

Traveller

The Sight of Brightness

PC Guidelines

Traveller normally uses rolled characteristics, with various terms of service in military and civilian professions, which fleshes out the character by adding skills, boosting characteristics and providing starting wealth.

There is also a point-buy system, but after reading it, it robs the system of some of the fun part of character generation.

So I'm going to have a hybrid point-buy system. The characters will initially have **14 points (this may change) to spend on characteristics**, but the characters will then go through the standard generation system thereafter. During their careers players will have **three opportunities to re-roll** any missed or undesirable roll.

At the time the game starts, the party will be the owners/crew of a Fast Trader (or a similar vessel). The party will have shares equal to their mustering out benefits, with the remainder of the value of the vessel being carried by a bank (none of this matters unless the game goes longer than I anticipate). The ship can be armed with a particle beam and a sandcaster. (a sandcaster is a defensive weapon that projects reflective particles to lessen laser weapons' damage).

Another thing to think about with regards to character choices: ships require a pilot, a navigator, and an engineer. Gunners are recommended, as are medics.

Setting

The Traveller game setting is based around the frontier sectors of the Third Imperium. The Imperium is the largest Human political entity in this part of the galaxy.

The game will start either in the Spinward Marches or a custom sector. Either way, the sector is a frontier region of the Imperium, and will include various client states and a frontier of the Zhodani Consulate.

Here are some things that set the Traveller universe apart from other sci fi settings:

- Traveller uses "Jump Drive" technology to navigate between stars. Depending on the drive, a starship can travel between one and six parsecs in a single jump. All jumps take about a week, during which time the ship is in its own microuniverse and is unable to communicate with the outside. This gives an almost "age of sail" flavor to the game, as no system is closer than a week away, and distant systems can take months or years to travel to. As a result, the Imperial government is a distant entity, and only its local representatives (local administrators and the Imperial Navy) are there to maintain order. Some planets (especially economically important ones) are likely to have a strong Imperial presence, while others are effectively independent.
- There is no faster-than-light communication. Messages between systems are carried by specialized ships (called X-Boats) that gather transmitted messages and transmit those messages when they arrive in a new system, routing messages for further systems to other outgoing ships. Because of this, there is little if any electronic currency, though electronic currency may exist for those planning a long stay on a particular planet.
- The standard unity of currency is the Imperial Credit. This takes the form of coins, paper/rare-metal bills, bank notes and bearer bonds, etc.
- The Imperium uses a feudal social structure, ie. there are lords, counts, dukes, etc., and these titles are more than ceremonial.
- Corporations play a huge role in the Imperium, as they are much like the emerging middle class of the renaissance, but far richer. They also have great influence with the nobility, as money often carries more weight than (and can purchase) political authority.