

TRAVELLER[®]

M E R C H A N T ' S E D I T I O N



S C I E N C E F I C T I O N A D V E N T U R E I N T H E F A R F U T U R E

TRAVELLER®

MERCHANT'S EDITION

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INTRODUCTION

Welcome to the far future! *Traveller* is a roleplaying game that handles any kind of science fiction setting, from cyberpunk worlds to space opera. The *Traveller Merchant's Edition* is designed to introduce new players to the game using just one of its many genres: the Trader Campaign.

Humanity has gone to the stars and found them populated by alien life forms and sentient species. Science and technology have advanced far beyond that of the present day. While the mighty Imperium unites thousands of worlds under a single rule across the vast reaches of Charted Space, this introduction to the game takes the story to its borders, where frontier planets desperate for supplies and goods await.

Most participants in a *Traveller* game will be players. Each player generates a character using the Traveller Creation rules; that character becomes the player's avatar in the game world and is called a Traveller. Travellers are the protagonists of the game and scenarios revolve around their adventures and actions. The terms player and Traveller are synonymous. Characters are controlled by the Referee rather than the players – what are often called non-player characters. However, the same rules apply to both Travellers and characters.

The Referee describes the worlds the Travellers visit, presenting them with challenges and dangers, and playing the roles of the supporting cast and antagonists. The Referee creates the basic outline of the adventures that the Travellers encounter and resolves the results of their actions using the rules in this book as a guideline.

Traveller has adventures and campaigns. An adventure takes one or more game sessions to complete and might be a one-off scenario or an episode of a campaign. A campaign is a series of adventures, charting the continuing escapades of a group of Travellers and is the most common form of *Traveller*. In either case, the Travellers embark on a journey or scenario overseen by the Referee who determines what dangers the Travellers face, from hostile aliens

and criminals to solar flares and robots or political intrigue and espionage. The Travellers decide how they react and overcome obstacles put in their way.

GAME CONVENTIONS

Traveller uses two six-sided dice to resolve actions but some situations involve fewer or more dice.

1D/2D: *Traveller* often uses the abbreviation '2D'. 'Roll 2D' means 'roll two six-sided dice and add them together'. You may also see '1D', '3D' or other numbers of 'D', instructing you to roll the specified number of dice and adding them together to gain the final result. If a + or - appears after the dice abbreviation, add or subtract the number shown to the total rolled. For example, 2D+3 or 3D-2.

D3: Treat the dice as if they have only three sides each, by dividing the number rolled by two and rounding upwards. So, a roll of 1–2 means one, a roll of 3–4 means two and a roll of 5–6 means three.

D66: Nominate one die as the 'tens' die and one as the 'units' die, to give you a two-digit number between 11 and 66, giving you a total of 36 possible outcomes.

Rolls and Checks: To determine if a Traveller succeeds or fails at a task, you must make a roll. After rolling 2D and adding Dice Modifiers, if the total is equal to or greater than the target number, they succeed. For example, when asked to roll for STR 10+, roll two dice, add your Strength modifier and get 10 or higher to succeed. A check is the same as a roll but the Dice Modifier is always from a characteristic or skill. For most characteristic or skill checks, you must get an 8 or more after Dice Modifiers have been applied in order to succeed.

Dice Modifier (DM): A number to be applied to a dice roll before it is made. Dice Modifiers are always followed by a sign, indicating the number to be added to or subtracted from the roll. For example, DM-2 means subtract two from the roll; DM+4 means that four is added to the roll. Unless otherwise stated, whenever you are asked to divide in *Traveller*, always round down.

TRAVELLER CREATION

In *Traveller*, you start off as an 18 year old, decide what kind of career to pursue and then watch as your Traveller's life unfolds. The *Traveller Merchant's Edition* provides a suitable career: the Merchant, whose three assignments of Merchant Marine, Free Trader and Broker will ensure a wide range of abilities in a group. For the full range of careers, refer to the *Traveller Core Rulebook*. You can also combine this book with the Scholar and Scout careers in *Traveller Explorer's Edition*.

When you have finished this process, you will have a Traveller with a history and full career (successful or otherwise) behind them. They are now ready for the next phase of their life, one full of excitement and adventure.

CHARACTERISTICS

Every Traveller has characteristics that describe their mental and physical potential. Roll 2D six times and assign the scores in any order you wish to the following six characteristics, recording them on your character sheet.

Strength (STR): Physical strength, fitness and forcefulness.

Dexterity (DEX): Physical coordination, agility and reflexes.

Endurance (END): Stamina, determination and ability to sustain damage.

Intellect (INT): Intelligence and quickness of mind.

Education (EDU): A measure of a Traveller's learning and experience.

Social Standing (SOC): A Traveller's place in society.

Each characteristic has a Dice Modifier (DM) shown on the table here.

Characteristic	Modifiers	Characteristic Score	Dice Modifier
0			-3
1-2			-2
3-5			-1
6-8			+0
9-11			+1
12-14			+2
15+			+3

As you progress through your career, your characteristics may change. The maximum score for a characteristic is 15 for an unaugmented Traveller.

SKILLS

Skills are obtained over the course of a career and are discussed in detail on page 10. A Traveller's proficiency in any skill is denoted by their level in that skill.

BACKGROUND SKILLS

Before embarking on a career, you receive a number of background skills equal to your EDU DM+3 (so, 0 to 5, depending on your EDU score), chosen from the list here. This represents the knowledge you have picked up during adolescence.

Admin 0, Animals 0, Art 0, Athletics 0, Carouse 0, Drive 0, Electronics 0, Flyer 0, Language 0, Mechanic 0, Medic 0, Profession 0, Science 0, Seafarer 0, Streetwise 0, Survival 0, Vacc Suit 0

CAREER

Next, your Traveller engages in one or more career terms, representing their experiences and adventures before the start of the campaign. Each term lasts for four years, even if a Traveller fails a Survival roll or is forced to leave the career.

At many points during a career, a Traveller must make a dice rolls. Many of these are based on characteristics – simply roll 2D, add the DM from the listed characteristic and try to get a total higher than or equal to the listed value. For example, a roll of INT 8+ means 'roll 2D, add your Intellect DM and you succeed if you roll an 8 or more'. Some rolls are skill checks, where you add any levels in that skill. For example, a roll of Gun Combat 8+ would mean 'roll 2D, add your Gun Combat skill level and get 8 or more to succeed'. Note that later in the rules, you are able to add further modifiers to checks like this (for example, when using the Gun Combat skill to shoot, you can often add your DEX DM). However, these other modifiers are never applied during Traveller creation.

In each career, there are three assignments, representing different aspects of the career. Pick one of these assignments when you enter the career.

CAREER DESCRIPTIONS

Each career has the following sections.

SKILLS AND TRAINING

Each career has four or five skill tables associated with it – Personal Development, Service Skills, Assignment Skills (divided into three sub-tables corresponding to assignments) and Advanced Education. In each term, pick one of these tables and roll 1D to see which skill you increase. You may only roll on the Advanced Education table if you have the listed requirement (EDU 8).

Skills can be listed with or without an associated level. If no specific level is listed, then you gain that skill at level 1 if you do not have it already, or increase its level by +1 if you are already trained in that field. If a level is listed, then you gain the skill at that level so long as it is higher than your current level in the skill. For example, Gambler 0 would mean you receive the Gambler skill at level 0. This is of benefit to you only if you have no Gambler skill. Vacc Suit means you increase your Vacc Suit skill by +1 or gain it at level 1 if you have no Vacc Suit skill to begin with. If you have Vacc Suit 0, it increases to 1, if you have Vacc Suit 2 it rises to 3 and so forth. Streetwise 1 would mean you get the Streetwise skill at level 1. If your Streetwise skill is already 1 or more, then this is of no benefit to you. If you have no Streetwise skill, or it is only at 0, you jump straight to Streetwise 1.

A skill cannot be increased beyond level 4 during Traveller creation. Once a skill has reached level 4, additional increases are lost. In addition, a Traveller may never have a total number of skill levels higher than three times their combined INT and EDU.

For your first term, instead of rolling for a skill, you get all the skills listed on the Service Skills table at level 0 as your basic training.

SURVIVAL

Each career has a survival roll. If you fail this roll, you must immediately roll on the Mishap table for the career. This mishap forces you to leave the career immediately unless otherwise stated. You also lose the Benefit roll for the current term. A natural 2 on the survival roll is always a failure.

EVENTS

If you are still in your career after resolving the survival roll, roll on the career's Events table to see what interesting things befall you this term.

ADVANCEMENT

Each career has an advancement roll to represent your successful (or otherwise) path through the career, starting from rank 0. If you make a successful advancement roll, move to the next rank and gain an extra roll on any of the skill tables available for your career. You also get any bonuses listed for your new rank. You may only attempt to advance once per term. If your advancement roll is equal to or less than the number of terms you have spent in this career, then you cannot continue in this career after this term. If you roll a natural 12, then you must continue in this career. You are too valuable to lose and will be strong-armed into staying. Some ranks have extra skills associated with them. These are acquired immediately upon attaining the rank.

BENEFITS

When you leave a career, you gain material benefits, representing money, equipment and influence acquired during your years of work. Benefits are described fully on page 5.

THE CONNECTIONS RULE

During Traveller creation, one aim is to ensure the Travellers know one another before the adventure or campaign begins. If two Travellers agree, then any event rolled for one Traveller can involve another. After linking events between two Travellers, they both get one extra skill of their choice. Each Traveller may gain a maximum of two free skills from the connections rule and each connection must be with a different Traveller. For each connection, you may gain any skill except Jack-of-all-Trades and cannot bring a skill above level 3.

For example, Erik is working as a Merchant and he rolls a for a lucrative opportunity (event number 5 on the Scholar Events table). Erik suggests that his Traveller could have met Kathya's Traveller while working on this deal and Kathya agrees. They discuss exactly what happened during the deal and this begins to form previous history for both Travellers. Both Erik and Kathya then gain an extra skill because of this.

Life Events

2D	Event
2	Sickness or Injury: You are injured or become sick. Roll on the Injury table (see page 49).
3	Birth or Death: Someone close to you dies, like a friend or family member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, relative, godparent and so forth).
4	Ending of Relationship: A romantic relationship involving you ends. Badly. Gain a Rival or Enemy.
5	Improved Relationship: A romantic relationship involving you deepens, possibly leading to marriage or some other emotional commitment. Gain an Ally.
6	New Relationship: You become involved in a romantic relationship. Gain an Ally.
7	New Contact: You gain a new Contact.
8	Betrayal: You are betrayed in some fashion by a friend. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	Travel: You move to another world. You gain DM+2 to your next qualification roll.
10	Good Fortune: Something good happens to you; you come into money unexpectedly, have a lifelong dream come true, get a book published or have some other stroke of good fortune. Gain DM+2 to any one Benefit roll.
11	Crime: You commit or are the victim (or are accused) of a crime. Lose one Benefit roll or take the Prisoner career in your next term.
12	Unusual Event: Something weird happens. Roll 1D: 1 – Useful Ally: You make a helpful friend. Obtain an Ally. This Ally should make an appearance when the Traveller is in need of help. They just have a knack for being there at the right time! 2 – Aliens: You spend time among an alien species. Gain Science 1 and a Contact among an alien species. 3 – Alien Artefact: You have a strange and unusual device from an alien culture that is not normally available to humans. 4 – Amnesia: Something happened to you but you do not know what it was. 5 – Contact with Government: You briefly came into contact with the highest echelons of the Imperium – an Archduke or the Emperor, perhaps, or Imperial intelligence. 6 – Ancient Technology: You have something older than the Imperium or even something older than humanity.

LIFE EVENTS

Even in the distant future, humans are still people. They work, they quarrel, they get sick, they fall in love, they complain about their in-laws... in short, life goes on. If you roll a Life Event during your career, roll on the Life Events table.

BENEFITS

In the course of a Traveller's career, they might save some money, acquire equipment or obtain other benefits from a previous employer. These are determined by Benefit rolls that are made when a Traveller leaves a career. A Traveller gets one Benefit roll for every full term served in that career and one roll for each two levels of rank.

CASH BENEFITS

A Traveller with the Gambler skill gains DM+1 to all rolls on Cash columns. If the Traveller has any money, they may purchase personal equipment worth up to Cr10000 before they start adventuring. More expensive items can be bought during play but Travellers must

seek them out. Any leftover money can be converted into cash, trade goods or just saved. Cash Benefits may be taken a maximum of three times.

OTHER BENEFITS

When you leave a career in good standing with your previous employers, you are permitted to keep various pieces of equipment or even shares of a vessel. Different careers grant different Benefits.

Blade: Select any blade weapon with a limit of Cr1000 and TL12. If you roll this Benefit again, you may take another blade or one level in the Melee (blade) skill.

Characteristic Increases: Increase the listed characteristic by the amount shown, up to a maximum of 15. Characteristic increases above 15 are lost.

Far Trader: You receive a far trader (page 54) with 25% of the mortgage paid off on it. If you roll this Benefit again, an additional 25% of the mortgage has been paid off – if you roll this Benefit four times, the far trader will have no mortgage and it will be all yours!

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MERCHANT

Members of a commercial enterprise. Merchants may crew the ships of the huge trading corporations or they may work for independent free traders who carry chance cargoes and passengers between worlds.

ASSIGNMENTS

Choose one of the following:

Merchant Marine: You work on one of the massive cargo haulers run by the Imperium or a megacorporation.

Free Trader: You are part of the crew of a tramp trader.

Broker: You work in a planetside brokerage or starport.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Merchant Marine	EDU 5+	INT 7+
Free Trader	DEX 6+	INT 6+
Broker	EDU 5+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Blade
2	Cr5000	INT +1
3	Cr10000	EDU +1
4	Cr20000	Gun
5	Cr20000	Ship Share
6	Cr40000	Far Trader
7	Cr40000	Far Trader

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Drive	Engineer
2	DEX +1	Vacc Suit	Astrogation
3	END +1	Broker	Electronics
4	INT +1	Steward	Pilot
5	Language	Electronics	Admin
6	Streetwise	Persuade	Advocate
1D	MERCHANT MARINE	FREE TRADER	BROKER
1	Pilot	Pilot (spacecraft)	Admin
2	Vacc Suit	Vacc Suit	Advocate
3	Athletics	Deception	Broker
4	Mechanic	Mechanic	Streetwise
5	Engineer	Streetwise	Deception
6	Electronics	Gunner	Persuade

RANKS AND BONUSES

RANK	MERCHANT MARINE	SKILL OR BONUS
0	Crewman	—
1	Senior Crewman	Mechanic 1
2	4th Officer	—
3	3rd Officer	—
4	2nd Officer	Pilot 1
5	1st Officer	SOC +1
6	Captain	—