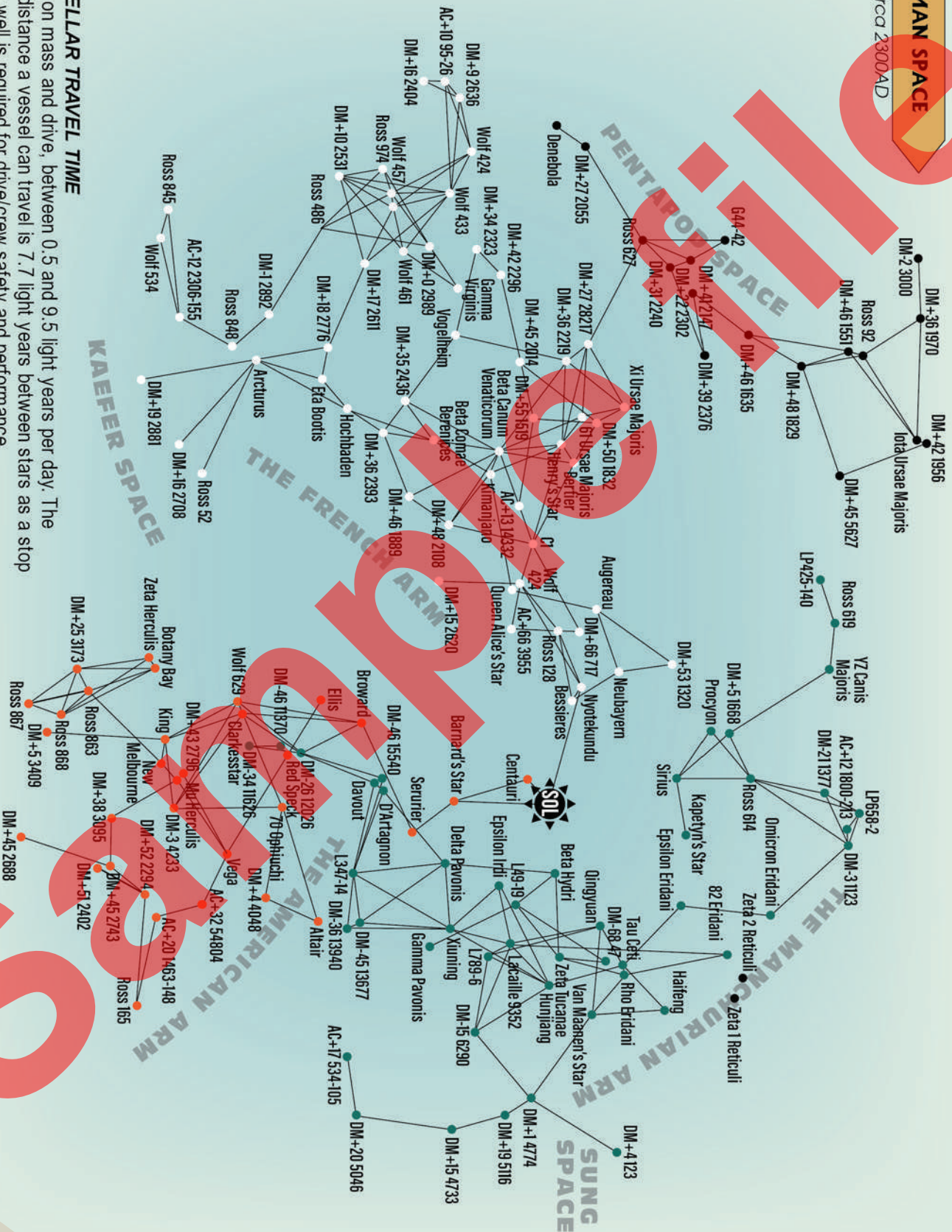


# HUMAN SPACE

Circa 2300AD



## INTERSTELLAR TRAVEL TIME

Depending on mass and drive, between 0.5 and 9.5 light years per day. The maximum distance a vessel can travel is 7.7 light years between stars as a stop in a gravity well is required for drive/crew safety and performance. Stutterwarp discharge requires approx. 40 hours.

# INTRODUCTION

2300AD is a science fiction roleplaying game built on the gold-standard for science fiction games: *Traveller*. Using the latest edition from Mongoose Publishing, 2300AD is a universe designed with a 'harder' approach to science and science fiction. This book requires the *Traveller Core Rulebook*, which contains the base rules and guidelines. This book provides a new universe for *Traveller*, with new worlds, new technologies and a new approach.

In the year 2300, humanity is reaching for the stars, exploring and settling distant worlds. Despite nearly destroying themselves during the decades of Twilight, despite all the wars since, humanity has survived and prospered. 2300AD is the story of humanity reaching for the stars.

In 2300AD, humanity has colonies on 32 Earth-like worlds, with outposts on many more. Space is divided into three Arms: French, American and Manchurian, each named for the dominant nation exploring it. The shape of these Arms is dictated by the limitations inherent in the stutterwarp effect, the engine that drives faster-than-light travel. The stutterwarp has a maximum range of 7.7 light years; beyond this range, drives can undergo a relaxation event, releasing a burst of heat and radiation that usually destroys the ship and kills the crew. At best, the drive is destroyed in interstellar space, far from rescue or hope.

Journeys from worlds at the centre of human space and worlds of the edge can take weeks, or even months, of travel. Situations on the Frontier must be solved by local authorities, using equipment and expertise at hand. Waiting for far-off colonial masters to decide and act has doomed more than one colony, so self-reliance and skill are premium survival tools for life on distant worlds.

At the centre of human space is the Core, which contains the worlds of the Sol and the Alpha/Beta Centauri systems. Tirane is a near-twin to Earth in climate, gravity and atmosphere. These two worlds together have nearly 90% of the human population, with 75% of the total residing on Earth itself. For most people living out on the Frontier, the worlds of the Core are as distant and strange as any alien homeworld.

To the people of the Core, however, the humans of the Frontier truly are alien, especially those who follow the Soft Path, adapted through genetic engineering to the





harsh surroundings of their new homes. Even those on the Hard Path, while still biologically human, have attitudes and social structures that differentiate them from their relatives in the Core. These differences only serve to widen the gulf between them.

2300AD campaigns range from interstellar exploration and war, down to the gritty streets and mega-cities of the Core. This is a game about people and their rise to the stars. While a variety of aliens are a part of the 2300AD universe, the focus of the game is on humans.

Much of the technology of 2300AD is grounded in today's scientific understanding and the extension of that science into the future. This universe does not have artificial gravity, aside from spin habitats. There is no anti-gravity technology that allows cars to fly but there are ducted-fan aerodynes. The exception to this is the stutterwarp drive, which has opened the way to the stars. The difficulty, however, lies in the first step; getting out of a planet's gravity well is still the most difficult part of space travel, so difficult that many choose to leave planets behind them, staying in space-based environments and societies.

## SPACE TRAVEL

Once in orbit, Travellers are literally halfway to anywhere. Interstellar travel is far easier than that first big step into space. Starships use stutterwarp drives to cross the vast gulf between the stars, and some can achieve speeds in excess of five light years per day, though one to two is more common. These same stutterwarp drives allow in-system travel as well, losing their effectiveness only in the deepest gravity wells of planets and stars. Travel to and from orbit still utilises rockets and spaceplanes, although advanced technologies like catapults, laser lift systems and orbital elevators are also in use. Advances in material technology allow for lighter, yet stronger, hulls, making single-stage-to-orbit (SSTO) vessels both practical and relatively common.

## NATIONS AND POLITICS

In 2300AD, national interests continue to dominate human politics, although the influence of transnational corporations (TransNats) and Foundations are pronounced. Many nations of today are still

recognisable in this future world, although some borders have changed and cities are not always where they once were. France is the leading nation on Earth, with Manchuria, formerly northern China, being almost its equal. Other prominent nations include America, Britain, Azania (formerly South Africa), Germany, Canada and Australia. Foundations are self-funded non-government organisations that pursue their own agendas in support of science, colonisation, humanitarian, or environmental, causes. The TransNats pursue more mundane goals of profit and power, although they take a far longer look than the corporations of pre-Twilight Earth.

## COMPUTERS

Expert systems are extensively used and computers have replaced humans in many roles, in sales for example, but there is a niche for human creativity, intuition and problem-solving in all industries and organisations.

Expert systems help in medical diagnosis and treatment recommendations but trained human doctors and nurses still spot things machines miss, as well as providing the human touch so vital in healing and recovery.

## THE FRONTIER

Humanity has 57 colonies on 32 worlds, including the Core World of Tirane, scattered outposts, enclaves, mining camps and science stations. The off-world population is a significant fraction of the Earth-bound population and, for some nations like France and Australia, the off-world population is greater due to the Tiranian colonies. Worlds are settled for many reasons but one of the most important is national pride – only major nations have colonies. Colonies are also used to provide raw materials for home industries and markets for the products of those industries, serving as a safety valve for the massive population of heavily-urbanised Earth. For those who can no longer stand the surveillance and control applied to such large populations, the Frontier offers a haven, free from ever-present cameras and constant monitoring. For Earth-bound nations, the Frontier provides not just resources but a pool of capable individuals useful to the state, although not necessarily suited to being part of it.

## ALIENS

Humanity has encountered six other intelligent species, two of them star-faring, a third with interplanetary capability and a fourth that used to have starships until they bombed themselves back to a Stone Age. On top of these clearly intelligent species, there are many borderline cases, including some on Earth where creatures may not have human-level intelligence but are clearly more than animals. These proto-intelligences (see *Book 2: The Worlds of 2300AD*, page 112) enjoy a protected status and on Earth alone there are at least 15 such species under protection, including elephants, dolphins and the great apes.

The most important question being asked about intelligence is whether this concentration of intelligent species is unusual or common. Despite 150 years of scanning the stars, there have been no signals from other civilisations and even vast deep space arrays can find only tantalising hints of other intelligent life. If there is intelligent life out there, it is either rare or in hiding.

## 2300AD AND THE THIRD IMPERIUM

Although *2300AD* makes use of the *Traveller Core Rulebook*, it is not part of the *Third Imperium* universe. *2300AD* stands on its own.

The levels and types of technology are different in *2300AD*, especially the method of faster-than-light travel, the stutterwarp, along with conventional space travel, computers and vehicles. There are similarities, however. Both are about people in the far-future where star travel is ubiquitous, both focus on people rather than equipment and both strive to maintain a realistic worldview, considering their histories and technologies.

*2300AD* has an emphasis on 'realistic' technology; there are no anti-gravity vehicles, nuclear dampers or meson guns. The starships also tend to be a lot smaller. Instead of the 50,000 ton cruisers so common in the *Third Imperium*, *2300AD* has 900 ton cruisers, with the largest ships being around 20,000 tons. Ships are also much more cramped, with a feeling more like submarines than ocean liners.

Most technology in *2300AD* varies between TL10 and TL12. TL10 is often referred to as Old Commercial (OC) and represents the typical day-to-day technology

Dig Site 22I (2297)  
 152° 11' 58" West  
 32° 44' 28" South  
 Alamo Colony  
 HeidelshElmat  
 (Rho Eridani III)



## Expanding 2300AD

There are three companion books to this volume, the *Aerospace Engineer's Handbook*, *Ships of the Frontier* and *Tools for Frontier Living*. The first two showcase the starship design system used to create the ships in this book, along with additional ship designs and rules expansions. *Tools for Frontier Living* includes a wide selection of tools, weapons, vehicles and equipment for use on the Frontier. While not required, these three volumes are useful expansions to this book.

Other books in the *Traveller* line can be useful, especially the *Vehicle Handbook*, although some attention must be paid to differences in technology. *Book 3: Vehicles and spacecraft* presents alternatives and additions to the design rules in the *Vehicle Handbook*, tailored to *2300AD*.

available on most Frontier worlds. TL11, or New Commercial (NC), reflects technology available to large corporations and people living on the Core Worlds. It also represents military technology common on the Frontier and in less-developed nations. It commands a premium price on most Frontier worlds.

TL12 is New Military (NM), the latest technology available to the most advanced militaries, nations and Trans-National corporations. Some prototypes at this level are available on the civilian market but command a high premium wherever they may be sold.

## THE NEAR STAR LIST AND STAR MAP

One of the more interesting parts of the original 1986 version of *2300AD* was the Near Star List (NSL), a comprehensive list of stars within a 50-light year radius of Earth based on the 1969 Gliese stellar survey – at the time the most accurate star list ever produced for a game. While this star catalogue is now out of date, it is retained to maintain the structure and limitations of the various Arms of exploration from the original universe.

# TRAVELLER CREATION

In the *Traveller Core Rulebook*, the Traveller's homeworld provides background skills to start a Traveller in their life. In *2300AD* the Traveller's homeworld also determines modifications, augmentations and several other features.

The following integrates the new *2300AD* steps of Traveller creation with the rules from the *Traveller Core Rulebook*.

## SUMMARY

- Generate Characteristics as on page 9 of the *Traveller Core Rulebook*
- Choose Nationality
- Choose between Frontier and Spacer Traveller
- Choose Homeworld if a Frontier Traveller
- Note Homeworld Survival DM and adjust characteristics according to Gravity Type
- Note Leaving Home modifier
- Choose Background skills
- Optionally, choose Pre-Career Education with appropriate Homeworld modifier
- Enter Career

Traveller creation then proceeds as normal, except that at the end of each Term the Traveller must make a Leaving Home check to see if they leave their homeworld. Once they pass this check, the homeworld's Survival modifier no longer applies, and the Leaving Home check no longer needs to be made

## New Careers

*2300AD* modifies the Drifter career, eliminating the Barbarian and adding the Freelancer. The *2300AD* Drifter can be found on page 12.

## Skill Changes

Some skills from the *Traveller Core Rulebook*, such as Flyer (grav), are altered or removed. These changes are detailed on page 11.

## Mustering Out

There are some changes to Mustering Out, in particular the range and type of ships available, as shown on page 11.

## Skill Packages

There are new skill packages to suit iconic *2300AD* campaign styles, listed on page 14.

## NATIONALITY

The first step in Traveller creation, after characteristics have been rolled, is to choose the Traveller's nationality from the Colonies table in *The Worlds of 2300AD*, page 23. Nationality also determines the Traveller's native language(s).

Background skills are developed by choosing a nationality and then picking a path and homeworld from the list of available core worlds, colonies and outposts available to that nationality. The choice of homeworld will also determine homeworld gravity and impact Survival rolls.

## PHILOSOPHY

Philosophy represents the world-view the Traveller embraces in respect to meeting the challenges of life on the Frontier. As philosophical interpretations of life, the different approaches are often referred to by the terms 'path' or 'way', though some prefer less metaphysical terminology, like 'heritage'. In the Core, the vast majority of people are on the Hard Path and the Moratorium was a way of cementing this. On the Frontier, the approach is more varied. While some worlds might tend more towards one path or another, both are available on most colony worlds. Exceptions to this are noted in colony world descriptions.

On the Frontier, there are two major lines of thinking in regards to colonial operations. The Hard Path leans towards the use of technological solutions to the problems of colonisation. These include machinery, filter masks, greenhouses and carniculture. This path uses tools to help humans cope with alien worlds but leaves the 'core' human largely alone. This keeps colonies dependent on their mother countries for longer periods of time' but encourages local manufacturing.

The Soft Path emphasises adapting humans to their local environment, making them far less-dependent. In most Hard Path colonies, it would be very difficult for someone to 'go bush' and live off the land. A genetically-modified colonist is able to, at least on more Earth-like colonies. Since most symbionts and DNA modifications are passed from mother to child,

Soft Path colonies can gain independence in a shorter period of time, unlike Hard Path colonies and the immense investments they require.

In Traveller creation, Hard Path Travellers tend to start with more equipment and skills, while Soft Path Travellers may start with DNA modifications and their associated Traits, symbionts and, perhaps, a Neo protector. Soft Path Travellers have a DM+1 to Survival checks while on their homeworld and a DM-1 on Benefit rolls.

## HOMEWORLD

Once nationality and path have been chosen, Travellers must choose their homeworld. Each homeworld is defined as either Frontier or Spacer. Core World Travellers will be covered in a future supplement. The vast majority of Travellers will hail from one of the 32 worlds on the Frontier or a space-based habitation, from outposts and stations to belter camps and Libertine family ships.

Some Frontier world colonists have DNA modifications, or 'DNAMs', which are largely banned in the Core. In a similar vein, most Spacers will have the 0G DNAM to permit them to move more freely between the spin gravity of larger stations and the zero gravity of distant outposts. These modifications are further detailed in the section *Augmentations*.

## FRONTIER TRAVELLERS

The 32 worlds and 50+ colonies of the Frontier provide a wide range of worlds. From the beautiful but useless flora of Beta Canum to the harsh gravity and poisonous atmosphere of King, colony worlds are all hostile to some degree. Travellers from Frontier Worlds need to combine a mix of survival skills with technical knowledge. Using modern medical and environmental technology, they combine adapting the worlds with adapting themselves. Most colonists benefit, to some degree or another, from genetic engineering; some may just have some tinkering to allow them to co-exist better with a world and its irritants and allergens, while others are truly transformative, giving colonists new abilities.

Through this engineering, colonists can be adapted to the frigid wastes of Hermes or Dukou, the arid barrens of Dunkelheim or Ellis and the thin atmosphere of worlds like Nibelungen or Crater. Genetic engineering even allows humans to live on the hell-world of King, with its crushing gravity and poison-tainted atmosphere.

### Worlds

The nature of a world determines some of the physical characteristics of those who call the world home.

**Gravity Type:** Travellers from the Frontier can hail from any world with practically any gravity type, from Light gravity worlds to the Extreme gravity of King. Zero-gravity environments are the domain of Spacers who are covered on page 9. Information on world gravity type is available in each world description and the table in *The Worlds of 2300AD* page 23. Gravity type is used when travelling to different worlds, to find the effect of the differences between homeworld gravity and local gravity on each Traveller. In general, Travellers from low-gravity worlds will be taller and more slender than average, while those from high-gravity worlds will tend to be shorter and stockier.

The gravity type of a Traveller's homeworld will also modify their characteristics, as shown on the Homeworld Gravity table.

### Homeworld Gravity

Homeworld/ Current World	Gravity Range	STR	DEX	END
Zero-gravity	0.0–0.10	-2	+2	-2
Low-Gravity	0.10–0.75	-1	+1	-1
Standard Gravity	0.80-1.20	0	0	0
High Gravity	1.21-2.10	+1	-1	+1
Extreme Gravity	2.11+	+2	-2	+2

**Survival:** Hostile worlds negatively-impact survival rates. Check the Survival DM on the Colonies table on page 23 of *Book 2: Worlds of 2300AD*, and use it for all Survival rolls until the Traveller leaves their homeworld. This roll may also be modified by DNA Modifications and Symbionts. As well as having a Survival DM for the world, some colonies are particularly primitive or advanced and have further modifiers noted in their description. For example, the Incan colony on Heidelberg inflicts DM-1 to Survival rolls due to its primitive nature and lack of support, while the Texan and Bavarian colonies do not have any such modifier. Travellers on the Soft Path have a DM+1 to Survival checks until they Leave Home..

**Background Skills:** Colonists on Frontier worlds choose background skills from the following list. Travellers from the Frontier receive a number of skills equal to 3 + EDU DM.

Admin 0	Drive 0	Seafarer 0
Animals 0	Gun Combat 0	Steward 0
Art 0	Mechanics 0	Survival 0
Athletics 0	Medic 0	Vacc Suit 0
Carouse 0		

For Manchurian, Incan and Argentinean colonies, Travellers must be SOC 9+ to choose Gun Combat.

**DNAMs:** Travellers from the Frontier may have DNA Modifications and Symbionts to cope with Planetary Adaptation Syndrome but often for other factors as well. These are noted in their colony's description. Travellers from outposts and other low- to -zero-gravity environments can also select the Zero-Gee DNAM.

**Augmentation:** Travellers from the Frontier may have prosthetics, including limbs and eyes, due to accident or animal attacks. Each time a Survival roll is equal to the minimum required, the Traveller may elect to gain a prosthetic – either a limb or eyes (one or both). The prosthetic will be a cosmetic replacement and have no special features unless later upgraded.

**Pre-Career Education:** Travellers can attempt to receive pre-career education, as noted on page 16 of the *Traveller Core Rulebook*. They can choose between receiving this education on their homeworld or going off-world, perhaps for better opportunities.

The availability of homeworld pre-career education is strongly-influenced by a colony's Tech Level. The Homeworld Pre-Career Admissions table provides a DM for pre-career education entry based on Tech Level.

The ability to travel off-world to receive an education is likewise strongly-influenced by the home nation's Tier, as shown on the Off-World Pre-Career Admissions table. However, if a Traveller successfully goes off-world for their education, there is a heavy cost to bear. The Travellers will suffer a DM-1 to Benefit rolls when Mustering out, with a roll of 1 indicating no benefit.

### Homeworld Pre-Career Admissions

Tech Level	Entry DM
7 or less	-6
8–9	-4
10–11	-2
12	0

### Off-World Pre-Career Admissions

Tier	Entry DM
1	+2
2	0
3	-2
4	-4
5	-6
6	-8

**Survival:** Colonies sometimes have modifiers to Survival rolls, based on its development and support level. These

will be noted in the colony description and apply until the Traveller leaves the homeworld.

**Careers:** All Careers are available to Travellers from the Frontier. The only exceptions are for Travellers from Tier 5 or Tier 6 colonies, who cannot take a space-based career (Scouts, Merchants, Navy) in their first term.

**Leaving Home:** Frontier World Travellers have no modifier to Leaving Home checks.

## SPACER TRAVELLERS

The term Spacer describes those who live in the void between worlds, whether on ships, in stations, or giant habitats. They have many characteristics in common and even those who live in massive habitats still have skills and training in zero-gravity and vacuum environments. Gun combat skills, however, are almost unknown in the civilian population.

**Gravity Type:** Spacers live in either zero-gee or low gravity environments, as defined by the Homeworld Gravity table on page 8.

**Background Skills:** Spacers choose from their list of background skills, below. Spacer Travellers receive a number of skills equal to 4 + EDU DM, one of which must be Vacc Suit.

Admin 0	Electronics 0	Pilot 0
Art 0	Engineer 0	Steward 0
Athletics 0	Mechanics 0	Survival 0
Carouse 0	Medic 0	Vacc Suit 0

**DNAMs:** Almost all Spacers will have the 0-G DNAM. Those who spend their lives primarily in Light or Zero Gravity may have the 'More Hands' variant, which alters the structure of their feet so that they are more like hands and able to grasp and manipulate objects.

**Augmentation:** Cybernetic limb augmentation is rare in most spacer societies, although there are exceptions, like the Autumn Collective on the French Arm. Neural jacks, augmented vision with flare compensation and augmented reality implants, however, are very common. Fully 80% of all Spacers have these augmentations and a Traveller may gain them during their career. If chosen, half the cost of these augmentations is subtracted from funds received while Mustering Out.

In addition, each time a Survival roll is equal to the minimum required, the Traveller may elect to gain a prosthetic – either a limb or eyes (one or both). The prosthetic will be a cosmetic replacement and have no special features unless later upgraded.

**Pre-Career Education:** Higher education is rare in Spacer societies, where most learning is done on the job. Spacer Travellers suffer DM-2 to enter pre-career education.

**Survival:** Space is a dangerous place and all Spacers suffer DM-1 to Survival rolls until they leave home.

**Careers:** All Careers except Army are available to Spacers for their first term. Army is only available from the second term onwards and they suffer DM-1 for entry.

**Leaving Home:** Spacers are natural nomads and so have DM+2 on Leaving Home checks.

## LANGUAGES

Travellers will be fully-fluent (skill level 2) in their primary language. If their nation or colony has a secondary language, they will also be proficient in that language at skill level 1. Libertines and Belters will know Zhargon (skill level 1) and Frontier colonists will have a passing knowledge (skill level 0) of the primary language of their arm of space (French in the French Arm, English in the American Arm and Mandarin Chinese in the Manchurian Arm).

Skill checks are not normally required when conversing in any language for which the Traveller has skill level 0 or higher. However, technical discussions, or relaying orders or information in stressful situations, may require a Language check, at the referee's discretion.

### Zhargon

Zhargon (fr. Russian for 'slang') is a sort of 'common' language that originated with Belters and spread to the Libertines. Staff at stations and outposts on the Frontier who deal regularly with either group will pick up elements of this language, usually the profanities and very common words. It is decidedly less common in the Core. This new language pieces together elements of English, Mandarin, French, Russian and Rom. A limited range of exaggerated movements, a sort of broad sign language, is also considered to be part of Zhargon. This sign language is often used during EVA and also used for emphasis in face-to-face conversations. Zhargon is a free background skill to all Travellers with a Spacer background.

## LEAVING HOME

Most Travellers will leave their homeworld at some point in their Careers. They are, after all, Travellers. The Homeworld survival modifier applies until the character leaves their home.

For each term of a career, roll 2D. On a roll of 8+ they leave their homeworld. For Navy, Marines and Merchants, there is a DM of +1 per term served, while Scouts have a DM of +2 per term served. They will not return during character generation.

*Example: Peter's Scout character rolled a 5 on 2D during his first term as a Scout and even with the +2 DM per term, he was stuck working on his homeworld, likely orbital surveys or similar work. On his second term, he only rolled a 4 on 2D but with the +4 DM (+2 per term), the roll came to 8, indicating that his scout career had taken him away from his home system.*

## LIFE SPAN AND AGING

The average human lifespan in 2300AD is considerably longer than the average in the early 21st century. Even on colony worlds, should the colonists survive environmental dangers, they tend to live almost as long as a Core world citizen. Living until the age of 120 is relatively common, with people staying relatively youthful until later ages as well. Most people postpone retirement until they are in their 80s, in part due to the enormous demand for skilled workers on Frontier worlds.

To reflect this longer life-span, ageing rolls start at age 50 rather than age 34.

## INJURIES AND AUGMENTATION

Travellers who suffer an injury during creation may elect to get a prosthetic replacement, typically an eye or limb, although others may be appropriate depending on the circumstances. This will consume a Benefit roll but allow them to continue in the career if they would otherwise be ejected and ignore all deductions to their characteristics from the Injury table.

In addition, Travellers in Naval or Marine careers with a Tier 3 or higher nation can have a neural jack installed (see page 22). This will consume a Benefit roll but also grant DM+1 to advancement rolls.

## CAREERS

Once a Traveller's homeworld and background skills are determined, they move into their careers. Return to the *Traveller Core Rulebook* and follow the Creating a Traveller flowchart on page 14 as normal until the Traveller finishes their careers and musters out. After that point, consult the Mustering Out benefits on page 11.

## MUSTERING OUT BENEFITS

A Traveller on the Hard Path adds DM+1 to all Benefit rolls, while a Traveller on the Soft Path has DM-1.

A Traveller on the Soft Path that receives equipment as a mustering out benefit can opt to select an appropriate Neo companion instead.

All Travellers begin play with a hand comp and Link phone.

**Ship Shares:** Private ownership of a starship in *2300AD* is uncommon but not unheard of. Ship Shares in *2300AD* work the same as in *Traveller*.

A Ship Share from mustering-out benefits is worth Lv500000 towards the purchase of a ship but cannot be redeemed for cash. It is likely that any vessel will be jointly-owned between the Travellers and another interested agency, often a government, corporation or foundation. This arrangement can be used to provide adventure hooks, and possibly assistance, from time-to-time.

### Ghost Diamonds

In the late 2280s, corporate researchers at Drake-Toshimazu Corp developed a technique that combined the technology of making diamonds from the ashes of loved ones with modern microcomps. With Ghost Diamonds, the ashes were transformed into diamond film that was then used to construct a high-density memory array about the size of a 0.5 ct diamond. This array was then programmed with a simulation of the deceased, based on their 'footprint' in the global network and their own stored files. The resultant personality was quite realistic and when combined with a powerful processor and the appropriate input/output device, was capable of full audio and video interaction. The best ghost diamonds were able to pass a Turing test, although that test is no longer considered definitive proof of artificial intelligence.

The following are the *2300AD* equivalents of ships from *Traveller*.

Ship Type	2300AD Equivalent
Ship's Boat	SLV-50 Spaceplane or DC-30
Scout	Trilon ISV-2
Free Trader	Thorez Courier
Laboratory Ship	Trilon Systems SSV-21
Yacht	Martinique Yacht

**Weapon:** Unless a Traveller musters out of a military career, they are limited to rifles and handguns only. If they have been beltlers or free traders, they have the option of receiving a laser weapon.

**TAS Membership:** There is no equivalent to the TAS membership in *2300AD*. Count it as another Ship Share.

## SKILLS

The following skills are changed or removed in *2300AD*:

### Astrogation

Rather than being used to plot accurate jumps, this skill is used to plot stutterwarp routes and gravity captures on entering a system.

### Engineer (j-drive)

Replace with Engineer (stutterwarp).

### Engineer (stutterwarp)

This skill allows the operating and fine-tuning of a ship's stutterwarp drive.

### Flyer (grav)

Replace with Flyer (vectored thrust). *2300AD* does not have gravitic technologies or anti-grav vehicles.

### Flyer (vectored thrust)

Use to pilot aerodynes, flying bricks kept aloft solely by the power of their engines. Aerodynes tend to be very manoeuvrable and flying them can be tricky.

### Languages

A Traveller can only choose human languages unless they have spent 2 or more terms as a Scout.

### Science

Remove psionics as a speciality.

# THE DRIFTER

Drifters are wanderers and Travellers, moving across colony worlds and the built-up cities of the Core. They live from job to job, relying on their wits and skills. Many are products of the extreme labour crisis of the Core, with 40%+ unemployment in most developed nations.

**Qualification:** Automatic

## Assignments

Choose one of the following:

**Freelancer:** You are a professional who works contract-to-contract, skilled in technical work but unable or unwilling to obtain steady employment.

**Wanderer:** You are a consummate nomad, living hand to mouth in slums and spaceports across human space.

**Scavenger:** You work as a belter (asteroid miner) or on a salvage crew.

## Career Progress

	Survival	Advancement
Freelancer	EDU 7+	INT 7+
Wanderer	END 7+	INT 7+
Scavenger	DEX 7+	END 7+

## Mustering Out Benefits

1D	Cash	Benefits
1	None	Contact
2	None	Weapon
3	Lv1000	Ally
4	Lv2000	Weapon
5	Lv3000	EDU +1
6	Lv4000	Ship Share
7	Lv8000	Two Ship Shares

1D	Personal Development	Service Skills
1	STR +1	Athletics
2	END +1	Melee (unarmed)
3	DEX +1	Recon
4	Language	Streetwise
5	Profession	Stealth
6	Jack-of-all-Trades	Survival

1D	Freelancer	Wanderer	Scavenger
1	Profession	Drive	Pilot (small craft)
2	Electronics	Deception	Mechanic
3	Streetwise	Recon	Astrogation
4	Admin	Stealth	Vacc Suit
5	Deception	Streetwise	Profession
6	Jack-of-all-Trades	Survival	Gun Combat

## Ranks and Bonuses

Rank	Freelancer	Skill or Bonus	Wanderer	Skill or Bonus	Scavenger	Skill or Bonus
0	—	—	—	—	—	—
1	—	Profession 1	—	Streetwise 1	—	Vacc Suit 1
2	—	Carouse 1	—	—	—	—
3	—	—	—	Deception 1	—	Profession (belter) 1 or Mechanic 1
4	—	—	—	—	—	—
5	—	Admin 1	—	—	—	—
6	—	—	—	—	—	—



MISHAPS TABLE

1D	Mishap
1	Severely injured (this is the same as a result of 2 on the Injury Table). Alternatively, roll twice on the Injury Table and take the lower result.
2	Injured. Roll on the Injury Table.
3	You run afoul of a criminal gang, corrupt bureaucrat or other foe. Gain an Enemy.
4	You suffer from a life-threatening illness. Reduce your END by -1.
5	Betrayed by a friend. One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone you never saw coming and still gain a Rival or Enemy. In addition, roll 2D. If you roll 2, you must take the Prisoner career in your next term.
6	You do not know what happened to you. There is a gap in your memory.

EVENTS TABLE

2D	Event
2	Disaster! Roll on the Mishap Table but you are not ejected from this career.
3	A patron offers you a chance at a job. If you accept, gain DM+4 to your next Qualification roll but you owe that patron a favour.
4	You pick up a few useful skills here and there. Gain one level of Jack-of-all-Trades, Survival, Streetwise or Melee.
5	You manage to scavenge something of use. Gain DM+1 to any one Benefit roll.
6	You encounter something unusual. Go to the Life Events Table and have an Unusual Event.
7	Life Event. Roll on the Life Events Table.
8	You are attacked by enemies. Gain an Enemy, if you do not have one already, and roll either Melee 8+, Gun Combat 8+ or Stealth 8+ to avoid a roll on the Injury Table.
9	You are offered a chance to take part in a risky but rewarding adventure. If you accept, roll 1D: On a 1–2, you are injured or arrested; either roll on the Injury Table or take the Prisoner career in your next term. On a 3–4, you survive, but gain nothing. On a 5–6, you succeed. Gain DM+4 to any one Benefit roll.
10	Life on the edge hones your abilities. Increase any skill you already have by one level.
11	You are forcibly drafted. Roll for the Draft next term.
12	You thrive on adversity. You are automatically promoted.

## SKILL PACKAGES

The 2300AD universe uses the following skill packages after all Travellers have been created:

### Troubleshooter Skill Package

This package is for a group of experienced professionals who solve problems for a corporation, government agency or other organisation.

Electronics (any) 1, Gun Combat (any) 1, Investigate 1, Medic 1, Melee (any) 1, Recon 1, Stealth 1, Streetwise 1

### Colonist Skill Package

This package is for a campaign where the Travellers must survive the harsh challenges of a frontier world.

Animals (any) 1, Drive (any) 1, Gun Combat (any) 1, Mechanic 1, Medic 1, Navigation 1, Recon 1, Survival 1

### Urbanite Skill Package

This package is for Travellers working the streets of a technologically advanced but decadent urban environment.

Carouse 1, Computers 1, Deception 1, Gun Combat (any) 1, Melee (any), Stealth 1, Streetwise 1

### Libertine Trader Skills Package

This package suits a group of free traders, plying the spaceways between colonies and avoiding the Core.

Advocate 1, Broker 1, Deception 1, Diplomat 1, Engineering 1, Gun Combat (any) 1, Persuade 1, Pilot 1, Streetwise 1

### Corporate Skill Package

This package is for a group that largely works in a corporate environment, whether in the Core or on the Frontier.

Admin 1, Advocate 1, Deception 1, Investigate 1, Profession (any) 1, Science (any) 1, Streetwise 1

