

TWERPS RPG – CLASSIC TRAVELLER

By [TexasZombie \(WDR\)](#)

How to Do Stuff

Dying During Character Generation: When rolling up your character, if you roll a “1” on your D10 roll for St, your character dies. Optionally, he/she/it can join the game immediately with a 3 St and no career (pick a race only; you can buy a career later with VPs). This is kind of like starting a Classic Traveller game with Vacc Suit 0 and no money or equipment (not even a Vacc Suit). More importantly, it preserves the sheer frustration and insanity of the original Classical Traveller Character Generation Rules wherein a character can die during the process of being generated.

| Profession | Benefit |
|------------|---|
| Navy | +2 to ship rolls |
| Marines | +1 to unarmed combat; +1 to military weapons |
| Army | +2 to all personal weapons |
| Scouts | +2 to scouting and infiltration rolls |
| Merchant | Can buy items at ½ price at one location and sell them at another for full price |
| Other | +1 to two types of rolls (player's choice) |
| Pirate | +1 to ship rolls, +1 to personal weapon rolls |
| Belter | +1 to ship rolls, +1 to prospecting rolls |
| Sailor | +2 to watercraft rolls |
| Diplomat | +2 to manipulation and communication rolls |
| Doctor | Can heal characters in the field, even at the point of death |
| Flyer | +2 to aircraft rolls |
| Barbarian | +2 with all primitive weapons and survival rolls |
| Bureaucrat | +2 to computer and red tape rolls |
| Rogue | +2 to all thieving or other criminal rolls |
| Noble | Double starting money; becomes a “knight” at St 8 instead of 10; gains 1 social level per St point thereafter |
| Scientist | +2 to scientific and research/library rolls |
| Hunter | +2 to all hunting rolls |
| | |
| Optional | Benefit |
| Psionicist | 1 Psionic ability; +1 ability per point of St spent (see tables below) |
| | |
| Race | Benefit |
| Aslan | +1 to fight with dew claws; natural weapon (dew claws) |
| Darrian | +2 to Research/Library rolls; considered honest and trustworthy whether they are or not |
| Droyne | Fly at St; inscrutable; not always considered intelligent; ½ price Psionics |
| Hiver | +2 to manipulation rolls; never trusted; immune to mental psionics |
| Humaniti | +1 to any two types of rolls; the Imperial Standard |
| K'Kree | +2 on all rolls vs. G'naak; go crazy if alone |
| Solomani | +2 to willpower rolls; considered psychotic bigots whether they are or not |
| Vargr | +1 to dodge, +1 to perception; considered flighty and untrustworthy, but in a friendly way |
| Vilani | Live a long long time; +1 to rolls to resist mind control; considered hidebound |
| Zhodani | +1 to empathy or social rolls; considered sinister and sneaky; ½ price Psionics |

| Nobility | | Psionics | |
|-----------------|---------|--------------|---------------|
| Commoner | | Noble | Telepathy |
| St 8 | nothing | Knight | Clairvoyance |
| St 9 | nothing | Baron | Telekinesis |
| St 10 | Knight | Marquis | Awareness |
| St 11 | Baron | Count | Teleportation |
| St 12 | Marquis | Duke | Special/Other |

Psionic Abilities

| St | Telepathy | Clairvoyance | Telekinesis | Awareness | Teleportation |
|----|---------------|---------------|-------------|-------------------|----------------|
| 1 | Mind Shield | | 1g | Suspend Animation | |
| 2 | Detect Life | Sense | 10g | | |
| 3 | Empathy | Direction | 100g | | |
| 4 | Read Mind | Clairaudience | | Enhance St | |
| 5 | Send Thoughts | Clairvoyance | 1kg | Heal Wounds | Self, naked |
| 6 | | | | | |
| 7 | | | | | Self, clothed |
| 8 | | | 10kg | | |
| 9 | Probe | Combined | | Regeneration | Self, equipped |
| 10 | Assault | | 100kg | | |

Gaming Tables (roll D10)

| | Planets | Encounters | Spaceship |
|----|---------------------------|----------------------|------------------------|
| 1 | Uninhabitable mess | Alien horde | Jump 1 Merchant |
| 2 | Alien home world | Pirates | Jump 2 Merchant |
| 3 | Low tech paradise | Merchants | Jump 2 Scout |
| 4 | Low tech hellhole | Mercenaries | Jump 3 Military Escort |
| 5 | Nondescript | Imperials | Jump 3 Merchant |
| 6 | Mid tech | Mysterious phenomena | Jump 6 Warship |
| 7 | High tech dystopia | Misjump | Jump 2 Yacht |
| 8 | Former high tech hellhole | Patron | Jump 3 Corsair |
| 9 | High tech wonderland | Criminal enterprise | Jump ? Alien Derelict |
| 10 | Imperial base | Scam opportunity | Jump 6 X-Boat |

Random Scenario Generator

A (Table 1) asks/forces/begs you to conduct (Table 2) on Table 3). (Table 4) complicates things.

| | Table 1 | Table 2 | Table 3 | Table 4 |
|----|--------------------|-------------------------|--------------------------|----------------------|
| 1 | Retired scout | A raid | An enemy | Mysterious phenomena |
| 2 | Former coworker | A scam | Aliens | War |
| 3 | Ex-spouse | An extortion racket | Mercenaries | Alien Invasion |
| 4 | Alien embassy | Larceny | Merchants | Ancient Ruins |
| 5 | Group of settlers | A salvage expedition | Pirates | Ancient Artifacts |
| 6 | Criminal gang | An exploration | Imperials | Misjump |
| 7 | Megacorp front man | A rescue mission | Settlers | Mistaken identity |
| 8 | Renegade robot | A grand theft spaceship | A corrupt government | Case of conscience |
| 9 | Embittered noble | A war | A criminal gang | Revenge |
| 10 | Unknown person | A simple assault | A bunch of guys like you | Total blunder |

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