

TRAVELLER T²⁰ LITE

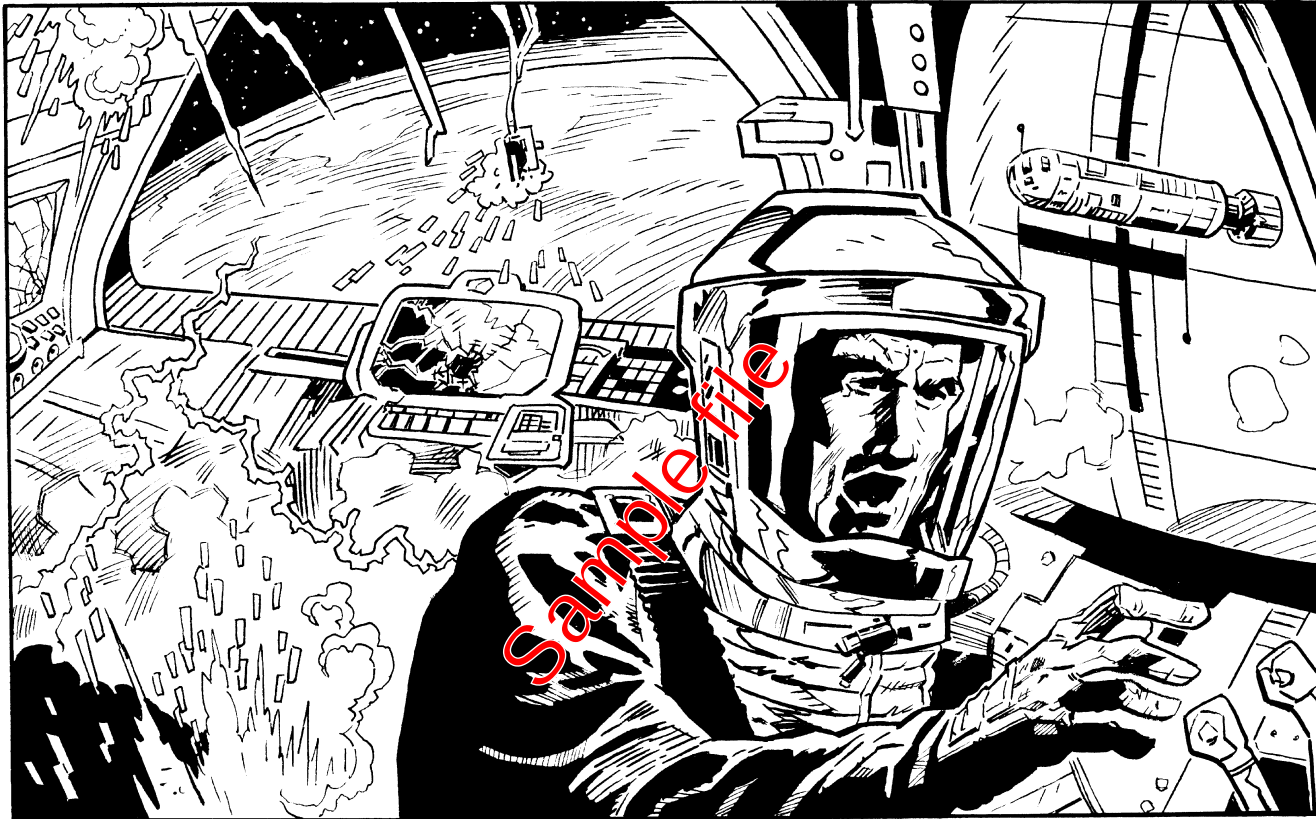


TRAVELLER T²⁰ LITE

TRAVELLER20 LITE

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

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



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ABOUT THIS BOOK

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

T20 Lite is a minimal version of *Traveller*²⁰ (T20), and is intended to serve as an introduction both to the T20 game and the Traveller game universe. However, this little book can't contain the entire T20 game. All rules herein are (obviously!) "Lite" and simplified versions of the full rules. They are superseded by the full rules in the event of any contradiction. The full Traveller20 rule-book covers everything in detail - which is why it runs to over 400 pages! For details of what you get in the full game, see the back of this book.

But for now... Welcome to *Traveller*²⁰ !

INTRODUCTION TO TRAVELLER

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

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

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

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

PHYSICS, STARSHIPS AND INTERSTELLAR TRAVEL

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

Jumping from close to a large body like a planet is suicidal, usually causing a catastrophic Misjump. Ships can and do occasionally Misjump for other reasons too. Assuming the ship can reach a safe Jump point (100 diameters or more out from the nearest world), it can then initiate Jump. A Jumping ship enters a

"pocket universe" and remains there for a week, emerging at a set of coordinates preset by the Astrogator. A ship in Jump is completely out of touch with the rest of the universe, and cannot change course, communicate etc.

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

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

COMMUNICATION

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

MAINWORLDS

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

TECHNOLOGY

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

PEOPLE, ANIMALS AND MONSTERS

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

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