



# BRYAN'S HOUSE RULES

## CHARACTER GENERATION RULES

### CHARACTERISTICS

Roll 3d6 7 times and take the highest 2 dice. Then distribute the rolls into each characteristic as you desire. Remember to review the Career Summary Table (Pg. 19). Roll for the Following:

Strength (STR), Dexterity (DEX), Endurance (END), Intellect (INT), Education (EDU), Social (SOC), Luck (LCK)

### Wealth, Sanity, and Morale

These will be addressed later in the campaign after the end of character creation.

### Psionics (PSI)

*All Psionic characters require GM permission to play.*

If your character in a pre-career term (such as University) rolls a 2 in Life Events and opts to be tested (pg. 196), then use the same method to roll Psionics (PSI). Testing in this case is free as is training since your character was approached. If you want to continue as a Psion Career (pg. 203), you will not serve out that term, and instead will enter into the Psion Career. Training in this case is free as part of the Psion Career. Taking any other Career will result in a testing cost. Players may choose to swap a single stat with their Psionics stat if they choose the Psion Career.

Players may choose to play a Psion Career with GM permission. In this case, or the case above, admission is automatic with a PSI score of 10+.

## TERM SHEETS

The use of Term Sheets is a boon to the development of characters along with the flow chart. We suggest their use as these can then be used to fill out the character sheet.

## THE DRAFT

If drafted, roll for assignment

## MUSTERING OUT

Players may opt to engage in all Mustering Out rolls at the end of character creation. While this is somewhat meta, we find it easier in generation. Roll for each Career in order of that Career.

Players getting an item, such as a Gun, the player may trick it out up to the maximum cost of that Gun. Any value not used is still lost.

## ROLLING A SECOND CHARACTER

Players are allowed and encouraged to roll a second character taking a different path and select between the two characters. The goal is to create a fun, playable character, where you build the backstory based on the rolls. See the Game Master for any concerns. We have found that what we have set out to build does not always happen.



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### **SKILL CHECKS AND COMBAT**

- With two or more tasks, roll once for both tasks and then add modifiers.
- Ambush group suffers -6 on all modifiers for that combat round.
- Rifles are still usable in close combat but with a Bane.
- Shooting out of melee is possible but with a Bane.
- In Combat, if it takes a skill roll it is a minor action.

### **SPACESHIPS MAINTENANCE & COMBAT**

- We assume information updates at Class A or Class B starports.
- Ignore Maintenance cost for life support unless is it particular to the adventure (e.g. overloaded ship)
- ECM: Comm roll can be done by someone else, giving another player something to do, instead of the one sensor operator.
- Change of stations can take place inside the 6 minutes of a combat (note not dogfight) round. They do not take a full round if it makes sense (e.g. Captain moves to a seat on the bridge, but not down to engineering).
- Players have the option, when rolling for Passengers (p206 Core), Cargo (p207 Core), or Goods (p210 Core), to make all 3 or 4 rolls as one roll and use the same modifiers in order to save time.



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## EARNING EXPERIENCE

Training is covered on page 52 of the Core Rulebook. There is a place on front of the Character sheet called **STUDY PERIOD** to track improvement of a skill in this manner. Because we are using a modified experience system, this earns the character an Experience Point, subject to the costs on the tables below.

Additional rules for experience are listed on page 38 of the Traveller Companion. We are going to modify them in the following manner:

During the adventure, players track any skill in which they are successful in once, with any DM 8+ Difficulty. Then at the end of the adventure, roll D6-1, and if you are higher than your current skill, it earns an Experience Point. A 5, being the maximum, always earns the point. There are boxes to check on the character sheet. This works very similarly to the Call of Cthulhu system. When rolling for a physical check, use Athletics for the check if the player has it at 0 or higher.

In addition, at the end of each adventure, you will receive 1 Experience Point to apply towards a skill.

We have created an Experience Tracking sheet help you keep track of where points have been allocated, or you may do so on your character sheet directly.

## GAINING SKILLS

Skill Level	Cost to Gain
0	1
1	1
2	2
3	4
4	8
5	16
6	32
7+	x2 each level

## GAINING CHARACTERISTICS

Characteristic Value	Cost to Gain (STR, DEX, END)	Cost to Gain (INT, EDU)
1	1	2
2	2	4
3	3	6
4	4	8
5	5	10
6	6	12
7	7	14
8	8	16
9	9	18
10	10	20
11	11	22
12	12	24
13	13	26
14	14	28
15	15	30