

## Into the Void - Traveller Campaign Notes

### Character Generation

- Use LBB and Citizens of the Imperium. No barbarian class can be used from COI.
- If you don't want to "risk death" during character generation, you can take 2 terms +1d3 terms. All other rules, such as re-enlistment, promotion, etc, must be rolled.
- Stats: Roll 2d6, 7 times, drop the lowest, arrange as you wish.
- The "scientist" class from COI - can be any scientific or academic profession. Linguist, physicist, mathematician, whatever. Base roll for a "science skill" roll is 8+. As with other skill, you get +1 to the dice roll per skill level. (working on updated skill chart for scientist).
- PCs will be human.

### Game Setting

- Set 10,000 years in the future, on the edge of charted space, in an Empire bordering 2 non-human star-spanning Empires. This empire is 3000 years old. Beyond charted space is a region known as The Void.
- As per classic Traveller, there is no FTL communication.
- **Starting in the Zapata subsector of the Great Dunes sector -- home of Planet Zapata, the sector capital.** Zapata is TL 14, moderate imperial presence. Last real Imperial presence before going into unknown/barely-charted space. Has the only real university of the entire sector. This is a frontier subsector, with only one Type A starport (at Planet Zapata).
- Ongoing conflict near the border of the Kresk Directorate - nonhumanoid aliens - very little known about them. Communication with them is a huge issue. Totally alien psychology. This is a long way from Zapata.
- Evidence of ancient galaxy spanning species/civilization predating human civilization by 500 thousand years.
- Lots of weird aliens.
- If players wish to invent a world or two when creating character backgrounds, feel free, and I'll drop them in.
- The PCs, having just retired and mustered out of their services, must figure out what to do with their lives.
- Due to the lack of FTL communication, interstellar trade depends on cash. Individual planets have their own currencies/systems, but if you leave your planet you need Imperial Cash, which comes in the form of small coins of precious metals.

### Character Advancement

Traveller assumes that each level of a skill represents 4 years of learning/practice. Example. Medic-1=medic, 2=nurse, 3=doctor/surgeon. Pilot 3 is Darth Vader level piloting. Vacc Suit -3 is like having a PhD in Vacc Suit operations. So improving these skills is very difficult, assuming that every 4 years you can roll to temporarily improve TWO skills you have been working on,

and in another 4 you can roll to have the improvement permanent. While this is consistent with the mechanics of character generation in the game, it is somewhat limiting, unless PCs spend insane amounts of time in Jump space, which equals one week per jump. Not much fun.

I'm hoping that the homebrew rules below will keep the spirit of the original advancement rules, but bring things into a time table we can enjoy. 2 year increments might seem long, but when each jump = 1 week, game time can go by pretty fast.

## **We're going to accelerate things a bit.**

### **Skills**

The training increment will be 2 years. During a 2 year period, you may pick 2 skills to work on simultaneously. This includes weapons skills. You may try to improve an existing skill by 1. You may pick up a new skill at level 0. The 2 skills can be a combination of weapon and non-weapon skills.

Weapons Skills. Since PCs are assumed to have a skill level 0 in all weapons, they may immediately seek to improve weapons skills to 1. During the 2 year period, the character may go ahead and improve weapons skills, temporarily, by 1. At the end of the 2 years of extra training, the PC must roll 8+ to make the improvement permanent. If they miss the roll, they can continue the training for another 2 years, still keeping the +1, and try again at the end of that 2 years to make it permanent. The reasoning here is that when a character is actively and obsessively practicing with a weapon, they will be at the top of their form, gaining the temporary +1. It requires a success roll to have permanently internalized the improvement.

Non-Weapon Skills. During the initial 2 year period, the PC may pick a skill to try to learn and during that period have the skill at level 0 after 6 months of study. At the end of the 2 years, the PC may attempt a roll of 8+ to keep the skill at level 1 permanently. If they miss the roll, they can keep working on it for another 2 years, remain at level 0, and attempt success at the end of that 4 years.

Success roll modifiers for permanent skill improvement: Base roll is 8+. Level 1 = -0. Level 2 = -1. Level 3 = -2. Level 4 = -3. Level 5 = -4. Example: to get skill level 2, you'd be at a -1 to your die roll, so you'd need to roll a 9. Improving to level 5 would require a roll of 12 on 2d6. Skill level beyond 5 cannot be achieved through character advancement -- it represents the maximum possible skill -- almost superhuman in ability.

**We're using the rules for maximum skill acquisition from the Traveller Book** (a one-book version of the game, compiled from the original LBBs and edited). **Maximum skills/levels = INT + EDU.** Example: a character with INT A (10) and ED 9 could have a maximum number of skill levels, combined, of 19. Level 0 skills don't count against this max in any way.

