i>1d100</i>	<i>Specific Location</i>
01-20	Purification Plant or Fuel Feed Equipment
21-100	Fuel Tanks

Fire Control Subtable

<i>1d100</i>	<i>Specific Location</i>
01-70	Battery
71-85	100-ton Weapon Bay
86-90	50-ton Weapon Bay
96-100	Spinal Mount

Engineering Subtable

<i>1d100</i>	<i>Specific Location</i>
01-29	Maneuver Drive
30-65	Jump Drive
66-100	Power Plant

Screens Subtable

<i>1d100</i>	<i>Specific Location</i>
01-34	Repulsors
35-67	Nuclear Damper
68-100	Meson Screen

Electronics Subtable

<i>1d100</i>	<i>Specific Location</i>
01-40	Sensors
41-80	Communications
81-100	Computer

Crew Subtable

<i>1d100</i>	<i>Specific Location</i>
01-20	Flight/Command Crew
21-40	Gunnery Crew
41-60	Engineering Crew
61-100	Other Crew

SMALL CRAFT AND STARSHIP INTERNAL DAMAGE LOCATIONS

Tracking Internal Damage

Mark damaged systems with an X for each hit they take. Mark each repair with a / (slash) to show that a system has only been temporarily repaired. Erase all marks when damage has been permanently repaired.

Any subsequent hit to a previously damaged system will destroy all battlefield repairs that have been completed. All battlefield repairs are temporary at best. If a system is completely damaged it is disabled and no longer functions at all, until repaired.

Damage Explanations

How damage affects individual systems is detailed below in alphabetical system order.

Appendage: The duty rating of the appendage is reduced by one level. Heavy would become Medium, a Medium appendage reduced to a Light appendage, and a Light appendage would be rendered inoperable.

Cabin/Small Stateroom/Bunks: 1d3 of the crew and passenger quarters has been damaged or rendered unusable, reducing the available living space for the crew and passengers.

Cargo Hold: 10% (round down) of the cargo hold space, and any cargo within, are damaged or destroyed.

Computer: The model number of a specific computer system (targeting, autopilot etc) is reduced by 1 for every hit taken. If model number reaches zero, the system is inoperable.

Crew: 10% of the crew within the affected area (a minimum of one person aboard small ship, probably several crewmembers aboard a larger vessel) is seriously injured by secondary effects of the weapon. The Referee may simply assume the character is "down" and out for the duration of the fight, or may use the optional Crewmember Attack Table. Each affected person is automatically hit by the equivalent of the weapon attack listed, representing hull spallation, electrocution, fire, etc.

Engineering Shop: One of the engineering shops aboard the vessel has been damaged or rendered inoperable, reducing the available machining and workshop support for the engineering staff.

Frozen Watch: Some vessels carry excess crewmembers in low berths, to be awakened in the event of crew casualties. Damage to the low berth area will kill these personnel.

Fuel: 10% of the available fuel stores on board have been lost. If the vessel runs out of fuel, the power plant will shut down.

Fuel Feed: Fuel feed becomes erratic. The ship can maneuver, fire etc, but any attempt to Jump will result in a catastrophic Misjump 25% of the time and a minor Misjump 50% of the time.

Fuel Purification: The efficiency of the ship's fuel purification system is reduced by 10%, increasing the time it takes to refine fuel for the tanks.

Gravitics: Gravity aboard the vessel is reduced by 10% each time this system is hit. If gravity is reduced to less than 80% the ship is considered to be a low gravity environment. If gravity is reduced to 30% or less, consider the ship to be a trace gravity environment. If gravity is reduced to 0%, the ship and its inhabitants are left in a zero-g environment. Apply any gravity modifiers as appropriate.

Jump Drives: A jump drive can take up to its Jump rating (1-6) in hits before failing to work at all. Each hit will reduce its effective Jump range by 1 parsec.

Laboratory: One of the undamaged labs aboard the vessel has been damaged or rendered inoperable, reducing the available lab and research support for the science staff.

Low Berth: 1d4 of the Low Berths aboard have failed or been damaged, killing the occupants inside (if any).

Maneuver Drives: A maneuver drive can take up to its acceleration rate (1-6 Gs) in hits before failing to work at all. Each hit will reduce its effective acceleration rate by 1-G.

Passengers: 5% of the passengers or crew have been either injured or killed, with a minimum of 1.

Power Plants: A power plant can take up to its power rating (1+) in hits before failing to work at all. Each hit will reduce its power rating, and thus its output (possibly limiting the number of subsystems that may be operated during each round).

Sensors: Reduce the model number of the sensor system by 1 for each hit taken. This will reduce the effective range of the system. If the model number is reduced to zero or less, the system is disabled completely (but not destroyed).

Ship's Locker: The ship's locker has been hit destroying 10% of the contents within. If the locker's displacement is one ton or less, it is destroyed.

Ship's Vehicle: 1d3 vehicles have been hit. Treat as if an attack had hit each vessel and apply the damage from this attack against each normally.

Sickbay: One of the undamaged sickbays have been damaged or rendered inoperable, reducing the available lab and surgical support for the medical staff.

Small Craft: 1d2 small craft (1-99 tons) have been hit. Treat as if an attack had hit each vessel and apply the damage from this attack against each normally.

Staterooms: 1d20 staterooms have been damaged or rendered unusable, reducing the available living space for the crew and passengers.

Vehicle Shop: One of the vehicle shops aboard the vessel has been damaged or rendered inoperable, reducing the available machining and workshop support for the vehicle and mechanical staff.

Ship's Weaponry Damage Explanations

50-ton Weapon Bay: Reduce the bay's attack rating by 1. If the attack rating is ever reduced to zero or less, the bay is rendered inoperable.

100-ton Weapon Bay: Reduce the bay's attack rating by 1. If the attack rating is ever reduced to zero or less, the bay is rendered inoperable.

Battery: A battery, whether it consists of 1 turret or 10 or more, has been struck and damaged. Reduce the battery's attack rating by 1. If the attack rating is ever reduced to zero or less, the battery is rendered inoperable.

Magazine: 10% of the ammo stored in the ship's magazines has been destroyed (causing no additional damage).

Meson Screen: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Nuclear Dampers: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Repulsors: Reduce the defense rating of the system by 1. If reduced to zero or less, the system is rendered inoperable.

Spinal Mount: Reduce the weapon's attack rating by 1. If the attack rating is ever reduced to zero or less, the weapon is rendered inoperable.

weaponry), all systems listed under the Affected Area take full damage. If there are sub-areas listed, the damage is applied only to those systems listed under the sub-area. For example, a hit to a vehicle's engine compartment would affect the fuel tanks, drive train, power plant, and control system. If the hit were in the Chassis, specifically in the External Electronics sub-area, the only systems affected would be miscellaneous, visual, comm., and sensors. Appendages, weapon mounts, and control systems would not be affected even though they are part of the chassis because they are listed as part of a separate sub-area instead.

SMALL CRAFT AND STARSHIP INTERNAL DAMAGE LOCATIONS

If a small craft or starship takes any SI damage after any armor has reduced the total, roll once on the appropriate Internal Damage Location table. If a component rolled does not exist, move one row down on the table until a result occurs with a component that does exist. If the end of the table is reached and no installed component has been found, the shot passes through the vessel without causing further damage.

Use this section for determining hit locations on small craft and starships, and tracking damage to the vessel. All tables use 1d100.

BATTLEFIELD REPAIRS

Field repairs are no substitute for a complete repair job, but when time is of the essence, these 'patches' may mean the difference between survival and extinction. A damaged system can be temporarily repaired up to an effective factor equal to its original undamaged factor -1. When such repairs are complete the system will begin functioning at its repaired level. When not in combat, an appropriate skill check (DC15) should be made by the chief engineer/mechanic every 1d6 days to be sure that nothing goes amiss with the patches until a proper repair job can be carried out.

DAMAGE CONTROL OFFICER

One character should be designated damage control officer (DCO). This person is responsible for oversee all in-battle repairs, and thus will make all dice rolls for that position. It is best if this person has appropriate skills (Leader, plus Technical: Engineering, Mechanical, Electronics, or Gravitics) and feats such as Damage Control, Jury Rig, and/or Miracle Worker. On smaller ships the DCO is most likely the Chief Engineer. If there is no Chief Engineer and no-one has any appropriate feats and skills, select any character not otherwise occupied to make all DCO rolls.

Damage Control: This feat allows the chief engineer or DCO to more quickly and accurately assess the damage and implement a plan of repair. Reduce the repair DC by 5.

Jury Rig: Unorthodox but usually effective solutions are the hallmark of this feat, giving a +2 bonus to all repair checks.

Miracle Worker: When attempting to repair a system, the chief engineer may attempt to use this feat, but it must be declared before the repair check roll is made. If the skill check is successful, the system is automatically repaired to its original rating less one factor. This feat can only be used once per damaged system until fully repaired.

Skill Synergy: For every 5 ranks, or portion thereof the DCO possesses in the appropriate skill (e.g. Gravitics for a maneuver drive) for the repair add +1 to all repair checks.

THE ENGINEERING CREW

For the Engineering crew to be most effective, it must be fully staffed. If the vessel has taken crew losses in the battle, these will affect the performance of the engineering crew by an equivalent factor.

Each round the DCO must specify the percentage of the engineering crew she needs for damage control, in 5% increments, up to the remaining percentage of the crew. For example, if a ship has suffered 45% crew losses so far, the DCO can request up to 55% of the crew, in 5% increments (100% - 45% losses = 55% remaining). These crewmembers are not available for any other task this round.

Every 10% (or less) shortage in available engineering crew incurs a -1 penalty to all repair checks this round. So if the DCO allocated only 75% of the total crew to damage control, she would suffer a -3 penalty.

REPAIR RANK

The repair rank of the engineering crew is equal to the average appropriate skill rank of each member of the engineering crew (round down). This will be used when making any repair checks.

ENGINEERING SHOPS

A sufficient number of available engineering shops to support the engineering crew (1 shop per 20 engineers) will greatly improve the chances of expedient repairs by adding a +2 bonus to all repair checks.

MAKING A BATTLEFIELD REPAIR

Using the Battlefield Repairs table, find the skill and DC required for the repair. If the chief engineer or DCO has the Damage Control feat, reduce the DC by -5.

The chief engineer or DCO now rolls 1d20, adding the Repair Rank of the engineering crew for the appropriate skill and any shop bonus, crew loss penalties, or other bonuses the chief engineer/DCO provides. If the roll total is greater than the required DC, remove one recorded hit from the system. For example a maneuver drive that had

BATTLEFIELD REPAIRS

<i>System to be Repaired</i>	<i>Skill Required</i>	<i>DC</i>
Engineering	-	-
Jump Drive	T/Engineering	40
Maneuver Drive	T/Engineering	36
Power Plant	T/Engineering	26
Screens	T/Electronics	38
Fire Control or Vehicle Weapons	T/Electronics or T/Mechanical	36 or 34
Low Berths	T/Medical or T/Electronics	36 or 34
Electronics	T/Electronics	24
Mechanical	T/Mechanical	22
Other Miscellaneous	T/Mechanical or T/Electronics	20 or 20
Grav Units	T/Gravitics	20
Personal Equipment	T/Electronics or T/Mechanical	20 or 20

taken 3 previous hits would now be marked as having taken only 2 hits, improving its effective factor by 1.

A critical success (a natural 20 on the skill check die roll) will result in one extra hit being repaired on the system this round. If the extra repair was not needed, it is wasted and may not be applied to another system.

These DCs assume 6-second personal combat rounds. A repair check is a full round action for both the chief engineer/DCO and the members of the engineering crew applied to the task.

Take10: Increase time required to 1 minute (1 vehicle combat round, 10 personal combat rounds), reduce DC by 10.

Take20: Increase time required to 1 hour (1 ship combat round, 60 vehicle combat rounds, 600 personal combat rounds), reduce DC by 20

PERMANENT REPAIRS

Battlefield repairs will get a vessel by temporarily, but sooner or later (usually sooner), the damage will need to be completely repaired at a proper shipyard or maintenance facility. A class C starport will typically have sufficient facilities to handle repairs to any vessel under 1000 tons, but will be unable to handle repairs to Jump drives. Repairs can be completed at a rate of 1 SI damage per day of repair work, and 1 system can be repaired completely (regardless of the amount of damage) per week.

Material costs for repairing SI damage are Cr100 per point of damage repaired or (if necessary) the total cost of replacement. For systems the material cost is 10% of the original value of the system per hit it has taken. If someone other than the engineering crew is hired to handle the repairs, the cost will be Cr1,000 per day plus material expenses.

For class B starports, any vessel up to 10,000 tons

may be accommodated and Jump drives can be repaired, but the costs will increase to Cr120 per point of SI repaired. Up to 2 SI can be repaired per day, and up to 2 systems repaired per week.

Class A starports can accommodate any size vessel and also repair Jump drives. Costs at these starports rise to Cr150 per SI repaired, but up to 5 SI can be repaired per day, and up to 3 systems per week.

ADVANCED VEHICLE AND STARSHIP COMBAT

The advanced rules presented here are for those who enjoy a detailed representation of combat, and are designed for use with miniatures without requiring large amounts of room. You should be aware that these rules are much more complex and involved than the basic rules, and it will take considerably more time to run.

Two Megahex maps are needed for advanced combat. A megahex (pg. 171) is a large hex made up of smaller hexes. Each small hex should be able to fit a 25mm miniature or other token to represent the vessels involved in the battle. The larger hex should be 20 smaller hexes across in size. One of these megahexes will represent the Strategic Plot for the combat; the other will represent the Tactical Plot.

Strategic Plot: The strategic plot is used to plot the movements of all vessels at short range or farther from one another (1 or more hexes). Vessels enter the Strategic Plot along the megahex side opposite of their direction of travel. If a vessel moves beyond the edge of the Strategic Plot megahex, the combat encounter is ended as the vessel is out of range.

Because of the large amounts of time involved at this level, a vessel on the strategic plot may choose to add +5 to its attack rolls or +5 dice of damage to any attacks that hit each round, but not both. This reflects the large number of attacks that could be mounted within such a long round of combat. Vessels at the strategic level may still attack vessels currently at the tactical level as long as they are within range.

Strategic Plot Ranges

Range	Hexes
Close	0 (same)
Short	1-3
Medium	4-5
Long	6-8
Very Long	9-16
Extreme	17+

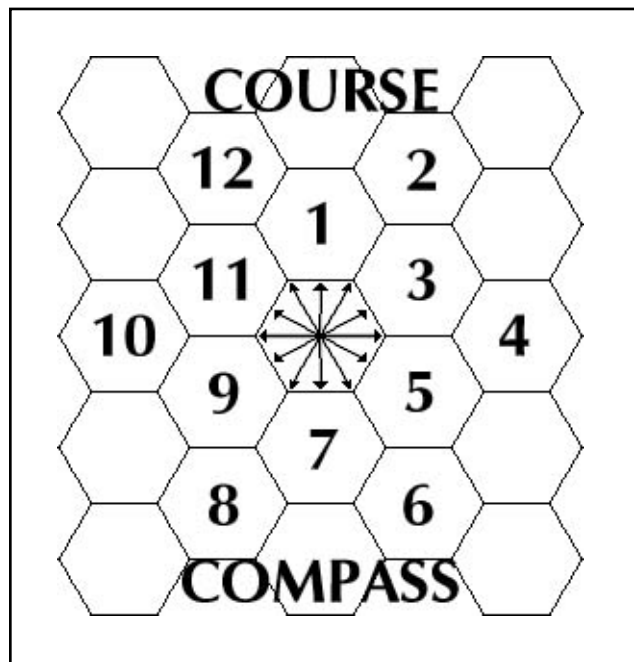
Tactical Plot: The Tactical Plot is used to plot the movements of all vessels at short range or closer to one another (in the same hex on the strategic plot). Vessels at the tactical level may attack with their weaponry every round, but do not enjoy the attack or damage bonuses that vessels at the strategic level do. Vessels at the tactical level may still attack vessels currently at the strategic level as long as they are within range.

Vessels enter the Tactical Plot along the appropriate megahex edge corresponding to the hex side they crossed on the Strategic Plot. The Referee rolls 1d6 to determine the exact hex a vessel will start in. A vessel retains its original speed and heading. If the vessel is 'moving through' the hex and has not ended its turn yet, it may continue to maneuver at tactical level. The opposing vessel(s) may each make an Attack of Opportunity on the passing vessel at any point during its maneuvers through the Tactical Plot. Of course the passing vessel may also engage other vessels present in the Tactical Plot if they wish.

If a vessel moves out of the borders of the Tactical Plot megahex, combat immediately switches back to the strategic level and the vessel should be moved to its new location on Strategic Plot. All vessels involved should immediately finish resolving this round of combat at the strategic level with the following bonus adjustments depending on the number of tactical rounds that were remaining.

Shortened Tactical Combat

Rounds Left	Adjusted Strategic Plot Combat Bonuses
1	No further attacks
2-3	+1 to hit or +1 dice of damage
4-9	+2 to hit or +2 dice of damage
10-19	+3 to hit or +3 dice of damage
20	+5 to hit or +5 dice of damage



Course Heading: The course heading of the vessel determines the direction it will travel when it moves each round. There are 12 possible course headings that a vessel may have, but it may only be traveling in a single direction at one time. Each course heading is equal to 30 degrees on a compass. If a vessel's course heading would even exceed 12, start again a 1 and continue clockwise. If the course heading would fall below 1, instead start again at 12 and continue counter clockwise.

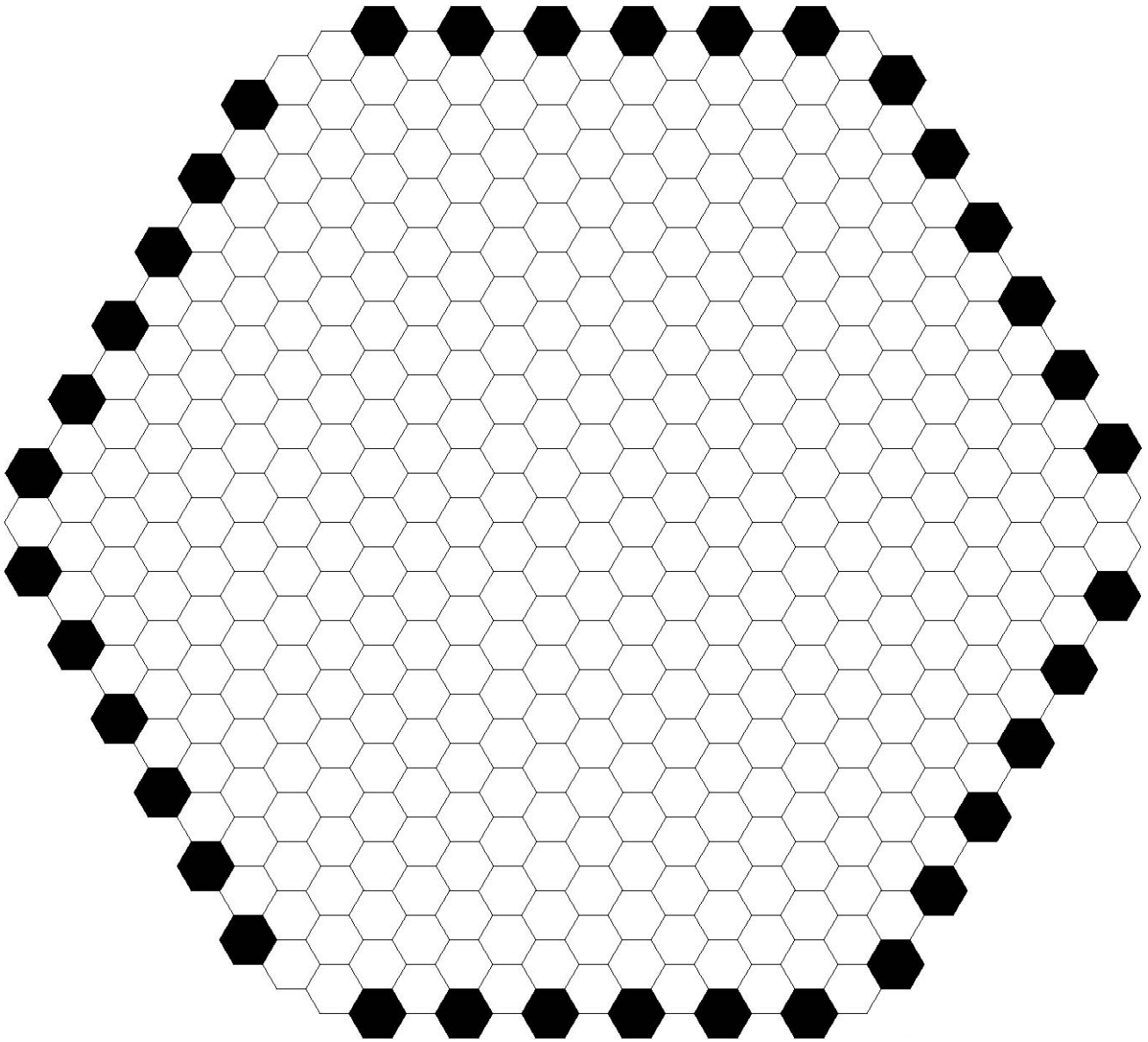
When moving along a course heading of 2, 4, 6, 8, 10, or 12, the course is first plotted to a position equal to course heading -1, and next moved to its normal course heading position. For example, a vessel with a course heading of 2 would first move to the hex marked 1 on the Course Compass, and its next move would be to the hex marked 2. If the vessel course heading were 10, it would move first move to position 9, and next to position 10.

MULTILEVEL COMBAT

If there are vessels involved in the combat at both the strategic and tactical levels, handling the time difference in rounds can be handled in one of two ways.

1) Vessels on the Strategic Plot may attack each 'tactical' round (losing their normal to hit or damage dice bonus), but may only move once every 20 tactical rounds.

2) Vessels on the Strategic Plot may only move and attack once every 20 rounds, but enjoy their to hit and damage dice bonus even when attacking vessels on the Tactical Plot.

ADVANCED COMBAT MEGAHEX

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Conditions/Speeds	Check Modifier
Speed	
Very Slow	+2
Slow	+1
Cruising Speed	0
Fast	-2
Maximum Speeds	-5
Obstructions (Ground Vessels only)	
Moderate (undergrowth, mild traffic)	-2
Heavy (thick undergrowth, heavy traffic)	-4
Obstructions (Flying Vessels only)	
Moderate (low hills, mild air traffic)	-2
Heavy (mountains, cityscape, heavy air traffic)	-4
Surface Conditions (Ground Vessels only)	
Poor (Uneven terrain)	-2
Bad (Ice, snow, mud, uneven slope)	-4
Very Bad (Deep snow)	-6
Atmospheric Conditions (Flying Vessels only)	
Poor (slight turbulence)	-2
Bad (heavy turbulence, storms)	-4
Very Bad (severe turbulence, hurricane)	-6
Visibility	
Poor (night, fog, moderate rain)	-1
Bad (moonless night, heavy storm)	-2

If the check is successful, the maneuver is completed without incident, and the vessel may continue its turn normally.

ADVANCED VEHICLE COMBAT THE COMBAT ROUND

Each round on the Strategic Plot represents 10 minutes in the game environment, while each hex is roughly equal to 1.5 kilometers. On the Tactical Plot, each hex is roughly 75 meters across, while each round represents 30 seconds in the game environment.

ATTACKS OF OPPORTUNITY

The threat area of a vehicle in combat on the Tactical Plot is 75m, or every hex/square adjacent to its current position. Attacks of opportunity are not possible on the Strategic Plot. Any crewmember serving as a gunner on a vehicle with an attack of opportunity and with a weapon capable of coming to bear may take action against the target.

ADVANCED ACTIONS

Except for the Astrogator and Pilot (or Driver), all actions from the basic rules for crewmembers of a vehicle

remain the same under the advanced combat rules. Astrogators are not used on planetary-based vehicles and should be ignored, while Pilots and Drivers have a completely different set of actions available to them. The basic pilot/driver actions should be ignored.

Pilot/Driver Actions

A driver operates all ground and water based vehicles, including hovercraft. Pilots operate everything else, including flying small craft and starships within a planetary atmosphere. When operating in a vacuum, the pilot of a small craft or starship has a different set of actions available to him (see Advanced Space Combat pg. 176).

All move actions and some full round actions require the vessel pilot or driver to make a maneuver check when attempting these maneuvers. The pilot or driver must make an appropriate skill check vs. the listed DC for the action. Apply any of the following condition modifiers listed below that may be appropriate to the current situation.

Maneuver Skill Check: 1d20 + Pilot or Driver Skill + Vehicle or Ship Agility

Accelerate/Decelerate: A vessel may increase or decrease its speed by an amount equal to its standard acceleration rate. A vessel may never exceed its maximum rated speed, unless using emergency agility. This is a move action with a base DC of 0. A skill check should only be needed when making this maneuver on difficult terrain.

Bank/Turn: Move full speed for half distance, change direction by up to 45 degrees (1 hex facing), move remaining distance in the new direction. This is a move action with a base DC of 5.

Bootleg Turn: Move full speed for half distance, change direction by up to 180 degrees (3 hex facings), move remaining distance in the new direction. Legged vessels may not perform this action. This is a full action with a base DC of 25, and may provoke an Attack of Opportunity. Applied to non-legged ground vehicles ground only.

Climb/Dive: May increase or decrease altitude by changing the angle of climb by up to 45 degrees. Move the vehicle its full distance along its current heading, after which you may increase or decrease the range between two vehicles by an amount equal to 1 hexes per 10kph of acceleration. A dive will also add to the speed of the craft by an amount equal to its acceleration rate (the effects of which apply on the next round). A climb adds no speed. Applies to flying and subsurface vessels only. This is a move action with a base DC of 0. A skill check should only be needed when making this maneuver in difficult conditions such as bad weather.

Curve/Slip: Move full speed. At any point during movement, the vessel may shift left or right one hex but still continue to move in the original direction and heading. This is a move action with a base DC of 0. A skill check should only be needed when making this maneuver on difficult terrain or at higher speeds.

Emergency Deceleration: Increase or decrease the vessel speed by an amount equal to three times its standard acceleration rate. This is a full action with a base DC of 25, and may provoke an Attack of Opportunity.

Extreme Climb/Dive: May increase or decrease altitude by changing the angle of climb by up to 90 degrees. Move the vehicle its full distance along its current heading, after which you may increase or decrease the range between two vehicles by an amount equal to 2 hexes per 10kph of acceleration. An extreme dive will also add to the speed of the craft by an amount equal to twice its acceleration rate (the effects of which apply on the next round). An extreme climb adds no speed. Applies to flying and subsurface vessels only. This is a full action with a base DC of 15, and may provoke an Attack of Opportunity.

Hard Bank/Sharp Turn: Move full speed for half distance, change direction by up to 120 degrees (2 hex facings), move remaining distance in the new direction. This is a full action with a base DC of 15, and may provoke an Attack of Opportunity.

Hard Curve/Swerve: Move full speed. At any point during movement, the vessel may shift left or right two hexes but still continuing to move in the original direction and heading. This is a move action with a base DC of 10, and may provoke an Attack of Opportunity.

Hover: Vessel hovers in place without any movement. This may only be attempted once a vessel has reached a speed of zero. This is a full action with a base DC of 10, and may provoke an Attack of Opportunity. Applies to rotary aircraft, hovercraft, grav vessels, small craft, and starships only.

Land: Return the vessel to the ground safely and reducing speed to zero. Applies to flying vessels only, and does not require any additional deceleration checks. This is a full action with a base DC of 15, and may provoke an Attack of Opportunity.

Loop: Move in a full vertical circle, ending the loop where you began it. This is actually a two round maneuver, with the loop being completed at the end of the second round after it was begun. The skill check must be made both rounds to complete successfully. Applies to flying vessels only. This is a full action with a base DC of 25, and may provoke an Attack of Opportunity.

Move: The pilot/driver keeps the vessel on its current course and heading, remaining at the current speed. This is a free action with a base DC of 0. A skill check should only be needed when making this maneuver on difficult terrain.

Rapid Acceleration/Deceleration: Increase or decrease the vessel speed by an amount equal to twice its standard acceleration rate. This is a full action with a base DC of 10, and may provoke an Attack of Opportunity.

Regain Control: Regain control of a vessel after failing a previous maneuver attempt. This is a full action with a base DC of 20, and may provoke an Attack of Opportunity.

Take Off: Bring the vessel off the ground and up to cruising speed. Applies to flying vessels only, and does not require any additional acceleration checks to bring the vessel up to speed. This is a full action with a base DC of 10, and may provoke an Attack of Opportunity.

Tight Loop: Move in a full vertical circle, ending the loop where you began it. Unlike the Loop, the tight loop only takes one round to complete but is much more difficult. The loop is completed at the end of the round after all other vehicles have moved. If more than one vehicle is performing a tight loop in the same round, they will complete their loops in Initiative order. Applies to flying vessels only. This is a full action with a base DC of 35, and may provoke an Attack of Opportunity.

FAILED DRIVING MANEUVERS

If the driver of a ground or water based vehicle fails to make a Maneuver check, they lose temporary control of the vessel. Each subsequent round, first check to see if the vehicle crashes. If the vehicle does not crash, the pilot/driver may once again attempt to regain control of the craft. This may continue until the vessel either crashes, the driver/pilot regains control, or the driver/pilot gives up. The latter is only an option where escape craft or ejection seats are available. Roll 1d100 and consult the table below to determine the severity of the loss of control encountered. This roll is modified by the current speed of the vessel.

1d100	Loss of Control Result*	Regain Control DC	Chance of Crash
01-51	Minor Loss of Control	10	10%
52-84	Major Loss of Control	16	25%
85-100	Severe Loss of Control	22	50%

* Applies to ground vehicles only

Speed	Modifier
Very Slow	-25
Slow	-10
Cruising Speed	+/-0
Fast	+10
Max Speed	+25

CRASH DAMAGE

Speed	Base Damage	Penetrating Damage
Very Slow	1d3-1	1d4-2 rolls on the Internal Damage Table
Slow	1d4	1d6-2 rolls on the Internal Damage Table
Cruising Speed	1d6	1d6 rolls on the Internal Damage Table
Fast	1d8	1d8 rolls on the Internal Damage Table
Max Speed	1d10	1d10 rolls on the Internal Damage Table

Vehicle or Item Size	Damage Multiplier	Ship Size
up to 0.05vl	0.1	-
0.05 to 0.5vl	0.2	-
0.5 to 5vl	0.5	-
5 to 30vl	1	-
30 to 250vl	2.5	-
250 to 2000vl	5	1 ton
2000 to 15,000vl	7.5	1-9 tons
15,000 to 115,000vl	10	10-99 tons
115,000 to 1,315,000vl	25	100-999 tons
1,315,000+ vl	50	1000-9999 tons
-	75	10,000-99,999 tons
-	100	100,000+ tons

Minor Loss of Control: The vessel begins maneuvering somewhat erratically. If maintaining the current speed is dependent on active control of the pilot/driver, the craft will begin to lose speed at a rate equal to its acceleration rate. Aircraft will not lose speed, but will instead lose altitude at a rate equal to one-third of their current speed. All crew and passengers are at -2 to all attack rolls, skills checks, and saving throws until control is regained.

The vessel will pretty much stay on its present course. In all cases, check for possible collisions with other vehicles, buildings, structures, the ground, etc, which may now be in the path of the craft.

Major Loss of Control: The vessel enters a severe skid or dive, dramatically reducing the efficiency of any crew or passengers within, resulting in a -4 modifier to all attack rolls, skills checks, and saving throws until control is regained. If maintaining the current speed is dependent on active control of the pilot/driver, the craft will begin to lose speed at a rate equal to its acceleration rate. Aircraft will not lose speed but will lose altitude at a rate equal to two-thirds of their current speed.

If using squares for mapping roll 1d4 to determine the new direction of travel for the vessel. For hexes, roll 1d6. In all cases, check for possible collisions with other vehicles, buildings, structures, the ground, etc, that may now be in the path of the craft.

Severe Loss of Control: The vessel enters a spin, extreme dive, or other severe situation, which should be

determined by the Referee as appropriate. Those within can do nothing much beyond clinging on to something, resulting in a -8 modifier to all attack rolls, skills checks, and saving throws until control is regained. If maintaining the current speed is dependent on active control of the pilot/driver, the craft will begin to lose speed at a rate equal to its acceleration rate. Aircraft will lose altitude at a rate equal to their current speed.

Be sure to check for possible collisions with other vehicles, buildings, structures, the ground, etc., that may now be in the path of the vessel.

Regain Control: This is the pilot or driver skill check DC required to successfully regain control of the craft.

Chance of Crash: This is the percentage chance that a ground vehicle will crash each round the vessel remains out of control. The vessel does not necessarily hit anything; it may flip, roll over, etc.

Crashes

If a vehicle crashes on its own (i.e. it was not involved in a collision with another vehicle, a building, etc.) the amount of damage it suffers will depend on how big the vehicle is and what speed it was travelling. Roll the base damage listed for the speed of the vehicle, and multiply this by the size damage multiplier as determined on the Crash Damage table. The damage is adjusted SI damage and expressed as a percentage of the vehicle's original SI rating that is lost as damage.

Collisions

A collision occurs whenever a vessel impacts with something else such as another vessel, a building, a space station, the ground, etc. Speed plays a very large part in the damaging effects of collisions, as does the type of collision. Apply the damage total in full to both vessels. See Crashes above for information on determining the speed-related damage of a vessel when it collides. Note that if one vessel is totally destroyed in the crash, it inflicts only the amount of damage necessary to destroy it on the other craft. After that, there is nothing left to cause damage!

Head-on: Both vessels are headed almost directly at one another. Add the speed damage of both vessels together, and apply this damage to both craft.

Opposing Angle: Both vessels are headed at a 30-60

ROUNDS UNTIL IMPACT

<i>Altitude</i>	<i>Distance</i>	<i>RUI</i>	<i>Notes</i>
Orbital	10,000km or higher	105	
Extreme	1000km to 10,000km	33	Sub orbital
Very High	100km to 1000km	11	
High	10km to 100km	3	Above most storm systems and weather patterns
Average	2km to 10km	2	
Low	1km	1	
Very Low	100m to 1km	1	+5 to the Regain Control DC
Treetop	under 100m	0	Immediate crash, no chance of control

degree angle or less towards one another. Add one half the speed damage of the target vehicle to the speed damage of the striking vessel.

T-Bone: A vessel strikes another vessel at a near 90-degree angle, or strikes a building or other stationary object. Use the speed damage of the striking vessel.

Complimentary Angle: Both vessels are headed in a direction similar to one another (within 30-60 degrees). Subtract one half the speed damage of the target vessel from the speed damage of the striking vessel.

From Behind: One vessel strikes another directly from behind. Subtract the speed damage of the target from the speed damage of the striking vessel.

FAILED PILOTING MANEUVERS

If a pilot in control of an aircraft, grav vehicle, or a starship or spacecraft operating in atmosphere fails a Maneuver check, another check should immediately be made at the same DC as the Maneuver check. If this second check is also failed, the vessel has gone into a flat spin making it even more difficult to regain control of (+5 to the Regain Control Maneuver DC). To make matters worse, each round that a vessel is in flat spin the pilot and any passengers on board must make a Fortitude save (DC15) to avoid blacking out from the excessive G forces being caused by the spin.

While a vessel in flight is not under the control of a pilot (or auto-pilot), it will begin to lose altitude. The table above shows how many Round Until Impact (RUI) it will take before the vessel impacts with the surface, based on the original altitude of the craft. The pilot may attempt each round to regain control of the craft up until the time of impact.

If all attempts to control the vessel have failed, the vessel will crash into the surface. Just before this happens, the pilot has one further chance to try and at least make it a somewhat controlled crash (same DC as previous attempts). If the crash is controlled, subtract the DC from

the skill check roll total. The occupants of the ship (including the pilot) may use this difference as a modifier to their Fortitude save (DC25) to see if they survive the crash.

A vessel that crashes in this manner is effectively destroyed and cannot be rebuilt into a serviceable machine again. Individual components and subsystems may have survived the impact intact or only partially damaged.

If someone does survive, roll on the table below to determine the severity of their injuries. The pilot modifier used to survive may also be applied to the roll on this table, as may any Fortitude modifier the PC or NPC has.

Crash Survival**1d20 Extent of Injuries**

1-5	Life Threatening: Both Stamina and Lifeblood reduced to 0.
6-15	Serious: Lose all but 1 Stamina and one-half remaining Lifeblood.
16-20	Minor: Lose one-half remaining Stamina and one-quarter remaining Lifeblood
21+	Cuts and bruises. Lose one-quarter remaining Stamina and 1d4 Lifeblood.

VEHICLE DAMAGE AND INTERNAL HITS

Under these advanced rules, each internal subsystem and component onboard a vehicle has a specific SI rating based on its size. Rather than immediately rendered inoperable when hit, subsystems take damage against their SI rating, and only if that SI rating is reduced to 0 or lower are any consequences suffered. Specific consequences are specified under the Internal Damage descriptions.

Critical Threats to Vehicles: A critical threat on a vehicle will still cause internal damage if the attack succeeds and penetrates any armor installed, even if the hit turns out not to be a critical hit. Half of the total damage is applied against the SI rating of the vehicle's chassis just like a normal attack. To determine where the remainder

of the damage is applied, the attacker rolls once on the Vehicle Internal Hit Location table (above).

For example, an attacker rolls a natural 20 on his attack roll, scoring a critical threat but fails (rolling a 12) on his next throw to see if the hit is a critical one. He still may roll on the Internal Hit Location table and apply damage to a sub-system or component if he does enough damage to get through the target's armor.

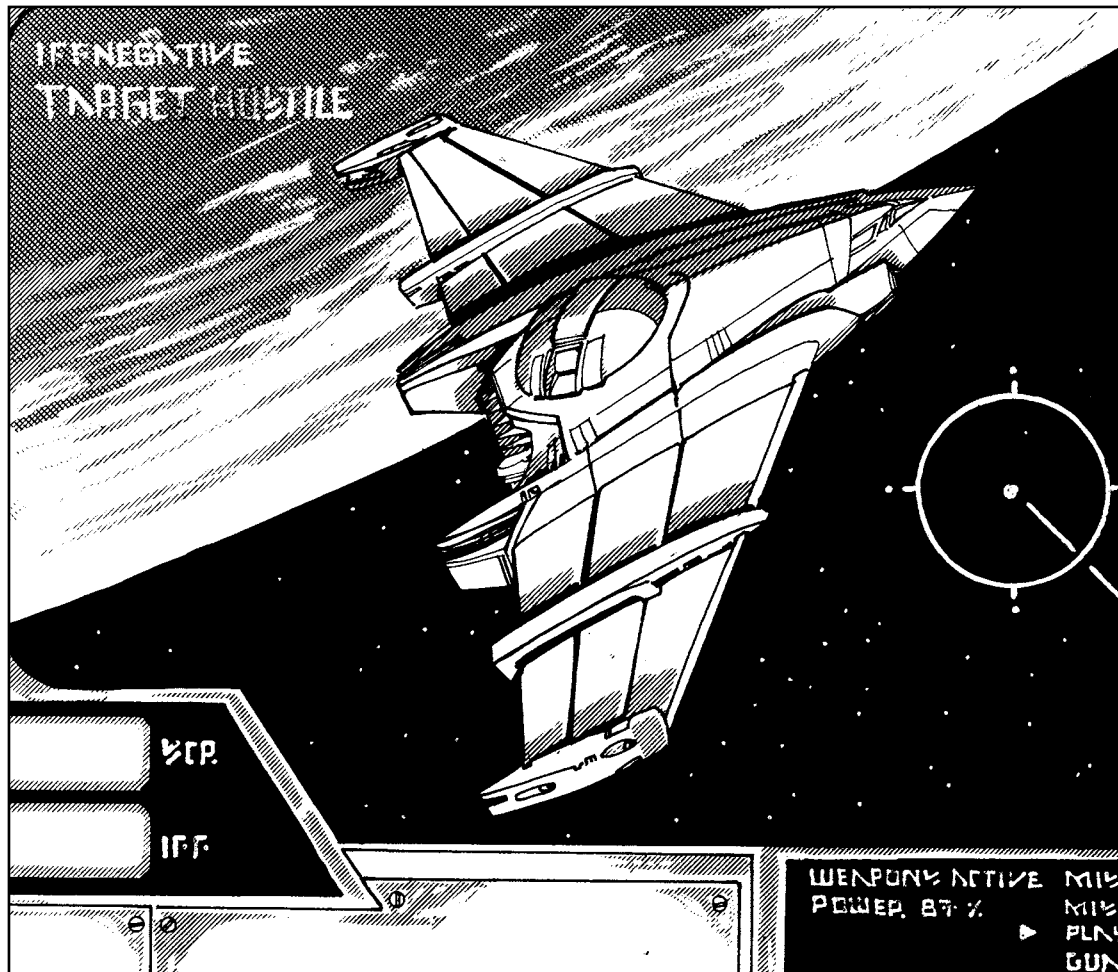
Critical Hits to Vehicles: A critical hit on a vehicle allows the attacker to ignore the armor

rating of the vehicle and inflict the full amount of damage rolled. For most weapons, this damage is doubled on a critical hit (though some weapons may have a greater multiplier). Half of the total damage is applied against the SI rating of the vehicle's chassis just like a normal attack. To determine where the remainder of the damage is applied, the attacker rolls once on the Vehicle Internal Hit Location table (above).

Carrying Over Damage: If a system or component is destroyed, and some remains to be applied, follow the specified flow of damage listed for that system. For example, a hit is applied to the Visual Systems of a vehicle, and there still remain a few points of damage to apply even after rendering the visual systems inoperable. The description for a Visual System hit states that if there are no installed or intact visual systems onboard the vehicle, treat the hit as a Comm. system hit. So the remaining damage would now be applied against the SI rating of the Comm. System.

ADVANCED SPACE COMBAT

When operating within the atmosphere of a world, moon, or other celestial object, a small craft or starship



functions as if they were nothing more than oversized and megapowered vehicles. But when they leave the confines of that atmosphere, the speeds and distances involved require somewhat different handling. Space is big and to get anywhere within a reasonable amount of time involves traveling at incredible speeds.

THE COMBAT ROUND

Each round on the Strategic Plot represents 20 minutes in the game environment, while each hex is roughly equal to 15,000 kilometers. On the Tactical Plot, each hex is roughly 750 kilometers across, while each round represents 1 minute in the game environment.

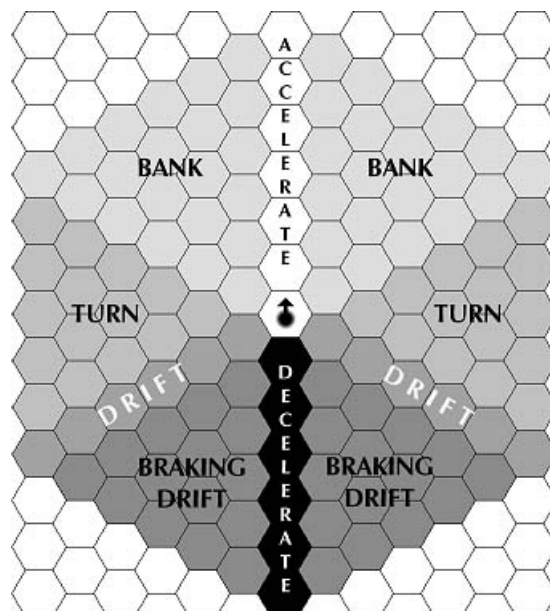
The ship's Astrogator rather than the Pilot should handle all ship maneuvers on the Strategic Plot. If two ships enter the same hex, further combat between them should be resolved on the Tactical Plot. They do not have to end their turn in the same hex; merely passing through is sufficient to trigger the switch to the Tactical Plot.

This swapping of responsibility also has the advantage of allowing a player with an Astrogator character to have

ATTACKS OF OPPORTUNITY

ADVANCED ACTIONS

Dock: The pilot may attempt to dock one ship with another ship or a stardock, allowing passage between both ships for cargo and crew. This is usually a small craft docking with a starship, but it is possible to dock some starships together. Both ships must be moving at the same speed, and there must be no opposition to the attempt. If this is a hostile docking attempt, the target ship must have been rendered incapable of maneuvering. This is a full action with a



Orbital Insertion: The pilot may attempt to insert the ship into orbit around a planet. In an orbital insertion fails, the ship fails to enter the proper orbit, and the orbit will steadily begin to decay drawing the ship towards the planet's atmosphere in an uncontrolled reentry (see Atmospheric Reentry). This is a full action with a base DC of 15, and may provoke an Attack of Opportunity.

Turn: Shift the position of the ship left or right anywhere from 2 to the maneuver drive rating of the ship in hexes. Adjust the recorded heading of the ship by 3 in the direction of the turn. Turning left reduces the heading, turning right increases the heading. Speed increases by the number of hexes shifted. This is a full action with a base DC of 20.

Failed Maneuver Checks

A failed T/Astrogration or Pilot skill check when performing any of the maneuvers will result in the ship's final location not being the expected one. The pilot should immediately make another T/Astrogration or Pilot skill check, comparing the result to the table below to determine the consequence of the failure.

Failed Maneuver Check

Result	Consequence
1-15	Course is off by 60 degrees: Accelerate becomes a Drift. A Bank becomes a Braking Drift. A Turn becomes a Decelerate. A Drift becomes Accelerate. A Braking Drift becomes a Bank. Decelerate becomes a Turn.
16-25	Course is off by 30 degrees: Accelerate becomes a Turn. A Bank becomes a Drift. A Turn becomes a Braking Drift or Accelerate. A Drift becomes a Bank or Deceleration. A Braking Drift becomes a Turn. Decelerate becomes a Drift.
26+	Course is off by 15 degrees: Accelerate becomes a Bank. A Bank becomes a Turn or Accelerate. A Turn becomes a Drift or Bank. A Drift becomes a Braking Drift or Turn. A Braking Drift becomes a Drift or Decelerate. Decelerate becomes a Braking Drift.

SPECIAL CONSIDERATIONS

Certain factors can make starship maneuvering more tricky than usual.

Gravity: The gravity of a world or large planetary body can affect the course of a ship if it passes within its gravity well. The gravity well of a world or similar body (e.g. a large asteroid or gas giant moon) consists of the 6 hexes immediately adjacent to the hex containing the body itself. Larger bodies, such as gas giants, may cover several hexes and will have a proportionately larger "gravity well". Each hex will affect the course of ship slightly differently.



Apply the following effects to a ship's position after it finishes its initial movement at speed, but before the ship makes any other maneuvers or actions:

Hex	Adjustment
1	Move ship down one hex
2	Move the ship one hex to the (lower) left adjacent hex
3	Move the ship one hex to the (upper) left adjacent hex
4	Move the ship up one hex
5	Move the ship one hex to the (upper) right adjacent hex
6	Move the ship one hex to the (lower) right adjacent hex

These effects do not change the ship's course heading, only its actual position.

Orbit: If a ship ends its movement in the gravity well of a planet with a speed of 1, it will enter orbit. A successful Orbital Insertion maneuver is also required.

Landing: If a ship ends its movement in the same hex as a planet with a speed of 1, they will have landed safely. A successful Atmospheric Entry maneuver is required if the planet has an atmosphere.

Crashing: If a ship ends its movement or moves through the same hex as a planet with a speed greater than one, it will crash.

Boarding: If two ships end their turn in the same hex with the same speed, they may attempt to board.

Missiles: Once launched, a missile moves in a manner similar to a ship, from the location it was first launched in the programmed heading accelerating at a constant rate of 6G per round for a maximum of 6 rounds. The difference is that a missile may only change its course (alter its future position marker placement) by a total of 6 hexes during the course these 6 rounds. Once it has altered its course by a total of six hexes it may no longer maneuver.

SQUADRONS

Ships of the same type and armament are often grouped together in multiples of up to 10. These groups are known as squadrons. A squadron moves and fights as if it were a single ship, its weapons organized into batteries. Each squadron will have a BAB equal to the average Gunnery skill rank of the weapon gunners aboard each ship. The AC of a squadron is equal to average AC of all ships in the squadron.

At the start of the squadron's round, the squadron commander may attempt to make a Leader skill check against a DC equal to the AC of the targeted ship. If successful, the squadron commander may add +2 to her attack rolls for the squadron this round.



PRESTIGE CLASSES

BIG GAME HUNTER

	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Trapping
2nd	+2	+0	+2	+2	Sixth Sense
3rd	+3	+1	+2	+2	Far Shot
4th	+4	+1	+2	+2	Species Specialization
5th	+5	+1	+3	+3	Deliberate Shot
6th	+6	+2	+3	+3	Animal Specialization
7th	+7	+2	+4	+4	Intuitive Tracking
8th	+8	+2	+4	+4	Species Specialization
9th	+9	+3	+4	+4	Animal Specialization
10th	+10	+3	+5	+5	Animal Specialization

BIG GAME HUNTER CLASS SKILLS

Class Skill	Key Ability	Class Skill	Key Ability
Animal Empathy*	Cha	Liaison	Cha
Gambling	Int	Handle Animal	Cha
Hide	Dex	Intuit Direction	Wis
Jump	Str	Knowledge	Edu
Leader	Int	Listen	Wis
T/Medical	Edu	Move Silently	Dex
Navigation	Edu	Ride	Dex
Search	Int	Spot	Wis
Survival	Wis		

*Exclusive Skill

Skill Points per Level: 4 + Int modifier

SPECIES SPECIALTIES

Carnivores	Herbivores	Omnivores	Scavengers
Siren	Filter	Gatherer	Carrion-eater
Pouncer	Intermittent	Eater	Reducer
Killer	Grazer	Hunter	Hijacker
Trapper			Intimidator
Chaser			

BIG GAME HUNTER

PRESTIGE CLASS

The worlds of charted space have produced some terrifyingly powerful or cunning creatures. The Big Game Hunter takes their existence as a challenge and matches his stealth and cunning against their formidable natural abilities. He may or may not kill the animal after stalking it; many hunters use a holo camera rather than a rifle.

Characteristics: A Hunter is self-reliant and confident in his or her abilities. Often contemptuous of clumsy city-dwellers, the Hunter is proud of his knowledge of the environment and the habits of his prey. He may take this attitude to an extreme, seeking ever more dangerous creatures to stalk or choosing ridiculous challenges like hunting giant armored carnivores armed only with a crossbow. Other hunters are obsessed with obtaining the finest high-tech tools and gadgets to augment their skills. All Hunters prefer stealth and subtlety to a direct approach to problems.

Background: A Hunter can come from any background, though he or she will usually have a "Backwoods" upbringing. A Hunter's most important attributes are intelligence and stealth skills - plus weapon proficiency, of course.

Adventuring: Hunters can be very useful in the wilds of a planet, and often have good weapon skills too. An individual may know several powerful people, having acted as a guide on safaris or hunting trips, or may have poached rare animals for a rich person's collection.

GAME RULE INFORMATION

Requirements: To become a Hunter, a character must meet the following requirements:

BAB: 5+

Skills: Survival 4+, P/Hunting 6+

Feats: Tracker

Stamina Dice: d8 + Con modifier per level

Species Specialty: The Hunter has studied and learned the habits and tendencies of a general category of animal types such as Pouncers or Grazers. Add a +2 circumstance bonus to all Tracking and Survival checks when hunting the specified category of animals.

Animal Specialization: The character has studied and learned the habits and tendencies of a specific (named) animal such as Grizzly Bears, or the Greater Crested Tusk-Boar. Requires Species Specialization (for the appropriate animal category). Add a +4 circumstance bonus to all Tracking and Survival checks when hunting this specific animal.

Deliberate Shot: Once per combat the Hunter may 'ready' a shot as a free action rather than standard action. For example, a Hunter moves to cover and sets up a deliberate shot allowing him to shoot the next creature to emerge from the nearby lake. Without the feat he could not both move and ready the shot.

Intuitive Tracking: The skilled Hunter eventually develops an 'intuition' when it comes to tracking their prey, often allowing him to pick up a trail even after it has 'gone cold'. In situations where the Hunter fails a P/Hunting skill check while tracking a creature, or in situations where the Hunter would not normally be allowed to make a skill check to pick up the trail of a creature, he may make a Wisdom check (DC15). If successful, he has managed to guess the correct direction the prey has taken.



TAS FIELD REPORTER

	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1st	+0	+0	+1	+1	Press Pass and Expense Account
2nd	+0	+0	+2	+2	Connections +1
3rd	+1	+1	+2	+2	Research +1
4th	+1	+1	+2	+2	Connections +2
5th	+1	+1	+3	+3	Carousing
6th	+2	+2	+3	+3	Connections +3/ Research +2
7th	+2	+2	+4	+4	TAS Membership
8th	+2	+2	+4	+4	Connections +4
9th	+2	+3	+4	+4	Research +3
10th	+3	+3	+5	+5	Connections +5

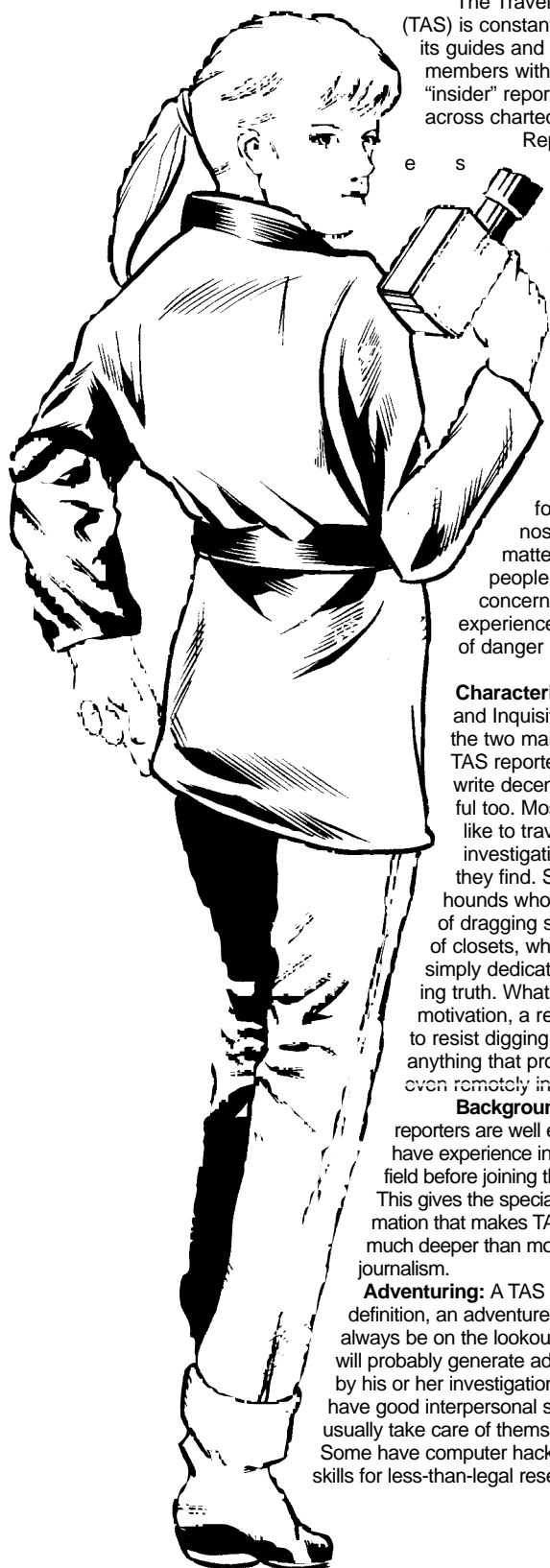
TAS FIELD REPORTER CLASS SKILLS

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Administration	Int	Bluff	Cha
Bribery	Cha	T/Communications	Edu
T/Computer	Edu	Liaison	Cha
Gather Information	Cha	Intimidate	Cha
Knowledge	Edu	Listen	Wis
Profession/Journalist	Wis	Read/Write Language	None
Sense Motive	Wis	Speak Language	None

Skill Points per Level: 8 + Int modifier

TAS FIELD REPORTER

PRESTIGE CLASS



The Travellers' Aid Society (TAS) is constantly updating its guides and providing its members with impartial, "insider" reports on events across charted space. A Field

Reporter researches and prepares these reports. In some quarters a TAS press card is highly respected.

In others, it is an incitement to being beaten up and dumped in an alley.

TAS reporters are known for sticking their noses deeply into matters that some people feel should not concern outsiders. They experience a fair amount of danger in their work.

Characteristics: Integrity and Inquisitiveness are the two main traits of the TAS reporter. An ability to write decent copy is useful too. Most reporters like to travel and enjoy investigating whatever they find. Some are glory hounds who get a kick out of dragging skeletons out of closets, while others are simply dedicated to the reporting truth. Whatever his or her motivation, a reporter is unable to resist digging deeply into anything that promises to be even remotely interesting.

Background: Most TAS reporters are well educated and have experience in some other field before joining the TAS staff. This gives the specialist insider information that makes TAS reports so much deeper than most conventional journalism.

Adventuring: A TAS Reporter is, by definition, an adventurer. He or she will always be on the lookout for a story, and will probably generate adventure leads by his or her investigations. Reporters have good interpersonal skills and can usually take care of themselves in a fight. Some have computer hacking or intrusion skills for less-than-legal research.

GAME RULE INFORMATION

Requirements: To become a TAS Field Reporter, a character must meet the following requirements:

Skills: P/Journalism 4+, Gather Information 8+, T/Electronics 4+

Stamina Dice: d6 + Con modifier per level.

Carousing: At 5th level a TAS reporter automatically gains this feat (as per the standard feat, see pg. 100). If the character has already selected this feat, they may select any other standard feat they are qualified for instead.

Connections Beginning at 2nd level and at every level after that (4th, 6th, 8th, and 10th) you develop an increasing range of contacts and informants in your personal news and information-gathering network. Add +1 per Connection bonus to any Gather Information checks when utilizing these contacts.

Expense Account: A reporter has an open expense account equal to Cr5000 per level per month. Expense funds not used one month do not carry over to the next month. If not used they are lost at the end of the month. These funds must be spent on story-related expenses, and the reporter must turn in a detailed expense report at the end of each month to account for its use. Any equipment or other non-consumable/expendable items must be turned into the local TAS bureau office. If the reporter wishes to keep an item bought using the expense account, he or she must reimburse the TAS bureau the full cost. If an expense report is not turned in, the amount spent will be deducted from the next month's expense account.

Press Pass: Having a valid press pass will gain a reporter access to some areas, people and information not available to the general public, such as the scene of a crime or access to certain governmental records. As a reporter becomes more experienced (and typically more well known) the value of their press pass also grows. For every 2 class levels, the TAS Field Reporter may add +1 to any Bluff or Intimidate skill check when dealing with authorities or company bureaucrats in an attempt to gain access to an area, view documents, or interview someone.

This may only be attempted once per encounter with any given group or individual.

Research: The character is skilled at sifting and analyzing data and information from various sources for the clues and evidence needed to put a report together. Allows the synergetic use of Knowledge and another information-related skill together with Gather Information skill. Beginning at 3rd level and at every level after that (6th and 9th), the character earns a +1 Research bonus.

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

TAS Membership: By 7th level, the TAS Reporter has usually done sufficient good work for the bureau that they are rewarded with a free membership in the Traveller's Aid Society. See the Traveller's Aid Society (pg. 17) for more information.

ACE PILOT

	<i>Base Attack Bonus</i>	<i>Fort Save</i>	<i>Ref Save</i>	<i>Will Save</i>	<i>Special</i>
1st	+0	+0	+2	+0	Vessel Specialization
2nd	+1	+0	+3	+0	Personal Vessel
3rd	+1	+1	+3	+1	Unpredictable Maneuvers
4th	+2	+1	+4	+1	Vessel/Starship, Small Craft, Aircraft, or Grav
5th	+2	+1	+4	+1	Vessel Specialization
6th	+3	+2	+5	+2	Personal Vessel
7th	+3	+2	+5	+2	Ace Evasion
8th	+4	+2	+6	+2	Vessel/Starship, Small Craft, Aircraft, or Grav
9th	+4	+3	+6	+3	Vessel Specialization
10th	+5	+3	+7	+3	Personal Vessel

ACE PILOT CLASS SKILLS

<i>Class Skill</i>	<i>Key Ability</i>	<i>Class Skill</i>	<i>Key Ability</i>
Gather Information	Cha	T/Communications	Edu
T/Computer	Edu	Driving	Dex
T/Electronics	Edu	Gambling	Int
Gunnery	Wis	Leader	Int/Cha
Knowledge	Edu	T/Mechanical	Dex
Pilot	Int/Dex	Recruiting	Edu
Spot	Wis	Survival	Wis

Skill Points at per Level: 2 + Int modifier

ACE PILOT

PRESTIGE CLASS

Some pilots are just plain special, with skills far beyond the ordinary. Some are smugglers, some naval fighter pilots, others serve in the Scout Service or do amazing things with a humble Free Trader starship.

Characteristics: Ace Pilots are usually arrogantly confident and just can't do something the safe and easy way if there's a flashier option. Most have dangerous hobbies like racing performance grav bikes. The typical Ace is obsessed with pushing the limits of his abilities and his craft, and is often insubordinate when given orders.

Background: Ace Pilots can gain their basic skills in a variety of services and careers. Anywhere that a character can find a suitable vehicle, he can become an Ace Pilot. Thus they can be found among Army grav tank pilots, Marine assault pilots or even commercial shuttle crewmembers.

Adventuring: An Ace Pilot can do things with a vehicle or starship that almost defy belief. They can land where a lesser pilot would simply crash, evade pursuit or give the captain an edge in space combat. If the team has a vehicle, an Ace Pilot can get the most out of it.

GAME RULE INFORMATION

Requirements: To become an Ace Pilot, a character must meet the following requirements:

Skills: Pilot 8+

Feats: Ship Tactics, and Vessel/Starship, Vessel/Small Craft, Vessel/Grav, or Vessel/Aircraft.

Stamina Dice: d8 + Con modifier per level.

Ace Evasion: Once per round, if the vehicle an Ace is flying is hit for damage, he may make a Pilot skill check (DC equal the attack roll made to hit). If successful, the Ace has managed to evade the attack and the vehicle takes no damage.

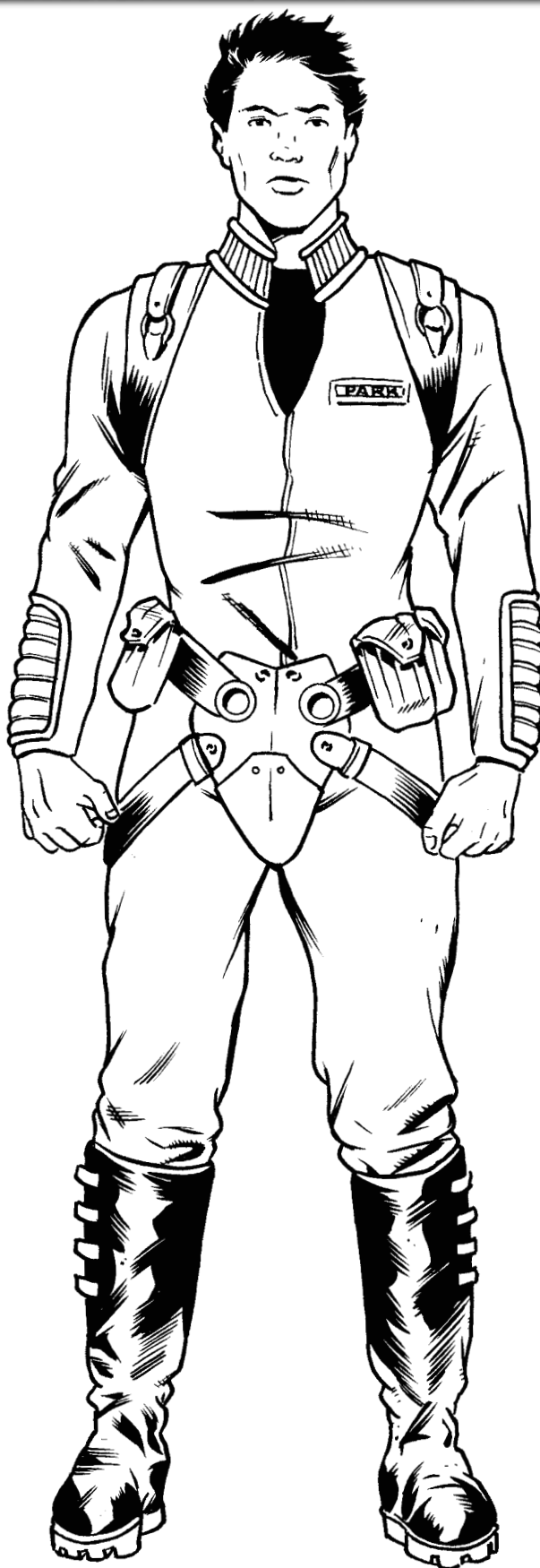
Personal Vessel: The character has chosen and in a sense, bonded with, a specific vehicle. When flying this specific vessel the character may add +4 to all piloting and gunnery skill checks. A character may only select one specific vessel per vehicle type (Starship, Small Craft, Aircraft, or Grav). A character may select a new vessel as their personal vessel at any time, but the character has only a +2 bonus with either vessel for the first year as they become accustomed to the new vessel and its idiosyncrasies. After a year of transition the character will enjoy the full +4 bonus when piloting the newly selected vessel, and lose all bonuses when piloting the former vessel.

Unpredictable Maneuvers: When an Ace Pilot is flying a craft, and makes any maneuver that is a Move action, they may add +2 to the AC (not AR) of the vessel against incoming computer (non-gunner) controlled attacks.

Vessel Specialization: The character is extremely familiar with a given general class of ship or craft, such as 200-ton Free Traders, 100-ton Scout Ships or 50-ton Fighters. When flying a vessel of this type the character may add +2 to all piloting and gunnery skill checks. This does not stack with personal vessel.

Vessel/Starship, Small Craft, Vessel/Aircraft, or Grav:

The character may select any of these three feats that they do not already have. If the character already has all three feats, they may select any feat from the general Feats list that they are qualified for.



PSIONICS

The powers of the mind are incredible. Most intelligent beings have some latent psionic ability. But while this potential exists only a very rare few have learned how to harness these powers, whether through natural talent or more formal training.

PSIONICS INSTITUTE

The Institute will examine those seeking to determine their psionic potential, and train those who wish to be trained, for the appropriate fees. Unfortunately, most Institutes do not advertise in the local paper and can be rather hard to find. Locating a Psionics Institute is often a source of adventure unto itself.

DETERMINING PSIONIC POTENTIAL

A comprehensive examination will take two weeks time, cost Cr5000, and at the end of which the character will be provided with a comprehensive measure of their psionic potential. It should be noted that psionic potential severely declines as one gets older. The earlier someone is tested and trained, the more potential they are likely to have.

Some charity is available for the truly indigent who apply (Referee's decision, then have the character make a Charisma check (DC18) to be given a free examination). Characters being examined by the Institute due to selecting the PSI Training feat have this fee waived.

The Examination: The character determines his psionic potential by rolling 3d6, subtracting -1 for every 4 years of age (or fraction thereof) he is over the age of 18. For example, a 54 year old character being tested would roll 3d6-9 to determine his psionic potential ($54 - 18 = 36 / 4 = +9$).

If a character has previously taken this exam, they do not roll again. Instead simply use the previous potential. If the character has aged a year or more since the last examination, the effects of age still apply and may reduce their potential if enough time has passed.

TRAINING

Once it has been determined that a character has a psionic potential of 1 or more, he must be trained in the use of that potential immediately or it will continue to degrade with age. The only way to avoid the loss in potential with age is to be trained. The Institute of course offers such training for a fee of Cr100,000. The training takes 4 months of intensive study and training, during which time the character will be unable to attend to anything other than his basic needs.

Characters attending the Institute by selecting the Psi Training feat have this fee waived. Extremely gifted individuals (Psi score of 12 or higher) may apply for a scholarship if they cannot otherwise afford the training. In such cases, the Institute will take 95% of the character's assets and possessions and waive the remainder of the fee.

Once trained, the character may now record their psionic potential as their actual PSI score, and need no longer worry about the effects of further aging on their psionic ability.

PSIONIC STRENGTH (PSI)

PSI represents the total psionic power a character is able to call upon before become too mentally exhausted to continue using their psionic abilities. Psionic feats, called talents, require a specific cost in Psi to empower

PSIONIC STRENGTH BY AGE

Age	Max PSI*	Roll for PSI	Age	Max PSI*	Roll for PSI
up to 18	18	3d6	58	8	3d6-10
22	17	3d6-1	62	7	3d6-11
26	16	3d6-2	66	6	3d6-12
30	15	3d6-3	70	5	3d6-13
34	14	3d6-4	74	4	3d6-14
38	13	3d6-5	78	3	3d6-15
42	12	3d6-6	82	2	3d6-16
46	11	3d6-7	86	1	3d6-17
50	10	3d6-8	90	0	3d6-18
54	9	3d6-9			

* At the time of testing only



its effects. When a talent is used, the cost is applied against the character's current PSI score. If the cost of using the talent would reduce the character's current PSI rating to less than 0, that talent cannot be used at that time.

If the use of a talent ever reduces the character to exactly 0 PSI points, the character will immediately fall comatose for the next 2d6 hours. The character can make a Will save (DC15) to cut this time in half. It will be impossible to wake the character during this comatose state. After the given number of hours, the character will awaken from the coma on his own, with the effect of having had the equivalent of a full night of rest and recovery.

Recovery: A character will recover 1 PSI point per hour of standard activity (i.e. no combat or use of other psionics). A full night of rest will fully restore any expended PSI points.

Note: PSI is not an ability score. A character's PSI score cannot be improved except through the use of psi-enhancing drugs.

THE FIVE POSSIBLE SPHERES

There are five possible spheres of influence that a psionist may be capable of manipulating though it is very unlikely that anyone would be capable of activity in all spheres. When the character receives training at a Psionics Institute, it will be determined which spheres the character has an affinity for.

A character will always have an affinity for at least one sphere, but which one is not necessarily up to them. The character may list which of the spheres they would prefer to have an ability in, from most preferred to least preferred. If the character is a natural talent and already has one sphere of influence noted, the character will skip that sphere and list the remaining spheres as previously described.

Starting with the character's first choice on the list and consulting the Sphere Affinity table, the character must rolls 1d20 against the DC listed for the appropriate sphere. If the roll is successful, the character may develop talents within that sphere.

Continuing down the character's list, each sphere is similarly checked to see if the character may also develop talents within these spheres. A cumulative modifier of -2 is add to each roll after the checking the first sphere on the character's list; -2 for the second roll, -4 for the third roll, and so on.

If the last sphere on the character's list is reached and no other spheres have yet to be gained, then this will be the one and only sphere the character has an affinity with. Otherwise, check for affinity normally.

SPHERE AFFINITY

Sphere	DC
Telepathy	4
Clairvoyance	7
Telekinesis	7
Awareness	9
Teleportation	15

EFFECTS OF TRAINING

Psionics is very much a mystical art rather than a precise science. Thus training at the Institute can merely acquaint the character with basic concepts and theories of control over his newfound gifts. As little as the training really is, it provides enough knowledge to allow the character to begin actually developing his abilities.

SPHERES OF INFLUENCE

The talents available to a psionist are divided into five different spheres of influence: Telepathy, Clairvoyance, Awareness, Telekinesis, and Teleportation. A psionist develops his capability within a given sphere, but the number of different spheres of influence a psionist may control limited to those acquired during training at the Institute.

SPHERE DEVELOPMENT

Once a character has an affinity with a sphere of influence and has been trained, he may list and develop it as if it were a normal cross-class skill, except that the character's skill rank in the sphere may never exceed his Psi score. For example a character with a Psi score of 8 could not develop any sphere higher than a skill rank of 8, regardless of his actual level.

The skill rank of a character within a sphere of influence determines which of the Talent feats the character is eligible to learn. If a Talent feat has a skill rank requirement of 7 and the character only had a skill rank of 6 within that talent's sphere of influence, the character could not yet select that talent.

Note that a character with the Natural Talent feat will always have an effective skill rank of 2 higher than their actual skill rank within their natural sphere of influence.

PSIONIC TALENTS

The things a psionist can do with his or her mind are called talents. A talent is similar to a magical spell in other d20 games. Indeed, to folks of lower technology levels, psionics may appear to be evidence of real magic. However, a psionic talent has no necessary 'components' of any sort. A psionist merely need to think of doing something and will it to be done, immediately.

Each talent must be selected as if it were a normal feat, and the character must have a skill rank in the appropriate sphere of influence at least equal to or greater than

PSIONIC RANGE TABLE

Range	Tele- pathy	Clair- voyance	Tele- kinesis	Tele- port	Range Descriptions
Close	0	0	0	2	in physical contact, touching.
Short	2	2	2	3	sword or polearm point. 1 to 5 meters.
Medium	3	2	3	5	pistol range. 6 to 50 meters.
Long	4	3	7	5	rifle range. 51 to 250 meters
Very Long	5	3	14	5	extreme range. 251 to 500 meters.
Distant	6	5	-	7	beyond normal contact. 501 to 5000 meters.
Very Distant	7	5	-	7	out of sight. 5 to 51 kilometers.
Regional	8	6	-	8	51 to 500 kilometers.
Continent	8	6	-	8	501 to 5000 kilometers
Planetary	9	6	-	8	5001 to 50,000 kilometers.

the rank of the talent itself before it may be selected. The character must also be able to satisfy any other prerequisites that may be listed for a talent.

USING TALENTS**RANGE**

Each psionic talent has a cost associated with the range at which it is used, in addition to the base cost listed for the talent itself. Consult the chart above to determine these costs.

TALENT FORMAT

Each talent follows the same format as described below.

TALENT NAME

Sphere: A character must have at least a skill rank of 1 or higher within the listed sphere of influence for that talent.

Prerequisites: Some talents require the possession of other lesser but related talents before they may be taken.

Rank: Each talent lists the minimum skill rank that a psionist must have in order to use that talent. For example, a psionist trained in the Telepathy sphere with a skill rank of 7 could not use the Probe (Rank 9) or the Assault (Rank 10) talents.

Cost: To use a talent, the psionist must temporarily expend their Psionic Strength (PSI) to empower it. If a psionist does not have sufficient PSI remaining to empower a talent, he may not use it at that time.

Duration: Some talents are immediate in effect, other may last for seconds, minutes, or even hours. Each talent details the amount of time the talent will remain in effect.

A descriptive text will follow the statistics of each talent.

TELEPATHY SPHERE

Telepathy is the ability to communicate directly with other minds. In its most basic form, telepathy allows a character to detect or project feelings and emotions only. In its more advanced forms, telepathy allows for direct transfer of mental images and thoughts, or even a psychic assault against another mind.

SHIELD

Sphere: Telepathy

Rank: 1

Cost: 0

Duration: Always in effect

Benefit: All Psionicists trained in the telepathy sphere are taught how to erect a mental shield, protecting them against unwanted outside telepathic interference. This shield is in force at all times and requires no effort or expenditure of Psi Strength to maintain it. The shield will stop any type of telepathic talent short of an Assault, when directed against the psionist. Of course, the psionist may lower this shield at any time to allow another telepath access to his or her thoughts, if so desired.

LIFE DETECTION

Sphere: Telepathy

Rank: 1

Cost: 2

Duration: Up to 60 seconds

Benefit: The Psionist can detect the presence of other minds. This ability enables a character to sense the pres-

ence of other minds, the number of minds present, the general type of minds (animal, human, Vargr, etc.) and their approximate location.

TELEMPATHY

Sphere: Telepathy
Prerequisites: Life Detection
Rank: 2
Cost: 2
Duration: Up to 60 seconds

Benefit: The Psionicist can sense and communicate emotions and basic feelings. Telepathy allows the character to read the emotions and feelings of both animals and members of their own race. The character may also send emotions such as love, hate, fear, trust, and others to influence other animals and members of their own race.

READ SURFACE THOUGHTS

Sphere: Telepathy
Prerequisites: Telepathy
Rank: 4
Cost: 3
Duration: Up to 60 seconds

Benefit: The Psionicist can read the thoughts of other (sentient) individuals. They may read and comprehend the active, current thoughts of a subject who will (if not herself psionically talented) remain unaware of the action. If the subject is psionically talented, their thoughts cannot be read due to their natural shields, and they will immediately be aware of the attempt.

SEND THOUGHTS

Sphere: Telepathy
Prerequisites: Read Surface Thoughts
Rank: 5
Cost: 3
Duration: Up to 120 seconds
Benefit: The Psionicist may send thought messages to anyone, though psionically talented individuals may choose to shield out such thoughts if desired.

PROBE

Sphere: Telepathy
Prerequisites: Read Surface Thoughts
Rank: 9
Cost: 12
Duration: Up to 10 minutes
Benefit: The Psionicist may question a subject using Probe and easily determine deliberate untruths that may be told (or thought). Probe cannot be used on a shielded mind.

ASSAULT

Sphere: Telepathy
Prerequisites: Send Thoughts
Rank: 10
Cost: 14
Duration: 2 seconds

Benefit: An assault against an unshielded mind will reduce the target to 0 Stamina, rendering them immediately unconscious and will additionally inflict 2d6+6 points of Lifeblood damage. Against a shielded mind, the attack must make an opposed PSI check. If the target has the higher PSI check roll, there is no effect from the assault.

CLAIRVOYANCE SPHERE

Clairvoyance is the ability to sense events occurring or 'see' items located out of the direct view of the character. Early ability with this sphere is restricted to vague and basic 'views' at very limited range, and grows in range and capability with the increased development.

SENSE

Sphere: Clairvoyance
Rank: 2
Cost: 2
Duration: Up to 30 seconds

Benefit: A character will become aware of the most basic characteristics of a location when using this talent, such as 'a room containing four dogs' or 'an open plain with a single tree'. Generally the most interesting or important features will be sensed.

CLAIRVOYANCE

Sphere: Clairvoyance
Prerequisites: Sense
Rank: 5
Cost: 3
Duration: Up to 30 seconds
Benefit: The character can view the activity and features of a specific distant location.

CLAIRAUDIENCE

Sphere: Clairvoyance
Prerequisites: Sense
Rank: 5
Cost: 3
Duration: Up to 30 seconds
Benefit: The character hears the any sounds and noises occurring at a specific distant location.



COMBINED CLAIRAUDIENCE AND CLAIRVOYANCE

Sphere: Clairvoyance

Prerequisites: Clairaudience and Clairvoyance

Rank: 9

Cost: 3

Duration: Up to 30 seconds

Benefit: Imparts the benefits of both talents.

AWARENESS SPHERE

Awareness deals with the sense and control of one's own body.

SUSPENDED ANIMATION

Sphere: Awareness

Rank: 2

Cost: 5

Duration: Up to 7 days

Benefit: The character can enter a state of suspended animation similar to cryosleep, but without the dangers, and remain suspended without need of food and water for up to 7 days. An external stimulus is required to awaken the sleeper, such as an alarm clock, or a friend).

PSIONICALLY ENHANCED STRENGTH

Sphere: Awareness

Prerequisites: Suspended Animation

Rank: 4

Cost: Varies

Duration: 60 minutes (peak effectiveness)

Benefit: For each PSI point spent using this talent, the Psionist may temporarily add 1 point to his or her strength score. This effect will last for 60 minutes, after which it will begin to quickly return to normal at a rate of 1

point per minute.

PSIONICALLY ENHANCED CONSTITUTION

Sphere: Awareness

Prerequisites: Suspended Animation

Rank: 5

Cost: Varies

Duration: 60 minutes (peak effectiveness)

Benefit: For each PSI point spent using this talent, the Psionist may temporarily add 1 point to his or her constitution score and 1 point to Lifeblood score. This effect will last for 60 minutes, after which it will begin to quickly return to normal at a rate of 1 point per minute.

REGENERATION

Sphere: Awareness

Prerequisites: Psionically Enhance Strength and Psionically Enhance Constitution

Rank: 9

Cost: Varies

Duration: Immediate

Benefit: For each PSI point spent using this talent, the Psionist may recover 1 point of Lifeblood damage and 10 points of Stamina damage. Healing occurs immediately. This talent includes the ability to growing new limbs and organs to replace lost ones, and may also be used to heal old injuries suffered before the character was trained. This talent cannot counteract the effects of aging.

TELEKINESIS SPHERE

Telekinesis is the ability to manipulate objects without physically touching them. There is but one talent associated with this sphere; Telekinesis. How large and object and how long it can be manipulated is based on the PSI rating and skill rank of the character.

TELEKINESIS

Sphere: Telekinesis

Rank: Varies

Cost: Varies

Duration: up to 60 seconds

Benefit: A character can manipulate (use) any item or object as if he or she were physically touching it, but is not subject to any physical danger, pain, stimuli, or other consequences that would normally befall anyone in contact with the object.

Weight	Rank	Cost	Duration
1 gram	1	2	60
10 grams	2	3	60
100 grams	3	5	60
1 kilogram	5	8	60
10 kilograms	8	12	60
100 kilograms	10	14	60
1000 kilograms	14	16	60
10,000 kilograms	18	18	60

TELEPORTATION SPHERE

Teleportation is the ability to instantaneously move from one point to another, without regard to intervening matter. Like telekinesis, there is only one talent within this sphere; Teleportation. How much weight one may move and how far are based on the PSI rating of the character and his skill rank with this sphere.

TELEPORTATION

Sphere: Teleportation

Rank: Varies

Cost: Varies

Duration: Instantaneous

Benefit: If the Psionist can see the destination at a distance, is already familiar with the destination, or can have the mental image of the destination implanted into her mind by a telepath, she may use this talent to move immediately to the destination location.

PSI DRUGS

Chemical means are available to enhance a character's psionic strength on a temporary basis.

Booster: The basic psi-drug, available in a small one-dose pill. It will temporarily increase the user's PSI score

by 5 if the user is at full psionic strength, otherwise it will only increase the PSI score by 3. The effects will last one hour. Additional doses taken during that hour will have no effect.

Double: A more potent form of Booster, available in the same small one-dose pill. Double will increase the user's Psi score temporarily by +8 (+5 if not currently at full psionic strength). The effects will last one hour.

TELEPORTATION

Circumstance	Rank	Cost	Max Weight
Self, unclothed	5	Range	Body Weight
Self, clothed	7	Range	+ 1000g
Self, with light equipment	9	Range	+ Str x 1kg
Self, with moderate equip.	12	Range +2	+ Str x 10kg
Self, with heavy equip.	15	Range +5	+ Str x 20kg



Additional doses taken during that hour will have no effect.

Special: The rarest of psi-drugs, special is only available in liquid form and must be taken by injection. Once taken the user's PSI score will gradually increase to 18 at the rate of one point per hour. It will remain at 18 (if unused) for four hours, and then slowly begin to wear off, again at a rate of one point per hour. There is a danger when using Special, of permanently losing one point from the user's PSI score (Con save vs. DC5 to avoid this effect)

PITFALLS

The abuse of psi-drugs can lead to the loss of psionic ability and physical debilitation. If a character takes 3 doses of any psi-drug within three days, there is a chance (Con save vs. DC6 to avoid) of an overdose within six hours of the last dose taken.

If an overdose occurs, the character becomes seriously ill, lapses into unconsciousness, and takes 3d6 Lifeblood damage from the effects. If the character recovers, they will have permanently lost 1 from their PSI score (Con save vs. DC16 to avoid the loss).

APPENDIX I: GLOSSARY

A1

2000 Worlds: A major power in Charted Space, the 2000 worlds is ruled by the K'Kree. It lies to Trailing of the Imperium.

Ability Check: A check of 1d20 + the appropriate ability modifier vs. a DC.

Ability Modifier: The bonus or penalty associated with a particular ability score.

Ablat: Ablative anti-laser armor.

AC: Armor Class.

Aca: Academic.

Ace: Ace Pilot.

ACR: An Advanced Combat Rifle

Advanced Combat Rifle: A sophisticated but conventional projectile weapon built at high tech level. ACRs are capable of automatic fire.

Air/Raft: A small gravitic (grav) vehicle often used as personal transport.

Agility: Agility refers to a vessel's ability to make violent maneuvers while remaining under control of the operator.

Aht: Army, high-tech.

Alt: Army, low-tech.

Amber Zone: A world where greater than usual caution is advised. Reasons for Amber Zoning vary from natural conditions to war, famine or plague.

Amt: Army, mid-tech.

Ancients: A mysterious species that once ruled Charted Space. All that remains of them are artifacts and the occasional ruin.

AP: Armor Piercing ammunition. Improves the odds of a round penetrating any armor protecting a target if a shot hits.

AR: Armor Rating.

Armed Merchant Cruiser: A civilian vessel fitted with armament for some purpose. AMCs are sometimes used as commerce guards. They are no match for a real warship, but may be able to beat off corsairs.

Armor Class: A number representing a creature's ability to avoid being hit in combat. An opponent's attack roll must equal or exceed the target creature's Armor Class to hit it.

Armor Rating: A number representing the number of damage dice that will be reduced if hit in combat.

Aslan: A major race of Charted Space, named by early explorers for a vaguely leonine appearance.

Aslan Hierate: A major power in Charted Space, the Hierate lies to Spinward of the Imperium.

Assault Rifle: A lightweight mid-tech weapon developed from the autorifle.

Assault Shotgun: A heavy shotgun capable of full-automatic fire.

Assault Transport: A troop transport vessel designed to deliver ground troops straight into planetary combat.

Attack of opportunity: A single extra melee attack per round that a combatant can make when an opponent within reach takes an action that provokes attacks of opportunity.

Attack roll: 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty. The attack hits if the result is at least as high as the target's Armor Class.

ATV: All-Terrain Vehicle: A rugged tracked or wheeled vehicle capable of traversing a variety of terrain.

Autopistol: Also automatic pistol, self-loading pistol or just pistol: a handgun fed by a removable magazine.

Autorifle: A mid-tech weapon capable of fully-automatic fire.

Auxiliary: A merchant ship in use by the Navy, normally to undertake routine transport operations.

Battlecruiser: A heavily armed and fast but lightly protected vessel. In some ways an alternative to a battleship, but very vulnerable to spinal weapon fire.

Battleship: A very powerful warship capable of standing in the line of battle and destroying opposing vessels.

Battle Dress: Heavy powered personal armor. The ultimate in personal protection.

Battle Rider: A powerful non-Jump-capable warship designed to be carried into action aboard a Tender.

Bayonet: A blade, knife or spike designed to be fitted on the barrel of a longarm, creating a spear-like weapon. Bayonets can be used in the hand as a fighting knife or as a tool.

Bbn: Barbarian.

Belter: An asteroid miner.

Bgh: Big Game Hunter.

Black Powder Weapon: A handgun, musket, shotgun or rifle in which the propellant is loose black powder. Unreliable and inaccurate.

Blade: Any blades weapon may be referred to as a "blade". A Blade specifically is a heavy machete or short-swordlike weapon, uses as a fighting or survival tool

Blinded: Unable to see. A blinded character suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, moves at half speed, and suffers a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. Any skill check that relies on vision automatically fails. Opponents of a blinded character gain a +2 bonus to

their attack rolls, since they are effectively invisible.

Blit: Belter.

Boat: A small craft. Also, a small defensive spacecraft (as in System Defense Boat).

Bombardment Ship: A vessel deigned to undertake planetary bombardment. This is typically a "cruiser" role.

Broadsword: A sword weapon designed for use in both hands.

Capital Ship: A major warship, for example a battleship, battlecruiser, fleet carrier or dreadnaught.

Carrier: A naval vessel whose main striking power lies in subordinate craft (typically fighters) carried aboard.

Centimeter: A metric measurement of distance or length; 10 millimeters or 1/100 of a meter.

CEV: Combat Environment suit.

Cha: Charisma.

Charisma: An ability. Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It represents actual personal strength, not merely how others perceive one in a social setting.

Charted Space: The region of space inhabited by humans and thousands of other races, both major and minor. Charted space encompasses 128 sectors and more than 80,000 worlds.

Client State: An independent political unit (one or more worlds) that has the patronage of a larger power. The relationship is usually beneficial and is normally economic in nature, though political and defensive arrangements will normally exist.

Close Escort: A very small naval vessel optimized for the protection of other vessels.

Cloth: Ballistic cloth; a type of bullet-resistant armor.

cm: Centimeter.

Combat Armor: A sealed suit of heavy armor; the modern equivalent of plate armor. Very effective against weapons, and also provides protection against hostile environments.

Comm: A personal communicator. Many comms include other features like data and banking access facilities.

Commerce Raider: A legitimate warship attacking commercial traffic as part of military operations, and not for profit.

Con: Constitution.

Constitution: An ability. Constitution represents a character's health and stamina.

Contragravity, CG: The antigravity units used to life space vessels and grav vehicles.

Coreward: See Galactic Directions.

Corsair: A pirate vessel. Many Vargr consider piracy a

respectable trade, and use the term "Corsair" to refer to themselves and their vessels.

Courier: A small, fast vessel designed for carrying messages.

Cr: Imperial Credit.

Cruiser: A major warship, capable of carrying a powerful spinal mount weapon. Cruisers undertake many tasks. Various types exist: strike, armored, light, heavy and battle to name but five. Each has a particular role. Also, the Imperial Navy sometimes designates some very small vessels as "cruisers". This refers to the long cruises they undertake while on patrol rather than their capabilities.

Cutlass: A heavy, curved sword weapon used in one hand. The traditional dress weapon of the Imperial Marine Corps.

Cutter: A 50-ton small craft with a detachable module bay.

Dazed: Unable to act normally. A dazed character can take no actions, but can defend against attacks normally.

Dazzled: Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

DC: Difficulty Class.

Deafened: Unable to hear. A deafened character suffers a -4 penalty to initiative, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Destroyer: A small to medium sized warship designed for independent and flotilla operations. Destroyers normally protect larger vessels, but may sometimes undertake operations in their own right.

Dewclaw: a retractable claw found under the thumbs of an Aslan.

Dex: Dexterity.

Dexterity: An ability. Dexterity measures hand-eye coordination, agility, reflexes, and balance.

Difficulty Class: The target number that a player must meet or beat for a check or saving throw to succeed.

Domain: A region of space containing 4 sectors, administered by an Archduke.

Downport: A starport situated on-planet, or the ground components of a port with both orbital and ground facilities.

Dreadnaught: The newest and most powerful battleships are termed Dreadnaughts.

Dromedary: A naval supply ship capable of delivering both fuel and dry stores.

Droyne: A major race of Charted Space, Droyne are found on many scattered worlds but have no major interstellar polities.

ECM: Electronic Counter-Measures.

Edu: Education.

Education: An ability. Education represents the accumulated general knowledge accumulated over the life of the character, either through formal or informal education.

Energy Points: A measurement of the amount of energy that must be supplied to an object for it to operate, or the amount of energy that is supplied by a given type of power plant.

Energy Weapon: A ranged weapon that uses energy rather than physical projectiles to cause harm. Examples include lasers, plasma and fusion guns.

Entangled: Entanglement impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and suffers a -2 penalty to attack rolls and a -4 penalty to its effective Dexterity score.

EP: Energy Points.

Escort: A small naval vessel designed for the protection of other vessels, patrol work and similar light tasks. Escorts cannot survive in battle with a major combat vessel.

Exhausted: Tired to the point of significant impairment. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. An exhausted character moves at half normal speed and suffers an effective ability decrease of -6 to both Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued.

Far Trader: A small merchant ship capable of Jump-2 or more.

Fatigued: Tired to the point of impairment. A fatigued character can neither run nor charge and suffers an effective ability decrease of -2 to both Strength and Dexterity. After 8 hours of complete rest, fatigued characters are back to normal.

Feat: A quality or special ability of a character.

Fighter: A small, maneuverable naval craft intended primarily for patrol and screening work.

Flat-footed: Especially vulnerable to attacks at the beginning of a battle. Characters are flat-footed until their first turns in the initiative cycle. Flat-footed creatures cannot use their Dexterity bonuses to AC or make attacks of opportunity.

FGMP: Fusion Gun, Man Portable.

Foil: A light cut-and-thrust weapon, somewhat similar to a rapier. The Foil is the traditional weapon of the nobility.

Fortitude save: A type of saving throw, related to a character's ability to withstand damage thanks to his physical stamina.

Free Trader: Any small merchant ship. Also a specific design of ship – small, with limited Jump capability. Personnel making their living aboard such a ship may also call themselves Free Traders.

Freighter: A large cargo-only starship. "Bulk Freighters" are characterized by very large cargo holds, and transport things like ore, grain etc.

Freightliner: A large mercantile vessel that carries cargo and passengers.

Frightened: Fearful of a creature, situation, or object. Frightened creatures flee from the source of their fear as best they can. If unable to flee, they may fight, but suffer a -2 morale penalty to all their attack rolls, weapon damage rolls, and saving throws.

g: gram.

G: Gravity.

Galactic Directions: North and South do not work when referring to direction within the galaxy. Instead, the following conventions have achieved widespread acceptance when referring to astrographic directions. Toward the galactic core is coreward; away from it, in the direction of the rim, is rimward. In the direction that the galaxy is rotating is spinward, while the opposite direction is trailing.

Garden World: An Earthlike planet where humans can thrive unaided.

Gauss Weapon: A pistol, rifle or support weapon in which a projectile is accelerated to extreme velocities by an electromagnetic field.

Gas Giant: A huge, Jumper-like planet.

Gram: A metric measurement of weight, 1/1000 of a kilogram. One pound (US) is equal to roughly 450 grams.

Grav Vehicle: A vehicle that uses contragravity lifters rather than wheels or tracks.

Gravitics: The science of manipulating gravity. Also the contragravity units of a vehicle may be referred to as "the gravitics".

Gravity: Use in reference to either the gravitational pull of a stellar body or the acceleration rate of a smallcraft or starship in normal space.

Gunship: A large craft, similar to an SDB, but carried aboard certain types of carrier or tender for offensive and escort operations.

Handcomp: A hand computer

Handgun: A revolver, autopistol, gauss pistol etc.

HE: High Explosive ammunition.

HEAP: High Explosive, Armor Piercing ammunition.

HEAP: High-Explosive Dual-Purpose (HE and fragmentation) ammunition.

HEV: Hostile Environment suit.

High-Energy Weapon: Particularly powerful energy weapons, such as Plasma and Fusion guns.

Highport: An orbital starport, or the orbital component of a starport with both orbital and ground facilities.

Hive Federation: A major interstellar power lying to rimward-trailing of the Imperium.

Hivers: A major race of Charted Space.

Humaniti: The current spelling of humanity, used when referring to humans in a general sense. The term refers to the human species and subspecies rather than the quality of being humane, which can be applied to any sentient species.

Iceball: A cold, normally airless world.

Imperial Credit: The mostly commonly used form of currency used in the Traveller universe.

Imperium: In the OUT, the main human interstellar civilization, the 3rd Imperium, is usually just referred to as the Imperium.

Int: intelligence.

Intelligence: An ability. Intelligence determines how well a character learns and reasons.

IR: Infrared.

Jack: A padded, resilient jerkin providing some protection against melee weapons.

k: Kilometer.

K'Kree: A major race of Charted Space. K'Kree are militant herbivores descended from herd animals.

kg: Kilogram.

KCr: Kilocredit. One thousand Imperial credits.

Kilogram: A metric measurement of weight; 1000 grams or approximately 2.2 pounds (US).

Kilometer: A metric measurement of distance or length; 1000 meters or approximately 0.62 miles (US).

Kph: Kilometers per hour.

LAG: A Light Assault Gun.

Launch: A 20-ton small craft used for passenger and cargo transfers, and as a lifeboat.

LI: Light Intensifying.

Lifeblood: A measure of the amount of lethal (impaling, cutting, etc) damage a character can take before dying.

Lighter: A large cargo transfer craft, normally or more than 100 tons displacement, may be termed a Lighter.

Liner: A large passenger vessel, which may sometimes carry a small amount of cargo in addition to its passengers.

LMG: A Light Machine Gun.

Logistics Ship: A transport vessel designed to carry dry stores for the support of ground or naval units.

Longarm: A firearm designed to be used in both hands.

m: Meter.

Mar: Marine.

mm: Millimeter.

Mainworld: The most important planet in a system, normally the source of the system name.

Major Race: A species that developed the Jump Drive independently; sometimes used to describe a powerful race that did not.

MCr: Megacredit. One million Imperial credits.

Mct: Merchant.

Megacorporation: A huge, Imperium-wide corporation. Megacorporations have their own private military forces and wield powerful political influence.

Merchant Ship: Any commercial starship.

Mesh: Metal or ceramic mesh woven into a tough garment, providing good protection against melee weapons.

Meson Gun: A powerful but short-ranged variant of the particle accelerator, often used as a main starship armament.

Meter: A metric measurement of distance or length; 100 centimeters or approximately 3 feet (US).

Millimeter: A metric measurement of distance or length; 1/1000 of a meter.

Minor Race: A race that did not develop the Jump drive independently but learned of it from outsiders (or has never achieved interstellar flight). Also, a race without any real power or influence.

Monitor: A large and powerful spacecraft designed for system defense.

Mry: Mercenary.

Musket: A low-tech smoothbore weapon muzzle-loaded with black powder and ball.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Nav: Navy.

Nbl: Noble.

Noble: A member of the planetary or Imperial nobility.

Nonintelligent: Lacking an Intelligence score. Mind-affecting spells do not affect nonintelligent creatures.

OTU: An acronym for the Official Traveller Universe.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. In addition, the creature suffers a -2 morale penalty on saving throws. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat.

Paralyzed: Unable to move or act physically. Paralyzed characters have effective Dexterity and Strength scores of 0 and are helpless.

Particle Accelerator: A powerful energy weapon with a longer range than a meson gun, often used as a main starship armament.

Pinnacle: An aerodynamic 40-ton small craft.

PGMP: Plasma Gun, Man Portable.

Portacomp: A powerful but portable computer unit.

Prf: Professional.

Prone: Lying on the ground. An attacker who is prone has a -4 penalty to melee attack rolls and cannot use a ranged weapon (except for a crossbow). Melee attacks against a prone defender have a +4 bonus, and ranged attacks against a prone character have a -4 penalty.

Pres: presence.

Presence: A special ability applied to Vargr only. Presence measures the status of a Vargr among their racial peer.

PSI: Psionic Strength.

Psionic Strength: The measure of a character's potential psionic ability. Normally unknown until tested at a Psionics Institute.

Q-Ship: An armed vessel disguised as a merchant or similar harmless craft.

RAM: Rocket Assisted, Multi-Purpose grenades.

Red Zone: A world to which access is prohibited for a variety of reasons. Examples include worlds under sanction, highly dangerous planets and prison worlds.

Reflec: Reflective anti-laser armor.

Reflex save: A type of saving throw, related to a character's ability to withstand damage thanks to his agility or quick reactions.

Revolver: A handgun fed from a revolving internal cylinder, typically containing six rounds.

Rifle: Any longarm with a rifled barrel is a "rifle". Specifically, a Rifle is a mid-tech bolt-action or semi-automatic weapon fed from an internal magazine, or loaded singly.

Rifle-Musket: A rifled black powder weapon; more accurate than a musket.

Rift: An area of space where stars are very sparse. Rifts can be major obstacles to navigation.

Rimward: see Galactic Directions.

Rockball: A planet that is little more than a ball of rock. Typically Rockballs have very thin, trace or no atmosphere, and no life. They may be hot or cold.

Rog: Rogue.

Save: Saving throw.

Saving throw: A roll made to avoid (at least partially) dam-

age or harm.

Sct: Scout.

Scout/Courier: A small vessel designed for a variety of roles, including messenger and exploration craft.

Sector: A region of space 4 by 4 subsectors in size, normally forming an administrative region.

Ship's Boat: A small, fast 30t small craft used for personnel and cargo transfers.

Shotgun: A smoothbore weapon that normally fires pellets or flechettes. Various types exist but the standard is a pump-action weapon fed by a 6-round internal magazine.

Shuttle: Any cargo or passenger-carrying small craft can be termed a Shuttle, but the term is normally reserved for craft or around 100t.

SI: Structural Integrity.

Sidearm: A light weapon carried for self-defense. Typically a handgun but may also be a melee weapon.

Skill: an ability or area of knowledge or expertise which can be improved over time.

Slow Boat: A cheaper and less maneuverable version of the Ship's Boat.

Slow Pinnacle: A cheaper and less maneuverable version of the Pinnacle

Smallcraft: A small space-going that is not equipped with a Jump drive and is incapable of interstellar travel.

SMG: A Submachine Gun.

Soc: social standing.

Social standing: An ability. Social standing represents the status of a character in common society. A social standing score of 16 or higher is considered nobility.

Sophont: A sentient being.

Solomani: One of the races of Humaniti, originating on Terra. Also, a person from a culture strongly influenced by old Terran traditions.

Solomani Confederation: A powerful interstellar state lying to Rimward of the Imperium.

Solomani Hypothesis: The generally accepted idea that all Humaniti originated on Terra, and was transplanted throughout the universe by the Ancients, for reasons that remain unclear.

Spacecraft: Any vessel capable of interplanetary flight but not Jump. See also smallcraft.

Spaceport: A minor port that deals mainly with interplanetary rather than interstellar vessels.

Speeder: A fast version of the Air/raft.

Spinal Mount: A starship weapon mount running along the entire length of a ship, allowing for a very powerful weapon system to be installed.

Spinward: see Galactic Directions.

Subsector: A region of space 8 by 10 parsecs in size, normally forming an administrative region.

Subsidized Merchant: Any trade ship can obtain a subsidy and operate as a subsidized merchant, but the term normally refers to a specific type of vessel - a smallish starship carrying both cargo and passengers. "Subbies" normally ply a set route.

Stamina: Equivalent to Hit Points, Stamina is a measure of how much non-lethal damage a character can take before collapsing.

Starport: A port serving interstellar travel; also the main spaceport on a planet.

Starship: Any space-going vehicle of 100 tons displacement or greater, and equipped with a Jump drive.

Startown: The town, village or city adjacent to most starports. Startowns have a reputation for being somewhat rough and ready; not all of them deserve this.

Str: Strength.

Strength: Strength measures a character's muscle and physical power.

Stunned: A stunned creature can't take actions and loses any positive Dexterity modifier to AC. Each attacker gains a +2 bonus to attack rolls against that creature. In addition, stunned characters immediately drop anything they are holding.

Sword: Any bladed hilt weapon used in one hand; swords come in many specific types.

System: A star system includes one or more stars, orbited by other bodies including planets, asteroids and comets.

Take 10: To reduce the chances of failure on certain skill checks by assuming an average die roll result (10 on a 1d20 roll).

Take 20: To greatly reduce the chances of failure for certain skill checks by assuming that a character makes sufficient retries to obtain the maximum possible check result (as if a 20 were rolled on 1d20).

Talent: A specific Psionic ability.

Tanker: A naval vessel capable of skimming and refining fuel, and supplying it to other vessels.

TAS: Travellers' Aid Society.

Tender: A naval vessel designed to support the operations other vessels. Examples include Xboat Tenders, which support Jump-Capable express boats, and Battle Tenders, which transport Battle Riders into action.

Tfr: TAS Field Reporter.

TH: Thrust.

TL: Tech(nology) Level.

Ton: When used in reference to a smallcraft or starship, this refers to displacement tonnage or roughly 14 cubic

meters of space. When referencing weight, this refers to metric tonnage (1000kg) unless otherwise noted.

Trailing: see Galactic Directions.

Traveller's Aid Society: An organization that supports and assists Travellers in the Imperium and some neighboring regions. TAS offers news, information and discounted accommodation to its members.

Travellers' Aide: A regular gazette published by QLI, providing information on specific aspects of Travelling and Charted Space. Travellers' Aide has been the subject of some legal questions on the part of TAS, but has retained its distinct identity.

Trv: Traveller.

USP: Universal Ship Profile.

UWP: Universal World Profile. A shorthand notation of the raw basic details of a world.

Vac Suit: A sealed suit designed to protect the wearer from hostile environments or vacuum.

Vargr: A major race of Charted Space, Vargr are descended from Terran canines.

Vargr Extents: A region of space lying to Coreward of the Imperium, divided between several Vargr states.

Vilani: One of the races of Humaniti, originating on Vland. Also, a person from a culture heavily influenced by Vilani traditions.

vl: Volume.

Volume: A unit of measure used when designing vehicles and starships under the T20 rules.

Will save: A type of saving throw, related to a character's ability to withstand damage thanks to his mental toughness.

Wis: wisdom.

Wisdom: An ability. Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom is more related to being in tune with and aware of one's surroundings.

Xboat: An express message boat. Xboats have Jump but no maneuver drives, and rely on tenders to support and retrieve them.

Zhodani: One of the races of Humaniti, whose culture embraces psionics.

Zhodani Consulate: A powerful interstellar state lying to Spinward-Coreward of the Imperium.

APPENDIX II: INDEX

A2

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EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS

[illegible]

FEATS & SPECIAL ABILITIES

[illegible]

CREDITS

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EXPERIENCE

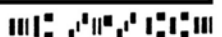
Total Experience
<p>XP's Needed For Next Level</p>

LANGUAGES

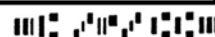
BACKGROUND

[illegible]

NOTES

[illegible]

PRIOR HISTORY WORKSHEET									
Service			Skill Points per Level			Terms Served		Years Served	
Discharge Age		Final Rank			XP Earned				
<input type="checkbox"/> Honorable Discharge? <input type="checkbox"/> Retired? Retirement Pay Cr _____ per year									
UNIVERSITY		<input type="checkbox"/> Admitted? <input type="checkbox"/> Graduated? (4000 XP, 12 EDU) <input type="checkbox"/> Honors Graduate? (1000 XP, +1 EDU)					YEARS	AGE	
NOTES									
GRADUATE		<input type="checkbox"/> Admitted? <input type="checkbox"/> Graduated? (2000 XP, 14 EDU) <input type="checkbox"/> Honors Graduate? (500 XP, +1 EDU)					YEARS	AGE	
NOTES									
DOCTORATE		<input type="checkbox"/> Admitted? <input type="checkbox"/> Graduated? (2000 XP, 16 EDU) <input type="checkbox"/> Honors Graduate? (500 XP, +1 EDU)					YEARS	AGE	
NOTES									
TERM 1		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 2		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 3		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 4		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 5		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 6		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 7		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
TERM 8		ASSIGNMENT					YEARS	AGE	RUNNING XP TOTAL
<input type="checkbox"/> Survival (4000 XP) <input type="checkbox"/> Commission (2000 XP) <input type="checkbox"/> Promotion (1000 XP) <input type="checkbox"/> Decoration (_____ XP)						RANK			
<input type="checkbox"/> Cash Bonus Cr _____ <input type="checkbox"/> XP Bonus (1d4 x 1000 XP, _____ XP)						DECORATION			
CASH BENEFITS		MATERIAL BENEFITS			DECORATION EXPERIENCE VALUES				
					Purple Heart 1000 XP Meritorious Conduct Under Fire, DC+ (MCUF) 2000 XP Medal for Conspicuous Gallantry, DC+5 (MCG) 4000 XP Starburst for Extreme Heroism, DC+10 (SEH) 8000 XP				
					NOTES				



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