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TFT Traveller

By Ty Beard

Introduction

This is a TFT variant designed to let you play *Traveller* using TFT rules. I created the original rules to play with my existing TFT group (in 1982) and it played pretty well. I strongly recommend that you use my [alternate character generation system](#) with these rules (be sure to halve the cost of all talents below).

Character Creation

Starting Out and Enlistment

You start with 30 points to create your character. Only one talent may be taken. All characters have Literacy at no cost. Then, decide which service you want to join. Roll on the service chart to see if you make it. You get two tries to enlist. If you fail, you submit to the draft. If you enlist, make the stated roll to get a commission. If you get a commission, your rank is O1. If not, it's E1. Each term, you get the stated roll to get a promotion. You can try for a commission each term. At the end of the term, you have to make the required reenlistment roll.

Aging

You start at age 18. Each term ages you 4 years. At age 36, you roll 2 dice to avoid a loss of 1 point of ST (8- to avoid losing the attribute). At age 40, you must make this roll again, plus a roll (7- to avoid) to avoid losing 1 point of DX. Every term thereafter, you have to make both rolls.

Benefits of Service

Each term that you serve, you get 2 IQ points of talents. If you get a promotion, you get 1 IQ point of talents. Also, you get one attribute point to add to your ST, DX or IQ. *If you are using my [alternate character creation system](#), you start with 30 points and get 1 point for each term, 1 point for each promotion, and 1 point for your commission.*

The Services

	Navy	Marines	Army	Scout	Merchants	Other
Enlist	3/IQ	3/ST or IQ	2/ST or DX	3/IQ or ST	3/ST or IQ	2/any
Commission	4/IQ	4/IQ	2/ST	--	2/IQ	--
Promotion	3/IQ	3/IQ	2/IQ	--	4/IQ	--
Reenlist	2/IQ	2/IQ or ST	2/IQ	2/any	2/any	2/any

Mustering Out

You get 1 roll for each term of service. If rank 1 or 2, get one roll. If rank 3 or 4, get two rolls. If rank 5 or 6, get three rolls. Roll on the following table for benefits:

	Navy	Marines	Army	Scouts	Merchant	Other
1	1000	2000	2000	20000	1000	1000

2	5000	5000	5000	20000	5000	5000
3	5000	5000	10000	30000	10000	10000
4	10000	10000	10000	30000	20000	10000
5	20000	20000	10000	50000	20000	10000
6	50000*	30000*	20000*	50000*	40000*	50000*
7	50000	40000	30000	50000	40000	100000

* You can take a membership to the Travellers Aid Society instead of the cash. Any roll of "2" can be converted to a weapon of your choice. Any roll of "3" can be converted to a Middle Passage. Any roll of "4" can be converted to a High Passage. +1 to roll if you're rank 5 or 6, or if you have Gambling.

The Talents

The following talents may be taken at three levels: *novice*, *expert*, *master*. Basic corresponds to a Traveller level of 1 or 2 in the skill. Each additional level costs the same IQ as the basic level. Expert corresponds to a Traveller level of 3 or 4. Master corresponds to a Traveller level of 5+. Typically, an expert rolls one die less to succeed and does a task in half the time that a novice takes. A master rolls 2 dice less to succeed and does a task in ¼ the time that a novice takes. Masters can also perform technical tasks at a novice level when they completely lack tools.

Technical Talents

Technical talents have a minimum IQ of 10 at the base level, IQ 11 at the expert level, and IQ 12 at the master level. They are:

Mechanic (2) You know how to operate, repair and maintain mechanical systems. A Master mechanic knows how to build complex mechanical devices. The GM should create rolls on IQ to repair devices (3/IQ for normal devices – vehicles, industrial machines, etc.), with more complex machines needing more dice.

Electronics (2) You can operate, repair and maintain electronic devices. The GM should create rolls on IQ to repair devices (3/IQ for normal electronics – computers, tri-vids, etc.), with more complex devices needing more dice.

Computer (2) You can program and operate computers. You can also do basic repairs on standard computers, if you have the parts. The GM should create rolls on IQ to create programs, hack into systems, etc. The normal roll is 3/IQ.

Gravitics (1) You can repair and maintain artificial gravity systems, as well as grav propulsion systems.

Engineering (2) You can operate, repair, and maintain starship engines and power plants.

Navigation (2) You can navigate a starship. Interstellar ships require a skilled navigator and this skill will suffice for that.

Pilot (2) You can pilot a starship. Success rolls are on your IQ.

Comm Systems (1) You can operate communication, sensor and ECM systems on starships.

Wheeled Vehicle (1) You can drive wheeled vehicles. Rolls are made on your DX.

Tracked Vehicle (1) You can drive tracked vehicles. Rolls are made on your DX.

Grav Vehicle (1) You can pilot grav vehicles. Rolls are made on your DX or IQ.

Fixed Wing Aircraft (1) You can fly fixed wing aircraft. Rolls are made on your DX or IQ.

Helicopter (1) You can fly helicopters. Rolls are made on your DX or IQ.

Lighter than Air Craft (1) You can fly blimps, balloons and dirigibles.

Grav Belt (1) You can operate a grav belt. Rolls are made on your DX or IQ.

Ship's Boat (1) You can fly interplanetary craft under 100 tons.

Medical (2) You can heal two points of damage like a Physicker. An expert is an M.D. and rolls one die less and can heal three points of damage like a Master Physicker. A master rolls two dice less and can heal four points of damage (1 if you have no medical kit). Characters with medical skill can diagnose and treat illnesses. Strange illnesses will take more dice on IQ to diagnose and treat. Experts and Masters can also prescribe medications.

Forward Observer (1) You can call artillery support down. The roll for the barrage to be on target on the initial shot is 4/IQ. You can adjust subsequent shots on target on a 3/IQ roll.

Social Talents

Social talents have a minimum IQ of 8 at the basic level, 9 at the expert level and 10 at the master level. Experts roll one die less than novices and masters roll 2 dice less than novices. They are:

Gambling (2) Get a +1 on any die roll involving gambling (+2 for experts, +3 for masters). Detect a crooked game on 4/IQ (3/IQ for expert, 2/IQ for master).

Admin (1) You understand bureaucracies. You can avoid normal red tape and entanglements on a 3/IQ roll. Very obtuse bureaucracies require more dice.

Bribery (1) You know how to bribe people and avoid negative consequences if the bribe attempt fails. First, the official must be corrupt (roll law level or less on 2d6). Then, you need a decent bribe to succeed. Petty officials typically require a cr100 bribe and a 2/IQ roll to succeed. Higher level officials require more money and more dice. A failed bribe will bring judicial revenge unless you make a 3/IQ roll. If you lack bribery, you can try it at +2 dice.

Forgery (1) You can forge documents. A person requires a 2/IQ roll to detect forged papers, etc. Add 1 die if you have Forgery, 2 dice if you're an expert, 3 dice if you're a master. Subtract 2 dice for most currencies. Subtract 3 dice for Imperial currency.

Carousing (1) You're good at partying and showing people a good time. +1 to reaction rolls in leisure situations (+2 for expert and +3 for masters).

Steward (1) You can fill the Steward position on a starship. You also make a good butler or dogsbody.

Recruiting (1) You can find and recruit folks for ventures. +1 to reaction rolls in recruiting situations. +2 for expert and +3 for master.

Military Talents

Military talents have a minimum IQ of 8 at the basic level, 9 at the expert level and 10 at the master level. Experts roll one die less than novices and masters roll 2 dice less than novices (except weapon talents). They are:

Rifle (1) You can use rifles. Figures without the Rifle talent are at -1 DX. Experts get +2 DX, have a range modifier of -1 per 12 hexes, and can use the long range missile fire rules. Masters get +4 DX and have a range modifier of -1 per 18 hexes.

Pistol (1) You're a good shot with pistols. Figures without the Pistol talent are -2 DX. Experts get +2 DX and can use the long range missile fire rules. Masters get +4 DX.

Laser Weapons (1) Like Rifle or Pistol, except with lasers.

Energy Weapons (1) Like Rifle, except with FGMPs or PGMPs.

Auto Weapons (1) Like Rifle, except with Assault Rifles, ACRs, SMGs, Gauss Rifles, Auto Rifles and Machineguns.

Tac Missile (1) You can use tactical missile systems, RPGs and LAWs. Figures without the talent have at least a -4 DX. Experts get +2 DX. Masters get +4 DX.

Artillery Systems (1) You can operate field artillery systems and mortars.

Recon (1) You have a much lower chance of being seen by the enemy when you're in the brush (add 2 dice to his IQ roll, 3 dice if you're an expert and 4 dice if you're a master). You also have a correspondingly easier chance to see him in the field.

Demolitions (1) You can use explosives, rig booby traps, etc.

Vacc Suit (1) You can operate a Vacc Suit.

Battle Dress (1) Prerequisite: Vacc Suit. You can operate Battle Dress.

Interrogation (1) You can extract information from an opponent. His IQ roll to resist is increased by 1 die (2 dice if you're an expert, 3 dice if you're a master).

Zero G Combat (1) You roll 1 die less on your DX when executing zero-g maneuvers. (2 dice less if you're an expert, 3 dice less if you're a master).

Fleet Tactics (1) You can command fleets of ships in space battles.

In addition, characters can purchase any existing TFT talents. If you're using my alternate character generation system, halve the cost of the above talents.

Combat System

Use the normal *Advanced Melee* system, along with my [HiTech TFT](#) rules.

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