Non-Player Characters

Non-player characters are the characters the referee gets to play, whether in cooperation with, or in opposition to, the adventurers.

MOTIVATION

Because the referee plays NPCs, an understanding of many different motivations is important.

In many cases the motivations of NPCs are either obvious or unimportant. General background characters, such as merchants or enemy soldiers, do not require a precise definition of motivation. Motivation is only necessary for influential or important NPCs.

Procedure: To determine NPC motivation, draw two cards from a standard deck of playing cards. The highest value card is the NPC's prime motivation, the other is his secondary motivation. The particular motive is determined by the suit of the card. Card values may be low (2, 3, or 4), middle (5, 6, or 7), or high (8, 9, or 10). Aces and face cards have their own special meaning.

Clubs (Violence)

Low means the NPC is not frightened or intimidated by violence or its threat. Middle means he is aggressive and accepts violence as a means of solving problems. High means he loves a good fight. Even a high rating does not, however, indicate cruelty or brutality. **Jack:** He is subject to sudden, violent, and uncontrollable rages. **Queen:** He is stubborn and pig-headed, nearly impossible to persuade once he has made up his mind. **King:** He is a sadistic brute who enjoys inflicting pain on others. **Ace:** The NPC is a natural military leader with an instinctive grasp of tactics and a good eye for terrain. The referee should assume that he can anticipate many situations and make allowances for them.

Diamonds (Wealth)

Low means he is cost-conscious and interested in making money. Middle means that making money is always his first consideration, and he will always haggle over prices and wages. High means he is easy to bribe, and might betray his friends if the price is right. **Jack:** He is a total coward and will run from danger at every opportunity. **Queen:** The NPC is driven by lust for the opposite sex, either for a particular person or just in general. **King:** He is obsessed with money, believes everything has a price, and will do anything if the price is right. **Ace:** He is generous to a fault and gladly gives whatever he has to those in need.

Hearts (Fellowship)

Low means he is amiable and cooperative. Middle means he has a strong sense of loyalty to his group. High means he has a strong commitment to fairness, and reacts with anger to injustice and brutality. **Jack:** The NPC is very wise, shows good judgement, and offers sound advice. **Queen:** The NPC loves a person (friend, spouse, parent, or child) so completely that he would willingly sacrifice himself. **King:** He is scrupulously honest and his word of honor is his absolute bond. He has contempt for liars and anyone who breaks his word. **Ace:** He sees justice as the greatest virtue and the only important consideration in deciding on a course of action. He hates cheaters and will always assist any attempt to right an injustice.

Spades (Power)

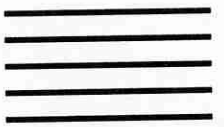
Low level indicates a braggart who wishes to impress everyone with his importance. Middle level indicates a willingness to assume responsibility and a desire to achieve a position of importance. High level means he is ambitious and manipulates the people around him for his own end. **Jack:** He is pompous and arrogant and clearly considers himself superior to others. **Queen:** He will let nothing stand in the way of achieving any goal. He can appear to be considerate, generous, loyal, or anything else which serves his purpose, but beneath the exterior, he ruthlessly uses others for his own gain. **King:** A liar, and probably a traitor as well. **Ace:** A charismatic natural leader to whom others are naturally drawn and are extremely loyal.

Jokers (Sanity)

Jokers affect the NPCs sanity. **Red:** The NPC is a harmless and entertaining eccentric. **Black:** The NPC may appear to be completely normal or very eccentric, but is genuinely and hopelessly insane. The direction his insanity leads him in is directed by his other motivation card.

PERSUASION

Most disputes with NPCs are resolved by means other than force. When players attempt to persuade an NPC to a particular view it is a task, using the player character's eloquence and taking one minute. The actual conversation is role-played between the player and referee, and the referee will determine the difficulty level of the task based on the quality of the arguments used by the player. If, for example, the NPC is a coward, threats of violence will make persuasion fairly easy. If he is unafraid of violence and also has a strong sense of justice, such attempts at intimidation will make the task nearly impossible.



World Mapping

Adventures on worlds very often involve travelling from one point to another. Travelling is an important part of an adventure, providing an opportunity for the adventurers to learn more about the world they are on, and about the goals that they seek.

Overview: Worlds are mapped using a geodesic hex map which is successively divided into triangles, regions, and terrain hexes.

The geodesic map is always divided into twenty triangles numbered 1 to 20. The length of each triangle side is measured in regions; the number of regions is determined by the diameter of the world.

Regions (also called big hexes) are always 1,000 km across. They provide a rough view of terrain on a world, indicating terrain type (flatland, upland, mountain, and ocean). Regions can be further divided into terrain hexes.

Terrain hexes are 100 km across, and provide a more detailed view of the terrain present.

MAPPING

Mapping is an imaginative process. The referee, using known data about a world, must establish what types of terrain are present on a world, and where that terrain is located. Mapping can be performed in any order, depending on the requirements of the situation or the adventure; the following is a suggested, logical order.

1. Complete the geodesic map. Using the blank geodesic map, draw in rough continental outlines and sea areas. Fill in mountains, hills, and rough terrain areas. Locate cities, settlements, and connecting transportation routes.

The completed geodesic map is a reference for players and the referee, allowing them to know information that is reasonably available through computer services or orbital surveillance.

2. Complete the map triangles. Using the geodesic map triangle size chart, determine the length of the side of a triangle. Count off that number of hexes along side A and side B, and then draw a line connecting those two hexes. Note the number of the geodesic map triangle and compare it to the completed geodesic map.

Now it is possible to map the specific map triangle in detail at the 1,000 km per hex scale. At this scale, the only important terrain features are hills, mountains, oceans and seas, major rivers, settlements, and transportation routes. They should be noted to allow reasonable evaluation of the quality and restrictions terrain may provide.

3. Complete the region map for those triangle hexes which have further interest. Important areas on the world surface can be mapped at the 100 km per hex scale to show the location of specific terrain types, settlements, and resources. Adventurers travelling on the world surface will probably need to journey through well-mapped region hexes in order to determine time elapsed and events occuring along the way.

TERRAIN

There are many types of terrain which can be encountered on the worlds of the universe. The following list is certainly not all inclusive, but it serves two purposes: it shows typical terrain types that are often encountered, and it shows what information is important in creating other terrain types.

Contour Types

Contour terrain types deal with the relative elevation of the terrain, and range from flat to mountain.

Flat terrain has little difference in elevation, allowing an individual to see to the horizon (assuming no vegetation or atmospheric obstructions).

Hilly terrain shows some minor changes in elevation, primarily created by small streams and drainage. Slopes in hilly terrain are generally smooth and easily traversed.

Broken terrain is badly eroded or heavily interrupted by ravines, cliffs, or geological outcrops that make straight line surface travel difficult.

Mountain terrain is the highest elevated of territory, marked by sparse vegetation and rocky outcrops. It is nearly impassible to surface transportation.

Vegetation Types

Prairie is open grassland characterized by many area-type producers.

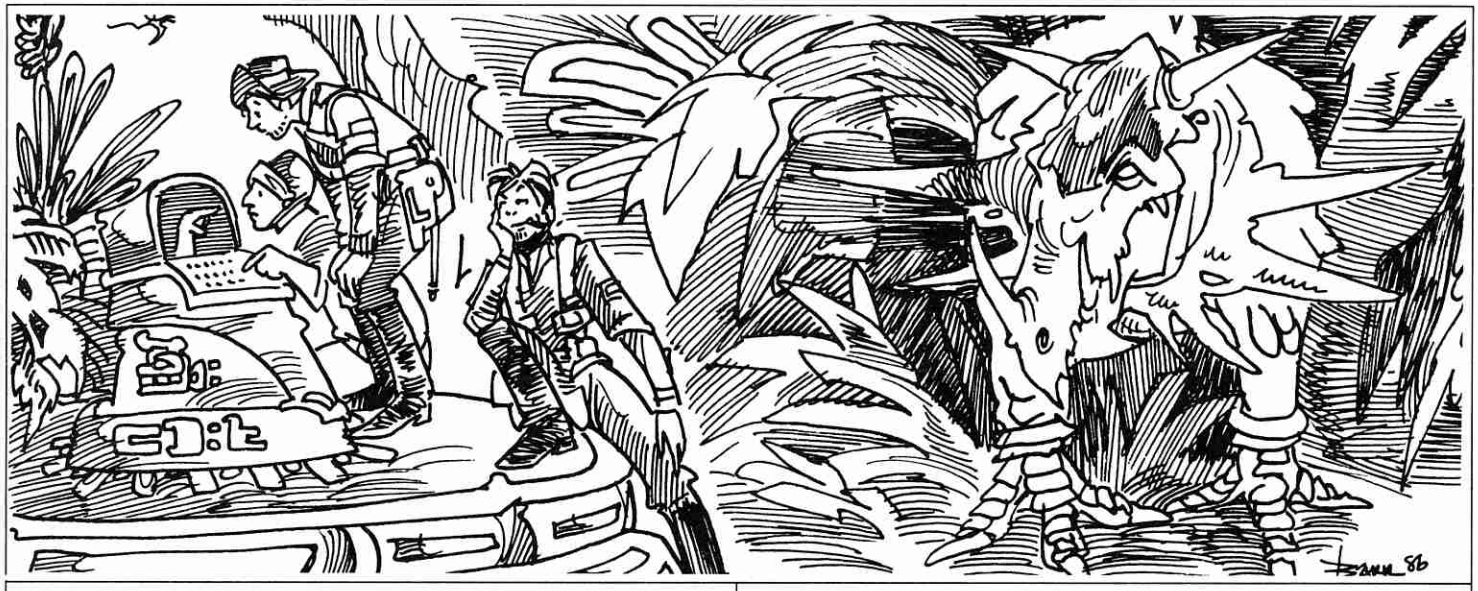
Savannah is open grassland with many area-type producers and a few scattered point-type producers.

Woods are characterized by an even mix of area-type producers and point-type producers.

Forest is characterized by a predominance of point-type producers.

Swamp is low-lying wetland characterized by an even mix of area-type producers and point-type producers (marsh has a predominance of area-type producers).

Desert experiences little rainfall; it has little indigenous life.



Geological Types

Volcanos are eruption points where interior magma on geologically active worlds reaches through the crust and to the surface. Inactive volcanos are similar to mountains; active volcanos are sources of molten rock and ash clouds.

Craters are impact scars from meteor strikes. Erosion removes craters from the surface over thousands of years, but craters remain undisturbed on vacuum worlds. Craters may be water-filled lakes. Many craters are sources of heavy metals.

Maritime Types

Ocean is a major body of water on a world surface. Oceans, because of their age and because they receive river drainage, have large quantities of dissolved minerals (salt); the fact that they are salt water distinguishes them from fresh water lakes.

Coast is the demarcation line between dry land and ocean.

Archipelago is a series or chain of islands in the ocean. Archipelagos are created by the tips of mountains on the sea floor reaching above the ocean surface, or by minor variations in land elevation poking above a shallow sea floor.

Continental Shelf is the edge of the continental plate which is submerged below the surface of the ocean. Continental shelves occur when the ocean level is high enough to encroach on the land; it is possible that some worlds will not have continental shelves.

River is a drainage path for water which naturally makes its way to lakes, seas, or oceans.

Lakes are accumulations of water in low areas of the land, usually fed by drainage from surrounding terrain and serving as the source of larger rivers draining to the sea.

Special Types

Icecap is an accumulation of frozen water at one or both of the poles of a planet. An icecap may be hundreds of meters thick and may be growing or receding, depending on the local climate.

Glacier is an accumulation of frozen water in a mountainous region under circumstances where the ice does not fully melt each year.

Improvements

City is a large settlement which acts as a center of government, industry, and marketing. Cities are accumulations of population which then serve as the work force for heavy industry and government.

Town is a middle-sized settlement providing markets for major types of goods and supporting skilled trades, medicine, and repair services.

Village is a small settlement providing basic services to its immediate area. Villages are primarily residential.

Croplands are cultivated fields producing agricultural products. They are usually surrounded by a roadgrid (to allow access). Surface travel through croplands (not on the roadgrid) is considered inappropriate.

Transportation Routes

Railroad is a heavy freight transportation route designed to carry high tonnages, bulk cargos, and passengers great distances at relatively cheap prices. Railroads are easily constructed with cheap, low technology easily available to developing colonies. Advanced railroads may be monorails. Railroads stop for passengers and cargo at most settlements along their route.

Airfilm Line is a very smooth roadbed used exclusively for airfilm transports. Airfilm systems require higher technology than railroads, but they are more efficient and can carry greater tonnages. Airfilm transports stop for passengers and cargo at most settlements along their route.

Maglev Line is an advanced rail system which depends on magnetic levitation above a steel roadbed. Maglev lines are common surface transport systems in vacuum. Maglev lines stop for passengers and cargo at most settlements along their route.

Highway allows transportation between major points such as cities, bases, or markets. Highways are built in a variety of qualities which then affect the speed possible on them. Highways may be designed for wheeled or hover vehicles, or both; the design used affects the speed vehicles may achieve on the highway. Highways can be expected to have fuel stations (alcohol, petroleum, or hydrogen, depending on the world) at intervals of 200 km or less.

Roadgrid is a dense collection of roads of varying quality. A roadgrid allows access to nearly all points within the area. Roadgrids are established in farming areas to allow access to croplands, and in settled areas to allow access to homes and businesses. Roadgrids have fuel stations at intervals of 50 km or less.

Airfield is a designated point for aircraft landing and takeoff. Such improved airfields are essential for sophisticated aircraft capable of reaching orbit (most other aircraft are VTOL or STOL and can use ordinary roads, open fields, or less elaborate facilities).

Animal Encounters

All native life on a world can be described in terms of its place in the food chain. A very simplified food chain is used in the game to make generation of animal encounters easier. The diagram below presents the food chain in terms of a pyramid. The bottom tier consists of plant life (flora). The next tier is made up of herbivores and omnivores which subsist largely on plants. The three uppermost tiers are carnivores which subsist on the animals below them in the food chain.

The food chain pyramid is actually several pyramids of varying size. The smallest pyramid (to the left of the chart) is used for barren regions, and consists of only two major types of plants and one animal. The next pyramid, representing sparse regions, adds one additional plant type and two animal types. The third pyramid, representing abundant life regions, adds another plant and three animals. The complete pyramid represents regions teeming with life and uses all five plants and all ten animals.

TYPES OF PLANTS

There are only two broad categories of plants considered: point producers and area producers. Point producers concentrate considerable biological energy in a single robust organism. A good Terran example of a point producer is a tree. Area producers tend to be widespread, such as Terran grasses. The type of producer has no material effect on the game, but will assist referees in determining the type and density of vegetation in a region and in describing it to players.

ENCOUNTERING ANIMALS

When characters are travelling in the wild, the referee will roll 1D10 once every four hours of game time. The result of the roll indicates whether the party has encountered an animal and, if so, what type. Each of the ten animal niches on the food chain pyramid has a number from one to ten. The number rolled by the referee is the number of the beast encountered. However, if the number rolled is the number of an animal not part of the food chain pyramid for the region the characters are in then there is no encounter.

For example, players are travelling in an area of abundant life. If the referee rolls a 2 the players encounter an animal, as the number 2 niche is part of the abundant life pyramid. If, on the other hand, the referee rolled a 10 there would be no encounter at that time since the number 10 niche is only part of the teeming life food chain pyramid.

Once the niche number of the encounter is determined, the referee should read the brief description of the animal or animals occupying that niche and determine whether the animals attack the party or flee from it. If an actual struggle takes place, the referee should determine the characteristics of the animal.

The following procedure determines the specific animal encounter statistics:

1. Initiative: The animal's listed initiative rating is used as its initiative in combat.

2. Melee Hit Chance: The animal descriptions indicate whether an attack by the animal is an easy, routine, or difficult task.

3. Size: Roll 2D6. If the animal description lists a size modifier, add or subtract it from the die roll. If the animal is from a low-gravity world (0.8 Gs or less) subtract one from the die roll. If the animal is from a high gravity world (1.4 Gs or more), add one to the die roll. The table indicates the size of the animal in terms of its mass in kilograms. This affects most of the other characteristics of the animal. In addition, if the animal masses 1500 kg or more, it is treated as a large target; weapons with range finders may use them when firing at the animal and the animal may be attacked by missiles.

4. Speed: To determine the running speed of the animal, look at the speed column corresponding to the animal's weight (not the original die roll). If the animal description lists a speed modifier, add or subtract it as if it were a die roll modifier. If the animal is from a low-G world, add one; if from a high-G world, subtract one. The result on the chart is the number of meters the animal can run each action.

5. Armor: To determine the armor rating of the animal, look at the armor column corresponding to the animal's weight (not the original die roll). If the animal description lists an armor modifier, add or subtract it as if a die roll modifier. The result is the armor of the animal. Animal armor is considered rigid for potential kills and non-rigid for all other wounds.

6. Wound Potential Modification: To determine the wound potential modification of the animal, consult the wound potential table of the animal chart. The modification used is that corresponding to the animal's weight. The wound potential modification is an addition to or subtraction from the wound potential die roll for all hits inflicted on the animal, making small animals fairly easy to kill with one hit and large animals somewhat more difficult. This does not affect wounds inflicted by the animal.

7. Consciousness Level: The animal's consciousness level is its weight in kilograms divided by 20. However, the maximum consciousness level of the animal is 10, regardless of size.

8. Life level: The animal's life level is its weight in kilograms

divided by 10. However, the maximum life level of the animal is 12, regardless of size.

9. Damage Point Value: All animals attack as if conducting an armed melee strike and do normal damage. In addition, all animals 150 kg in weight or larger may conduct an additional blunt melee attack each action. In both cases, the DPV of the attack is determined from the animal chart. Locate the spot on the DPV column of the chart that corresponds to the animal's weight. Make any adjustments called for by the animal description, treating them as if they were die roll modifications.

10. Signature: The animal's signature is the die roll modifier used with sensors. To determine the animal's signature consult the signature column of the chart and note the correct value corresponding to the animal's weight. Some animals have a signature of "none" indicating that they may not be detected by sensors due to their extreme small size.

Random Characteristic: In order to prevent animals from being totally predictable based on their size, the referee should roll a 10-sided die and randomly alter the characteristic corresponding to the number rolled. If, for example, a 6 was rolled, the referee would change the wound potential modification of the animal. To do so, roll 1D6. On an even roll modify the characteristic up; on an odd roll down. Then roll the die again and apply the roll as a modifier. For results read off the animal characteristic table apply the roll as a shift up or down on the table. For characteristics such as initiative, apply the roll as a modification to the actual value. If desired, more than one characteristic may be modified and 1D10 may be used instead. The important thing is that animals not be totally predictable.

NICHE DESCRIPTIONS

The following descriptions are numbered to correspond to those on the animal encounter pyramid.

1. Gatherer: An omnivorous animal which displays a greater tendency toward herbivorous than carnivorous behavior. (Terran example: raccoon.) They will attack on a roll of 3 or less and flee on any other result.

Number Appearing: 1D6-2 *Initiative:* 3 *Size:* -2 *Speed:* +1 *Armor:* +1 *DPV:* -1 *Hit:* difficult

2. Intermittents: Herbivores which do not devote full time to eating. They will attack on a roll of 2 or less and flee on any other result. (Terran example: elephant.)

Number Appearing: 1D6 *Initiative:* 2 *Size:* normal *Speed:* +1 *Armor:* +1 *DPV:* normal *Hit:* difficult

3. Chasers: A pack of carnivores which kill their prey by attacking after a chase. They will attack on a roll of 6 or less and flee on any other result. For each chaser in the pack in excess of the characters in the party encountered, subtract 1 from the die roll. (Terran example: wolf.)

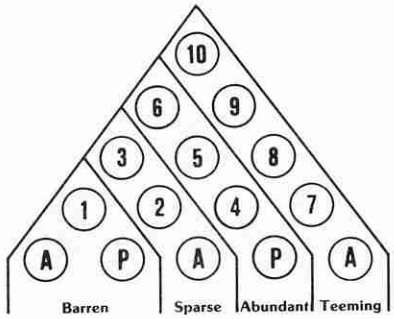
Number Appearing: 2D6 *Initiative:* 6 *Size:* -1 *Speed:* -2 *Armor:* -2 *DPV:* normal *Hit:* routine

4. Hunter: Omnivorous animals which display a greater tendency toward carnivorous than herbivorous behavior. They will attack on a roll of 5 (1D10) or less and flee on any other result. (Terran example: bear.)

Number Appearing: 1D6 *Initiative:* 4 *Size:* +1 *Speed:* normal *Armor:* +1 *DPV:* normal *Hit:* routine

5. Pouncer: A solitary carnivore which attacks from hiding or by surprise or by stalking and springing. They will attack if they surprise the party but will flee otherwise. (Terran example: mountain lion.)

Number Appearing: 1 *Initiative:* 5 *Size:* normal *Speed:* -1 *Armor:* -1 *DPV:* normal *Hit:* easy



6. Large Chaser: A large solitary carnivore which kills its prey by attacking after a chase. It will attack on a roll of 6 (1D10) or less and flee on any other result.

Number Appearing: 1 *Initiative:* 7 *Size:* +2 *Speed:* -2 *Armor:* -1 *DPV:* normal *Hit:* routine

7. Grazers: Herbivores which devote most of their time to eating. Generally in herds, their primary defense is flight. They will attack on a roll of 1 (1D10) but flee on any other result. (Terran example: antelope.)

Number Appearing: 1D6 x 1D10 *Initiative:* 2 *Size:* normal *Speed:* -2 *Armor:* +1 *DPV:* -1 *Hit:* difficult

8. Killer: A carnivore which devotes much attention to killing, apparently for the act itself, in a kind of blood lust. Attacks by killers are fierce and violent. They will attack on a roll of 8 (1D10) or less and flee on any other result. (Terran example: shark.)

Number Appearing: 1 *Initiative:* 10 *Size:* +1 *Speed:* normal *Armor:* +1 *DPV:* +1 *Hit:* easy

9. Large Pouncer: A very large solitary carnivore which kills its prey by stalking and springing and actively and aggressively defends its hunting territory. They will attack if they surprise the party. If they do not surprise the party they will attack on a roll of 7 (1D10) or less and flee on any other result. (Terran example: tiger.)

Number Appearing: 1 *Initiative:* 8 *Size:* +2 *Speed:* -1 *Armor:* -1 *DPV:* normal *Hit:* easy

10. Hijacker: Scavenging carnivores which rely on their superior strength to steal the kills of other carnivores. They will attack on a roll of 9 (1D10) or less and flee on any other result. (Terran example: Tyrannosaurus Rex.)

Number Appearing: 1 *Initiative:* 9 *Size:* +3 *Speed:* +2 *Armor:* +2 *DPV:* +2 *Hit:* routine

ANIMAL CHARACTERISTICS

1D10	*Size*	*Speed*	*Armor*	*DPV*	*Wound*	*Signature*
1	−2	130	0	0.1	−6	none
2	5	120	0	0.1	−5	none
3	10	110	0	0.1	−4	none
4	20	100	0	0.1	−3	− 6
5	40	95	0	0.1	−2	− 3
6	60	90	0	0.2	−1	− 1
7	80	85	0	0.2	—	0
8	100	80	0	0.3	—	0
9	150	75	0.1	0.4	—	0
10	200	70	0.1	0.5	—	0
11	300	65	0.2	0.8	—	0
12	500	60	0.2	1	—	+ 1
13	1500	55	0.3	2	+1	+ 2
14	3000	50	0.3	4	+1	+ 4
15	6000	40	0.4	6	+1	+ 6
16	12000	30	0.4	8	+1	+ 8
17+	24000	20	0.4	12	+1	+10

In This Game

The future is an exciting place, and this box provides you with what you need to begin role-playing immediately in the universe of **Traveller: 2300.**

Traveller: 2300 contains several separate items which provide information and background about the universe of the future. Look them over and familiarize yourself with them.

Player's Manual

The **Player's Manual** is directed at the individual players of **Traveller: 2300**, giving them information they will find useful while playing the game. It provides background on the future universe, describing what nations exist on Earth and what colonies they have out among the stars. It covers character generation and the varieties of equipment that can be purchased and used. The referee should also read the **Player's Manual.**

Referee's Manual

The **Referee's Manual** is directed at the referee, providing basic game rules that govern **Traveller: 2300.** These rules cover task resolution, starships, personal combat, and world generation, as well as other topics important to the game.

Forms Book

Behind this cover sheet is a collection of blank forms which are used during the game. Each form can be photocopied and then filled in with information drawn from the rules or generated during play. Be careful to only use photocopies of the forms, keeping the originals for photocopies.

Near Star Map

The **Near Star Map** shows the locations of stars within 50 light years of Earth. Each is color-coded to show its spectra and identified by name. Smaller maps show the major exploration routes of Earth's future, with connections of 7.7 light years or less drawn to show spacial relationships.

Near Star List

The more than 750 stars on the **Near Star Map** are cataloged in the **Near Star List**. Stars are listed in alphabetical order, and the listing includes spectral and size data, magnitude, and XYZ coordinates. Data in this **Near Star List** is the most accurate information available on stars within 50 light years of Earth.

The Tricolor's Shadow

To allow a referee to begin an adventure immediately, **The Tricolor's Shadow** is included as an introductory adventure set on Beta Canum 4. Introductory does not mean perfunctory however, and this adventure introduces players and referees to many of the concepts and rules of **Traveler: 2300.**

Dice

Traveller: 2300 requires dice as random number generators. Dice are important to the game because they make the outcome of events reasonable yet individually unpredictable. This game includes four six-sided dice (D6) and one ten-sided die (D10).

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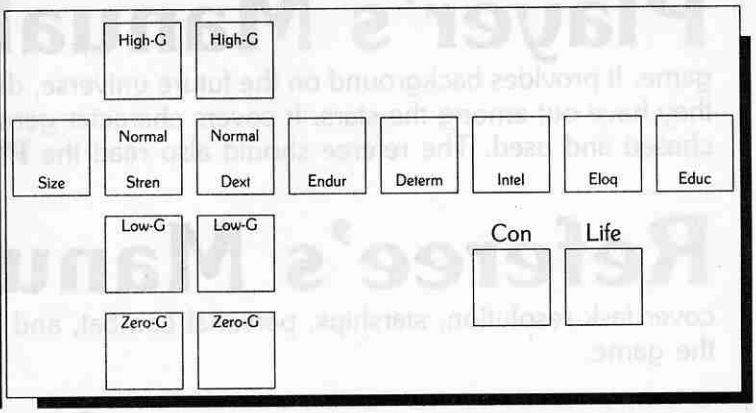
CC-1000/R4

Character Data

Name		Nationality	Homeworld	Gravity	Frontier/Core?
Gender	Birthdate	Mass	Eyesight	Hearing	Body Type
Throw Range	Coolness Under Fire	Encumbrance	Native Language	Other Languages	

First Career	Second Career
Skills	



List Possessions and Money

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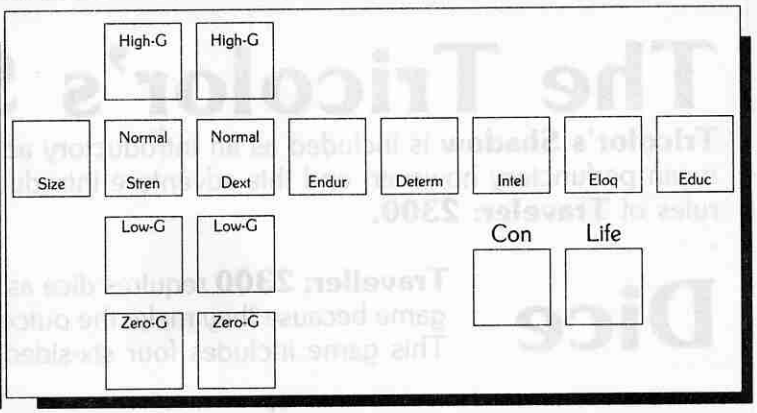


List Possessions and Money

Character Generation

HOMEWORLD

1D10	Core/Frontier	Frontier	Core
0	Core	Zero-G	Zero-G
1	Core	Zero-G	Zero-G
2	Core	Low-G	Normal
3	Frontier	Low-G	Normal
4	Frontier	Low-G	Normal
5	Frontier	Normal	Normal
6	Frontier	Normal	Normal
7	Frontier	Normal	Normal
8	Frontier	High-G	Normal
9	Frontier	High-G	Normal

This table is optional. The player may select specific homeworld gravity and core/frontier type instead.

BODY TYPE

1D10	Zero	Low	Normal	High
1	Ecto	Ecto	Ecto	Endo
2	Ecto	Ecto	Ecto	Endo
2	Ecto	Ecto	Endo	Endo
4	Ecto	Normal	Endo	Normal
5	Ecto	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Meso	Normal	Meso
9	Normal	Meso	Meso	Meso
10	Normal	Meso	Meso	Meso

This table is optional. The player may select a specific body type, but only corresponding to his gravity background.

PHYSICAL ATTRIBUTES

Body Type	Stren	Dext	Endur
Mesomorph	+4	−2	+2
Ectomorph	−2	+3	0
Endomorph	+1	−1	+3
Normal	0	0	0

EDUCATION MODIFIERS

If Intelligence or Determination is...	Change Education by...
1 to 4	−4
5 or 6	−3
7 or 8	−2
9 or 10	0
11 or 12	+1
13 or 14	+2
15 to 20	+4

Note: Consult this table once for intelligence and once for determination.

CAREER SKILL POINTS

A character receives one skill point for each year spent prior to a turning point.

If intelligence plus determination is less than 10, subtract two career skill points (but the number available is never less than 1).

If intelligence plus determination is more than 30, add two career skill points.

GRAVITY TABLE (STRENGTH)

	Gravity of Homeworld			
	Zero-G	Low-G	Normal	High-G
Zero-G	0	+1	+1	+4
Low-G	−1	0	+1	+2
Normal	−2	−1	0	+1
High-G	−4	−2	−1	0

GRAVITY TABLE (DEXTERITY)

	Gravity of Homeworld			
	Zero-G	Low-G	Normal	High-G
Zero-G	0	−1	−2	−4
Low-G	+1	0	−1	−2
Normal	+2	+1	0	−1
High-G	+4	+2	+1	0

BACKGROUND SKILLS

Background skill points equal education divided by 2 (round fractions up).

Frontier Skills: Combat Rifleman, Sidearm, Melee, Ground Vehicle, Hover Vehicle, Sea Vehicle, First Aid, Survival, Electronic, Mechanical, Riding, Prospecting, Swim, Vacc Suit.

Core Skills: Computer, Ground Vehicle, Hover Vehicle, Sea Vehicle, Bureaucracy, Information Gathering.

SPECIAL ATTRIBUTES

Characters have special attributes:

Mass: Mass (in kilograms) begins with a base of 50 plus 3 times size. If mesomorph, add +35; if endomorph, add +20; if ectomorph, subtract −20.

Coolness Under Fire: Throw 1D6 and add +1 for each turning point in a military, law enforcement, field agent, or extralegal career.

Throw Range: Strength times 8 gives throw range (for a 1 kg object) in meters.

Encumbrance: Twice the sum of size plus strength is the limit of carrying capacity in kilograms.

Money: Character has Lv1,000 times the number of years spent in service.

Nationality: Taken from any available on homeworld.

SECONDARY ATTRIBUTES

1D10	Eyesight/Hearing	Appearance
0	Average	Unattractive
1	Average	Plain
2	Average	Plain
3	Average	GoodLooking
4	Average	GoodLooking
5	Average	GoodLooking
6	Average	GoodLooking
7	Excellent	Attractive
8	Excellent	Attractive
9	Exceptional	Exceptional

CHARACTER GENERATION CHECKLIST

1. Select Homeworld.
   A. Determine if core or frontier.
   B. Find homeworld gravity.
2. Select Body Type.
3. Generate Attributes.
   A. Physical Attributes.
      1) Size. 4D6−4.
      2) Strength. Size+physical attributes table.
      3) Dexterity. 4D6−4+physical attributes table.
      4) Endurance. 4D6−4+physical attributes table.
   B. Psychological Attributes.
      1) Determination. 4D6−4.
      2) Intelligence. 4D6−4.
      3) Eloquence. 4D6−4.
      4) Education. 4D6−4+education modifiers.
   C. Rerolling. Any one physical and one psychological attribute may be rerolled and the old or the new die roll may be selected.
   D. Determine strength and dexterity values in alternate gravities.
4. Background Skills.
   A. Background skill points equal education divided by 2.
   B. Select background skills.
5. Career Skills.
   A. Select Career.
   B. Receive initial training.
   C. Throw years to turning point (1D10).
      1) Career skill points equals years.
      2) Apply career skill point modifiers.
      3) Select skills.
      4) Resolve turning point.
      5) If success, go to next turning point.
      6) If failure, go to character finalization.
6. Character Finalization.
   A. Eyesight/Hearing/Appearance.
   B. Consciousness and Life Level.
   C. Age. 18+years in careers; add 1 if character had two careers.
   D. Mass.
   E. Nationality and languages.
   F. Coolness Under Fire.
   G. Throw Range (in meters).
   H. Encumbrance (in kilograms).
   I. Money.

LANGUAGES

Native language is determined by nationality. Government and civilian careers also provide French. Mercantile, space military, exploratory, and ship crew receive English. Academics receive one additional language of choice. Linguistics provides one language per level of skill.

Vehicle Data

Type		Mass/Weight	Crew	Armor
Combat Movement		Evasion	Sensor Range	Signature
Max Speed	Cruise Speed	Cargo	Endurance	Price
Comments				

Weapons Data

Weapon	Mass/Wt	Bulk	Ammunition					Range		AFV	Area Fire Value	DPV	Damage Point Value
			ROF	Rate of Fire	RPB	Rounds per Burst	Mag	Magazine Capacity	Aimed	Area				

Starship Data

Ship Name	Class	Movement
Registry (or Armed Force)	Nationality	Year Built

Sensor Operator Skill Level	Passive Signature	Passive Sensors
	Active Signature	Active Sensors

Hull Hit Capacity	Sensors
Power Plant Hit Capacity	Computer
Crew	Remote
	Targeting
Screens	Continuing

Damage Control

List characters and skill levels of damage control personnel.

Weapons

List weapons with gunner skill, targeting bonus and damage.

List remote objects and remote pilot skill.

TRAVELLER: 2300

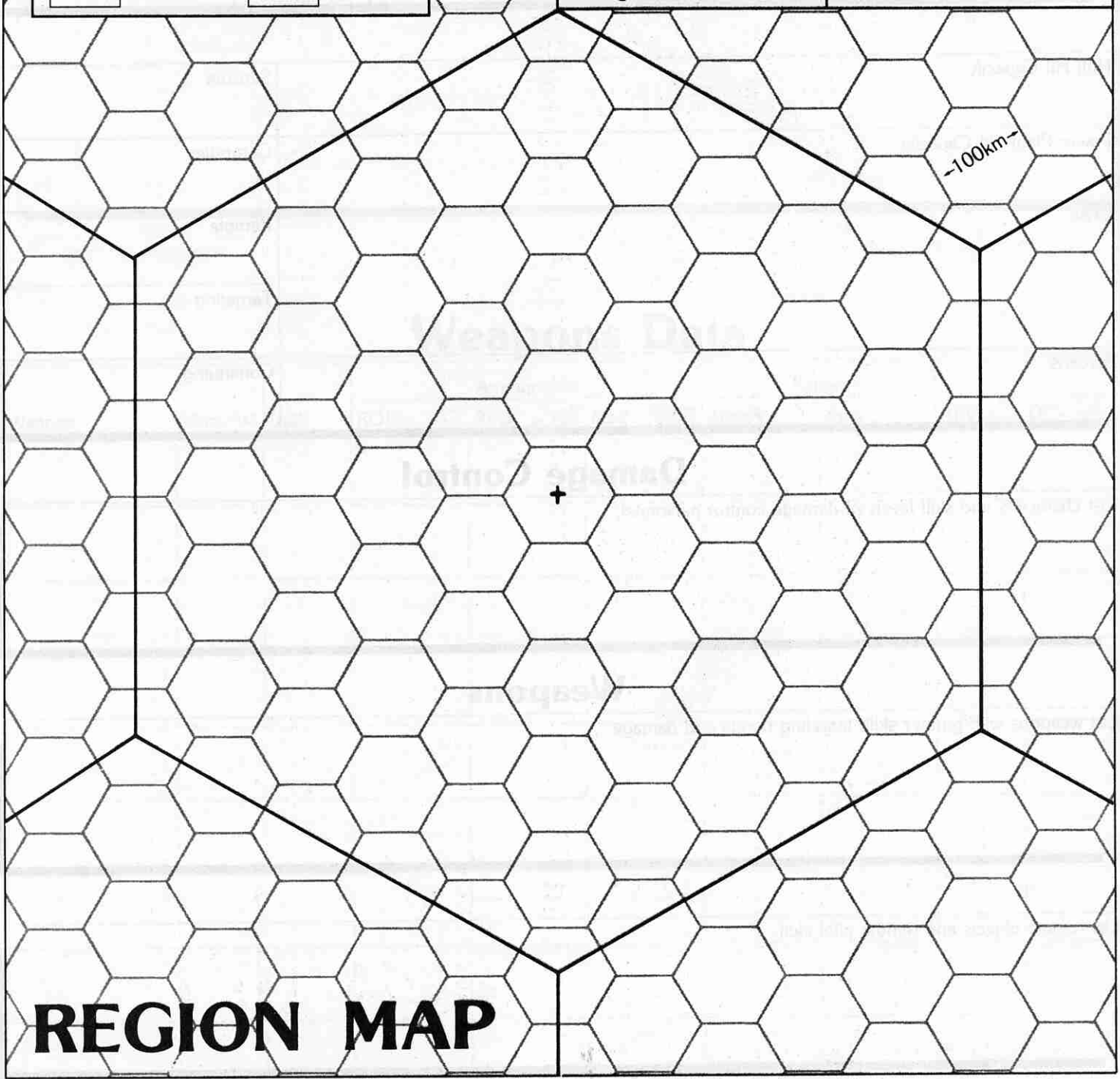
TERRAIN KEY

Symbol	Terrain	Symbol	Terrain
	Plain, Flat		
	Hilly		
	Mountains		

World Name

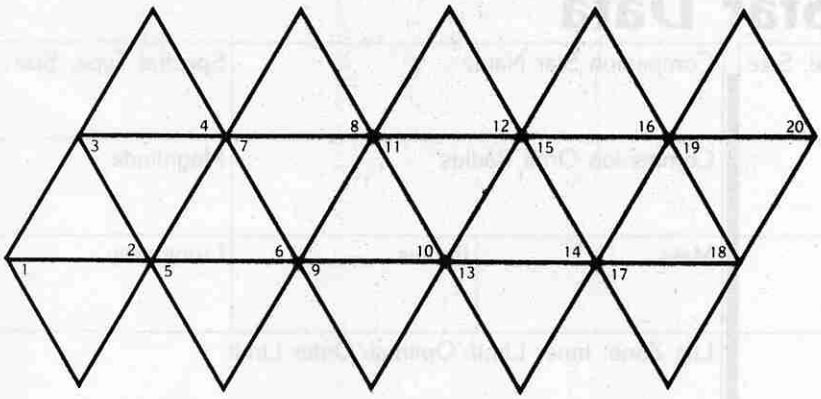
Geodesic Map Triangle No.

Triangle Hex No.



REGION MAP

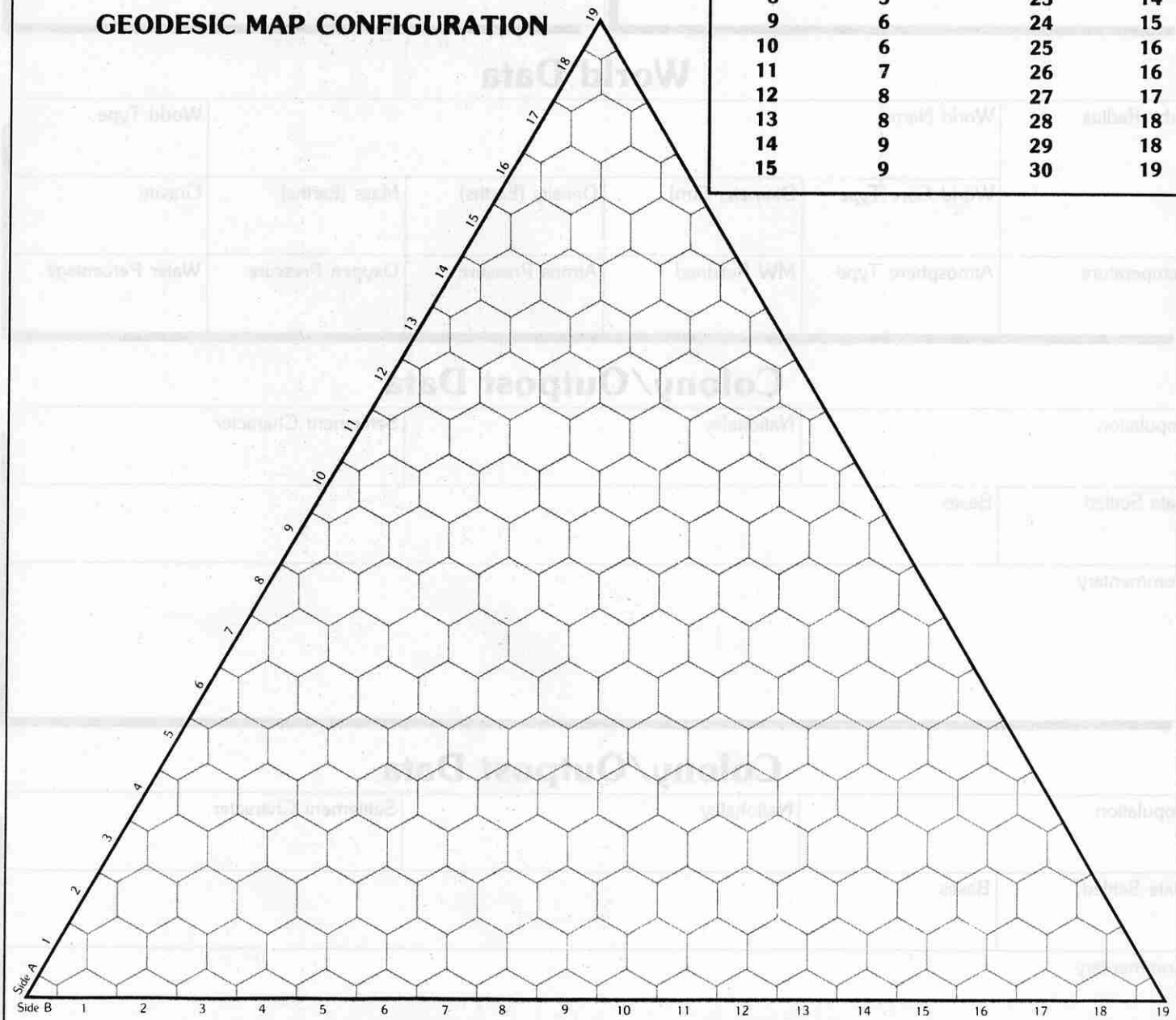
GEODESIC TRIANGLE



GEODESIC MAP CONFIGURATION

GEODESIC MAP TRIANGLE SIZES

WORLD SIZE	TRIANGLE SIDE	WORLD SIZE	TRIANGLE SIDE
1	1	16	10
2	1	17	11
3	2	18	11
4	3	19	12
5	3	20	13
6	4	21	13
7	4	22	14
8	5	23	14
9	6	24	15
10	6	25	16
11	7	26	16
12	8	27	17
13	8	28	18
14	9	29	18
15	9	30	19



GEODESIC MAP TRIANGLE NO. ☐

⟷ = 1000 kilometers

Star Data

Primary Star Name		Spectral Type, Size
XYZ Coordinates		Magnitude
Mass	Radius	Luminosity
Life Zone: Inner Limit/Optimal/Outer Limit		

Companion Star Name		Spectral Type, Size
Companion Orbit Radius		Magnitude
Mass	Radius	Luminosity
Life Zone: Inner Limit/Optimal/Outer Limit		

World Data

Orbit Radius	World Name				World Type
	World Core Type	Diameter (km)	Density (Earths)	Mass (Earths)	Gravity
Temperature	Atmosphere Type	MW Retained	Atmos Pressure	Oxygen Pressure	Water Percentage

Colony/Outpost Data

Population	Nationality	Settlement Character
Date Settled	Bases	
Commentary		

Colony/Outpost Data

Population	Nationality	Settlement Character
Date Settled	Bases	
Commentary		