



# Condensed Skills for *GURPS Traveller*

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## Introduction

The original Little Black Books had 23 basic (non-weapons) skills, expertise in 23 weapons (including Brawling and Gunnery), and one skill-related characteristic (Education). This list eventually expanded to encompass more than 100 named skills and expertises. Subsequent editions had similar numbers: *MegaTraveller* had more than 130 named skills, which *Traveller: The New Era* reduced to around 100 again, and *Marc Miller's Traveller* brought down to less than 90.

*GURPS Traveller*, however, as a branch of the *Generic Universal Role-Playing System*, potentially uses more than 200 named skills, not counting mandatory specializations. This provides an unprecedented degree of fidelity and detail, but only at a high cost in overhead and a steep learning curve.

This article is an attempt to reduce the variety and complexity of *GURPS* skills to a more tractable level, without altering their fundamental mechanics too much. It is specifically tailored for *GURPS Traveller*, although the same approach would work for other genres

as well.

## Method

The method is to take a cluster of related skills, and consolidate them into one higher level skill. (This is similar to the "!" cinematic skills, like "Science!".) The difficulty of the condensed skill is generally equal to that of the most difficult included, but some very broad skills are bumped up an additional level. Some skills have simply been renamed, to better capture the original flavor of *Traveller*. Some included skills have modifiers, to reflect that they are easier or harder than others covered by the same condensed skill.

In practice, the referee and players use the condensed skills as normal, in lieu of the complete list from *GURPS*. If a rule calls for a roll against a specific included skill, the roll is made against the condensed skill using the modifier indicated (if any).

*Example: A player has Steward-15. A roll is required against Freight Handling to avoid a cargo mishap. The player rolls against an effective Steward-14, due to the -1 penalty.*

Since the intent is to make *GURPS* more user-friendly for *Traveller*, referees should feel free to play fast and loose with which skills are included where, but tenaciously resist any temptation to expand the overall list.

## Condensed Skills Table

Skill	Type/Level	Default	Includes:
Administration	M/A	IQ-5 or Trader-3	Accounting (-1), Shipmaster
Artillery	P/A*	DX-5	Gunner (Howitzer, Massdriver, Mortar, Particle Beam)
Artist	M/A	IQ-5	Calligraphy (+1), Photography
Astrogation	M/H	IQ-6	Navigation
Athletics	P/H	DX-6, ST-6, or HT-6	Acrobatics, Climbing, Jumping (+1), Running
Battledress	M/A	IQ-5, DX-5, or Vaccsuit-3	Battlesuit, Exoskeleton
Biology	M/VH	IQ-7	Botany, Ecology, Genetics (-1), Naturalist, Paleontology, Xenobiology, Zoology
Blade	P/A	DX-5	Knife (+1), Shortsword
Bow	P/A	DX-5	Crossbow (+1), Sling

Brawling	P/H	DX-6	Boxing, Brawling (+1), Judo, Karate
Bribery	M/A	IQ-5 or Persuasion-3	
Broker	M/H	IQ-6	Economics, Finance, Market Analysis (+1), Merchant
Carousing	P/A	HT-2; based on HT	Sex Appeal
Chemistry	M/H	IQ-6	Biochemistry, Metallurgy
Combat Engineer	M/A	IQ-5	Camouflage (+1), Engineer (Civil) (-1)
Communications	M/A	IQ-5 or Electronics-3	Elec Op (Communications), Telegraphy
Computer	M/A	IQ-5	Computer Op, Computer Program (-1), Computer Hack (-2)
Craftsman	M/H	IQ-6	Blacksmith, Carpentry (+1), Jeweler, Leatherworking (+1), Masonry, Pottery, Woodworking
Cudgel	P/A	DX-5	Axe/Mace, Blackjack (+1), Staff (-1), Two-Handed Axe/Mace
Demolitions	M/A	IQ-5 or Combat Engineer-3	Explosive Ordnance Disposal, Underwater Demolitions
Electronics	M/H	IQ-7	Photonics
Engineer	M/H	IQ-7	Engineer (Spacecraft), Shipbuilding (Spacecraft)
Fencing	P/A	DX-5	Main Gauche
Forgery	M/H	IQ-6 or DX-8	
Forward Observer	M/A	IQ-5	
Gambling	M/A	IQ-5	
Grav Vehicle	P/A	IQ-6	Piloting (Contra-Gravity, Flight Pack)
Gravitics	M/H	IQ-7	Engineer (Contra-Gravity), Mechanic (M-drive)
Grenade Launcher	P/E*	DX-4	Guns (Grenade Launcher)
Gunnery	P/A*	DX-5	Gunner (Laser, Missile, Particle Beam)
History	M/H	IQ-6	Archaeology
Hunting	M/H	IQ-6 or Survival-3	Animal Handling, Falconry, Fishing (+1), Tracking, Traps

Instruction	M/A	IQ-5	Teaching
Investigation	M/H	IQ-6	Criminology, Detect Lies (-1), Forensics, Interrogation
Intrusion	M/A	IQ-5	Elec Op (Security Systems), Lockpicking, Traps
Languages	M/var	IQ for native language	
Laser	P/E*	DX-4	Beam Weapons (Laser), Beam Weapon (Neural)
Leader	M/A	ST-5	Leadership, Shiphandling
Legal	M/H	IQ-6	Law
Liaison	M/H	IQ-6	Diplomacy, Politics, Savoir-Faire (+1)
Machinegun	P/A*	DX-5	Gunner (Auto Gun), Guns (Light Automatic)
Mechanical	M/A	IQ-5	Armory, Mechanic
Medical	M/VH	IQ-7	Diagnosis, First Aid (+2), Physician, Physiology, Poisons, Surgery, Veterinary
Performer	M/A	IQ-5	Acting, Disguise, Musical Instrument, Singing
Persuasion	M/A	IQ-5	Bard, Fast-Talk, Writing
Physics	M/VH	IQ-7	Jump Physics, Nuclear Physics, Paraphysics
Pilot	P/A	IQ-6	Piloting (Spacecraft)
Pistol	P/E*	DX-4	Guns (Pistol)
Planetology	M/H	IQ-6 or Survey-3	Geology, Meteorology, Prospecting
Plasma Gun	P/E*	DX-4	Beam Weapons (Blaster)
Polearm	P/A	DX-5	Spear
Psychology	M/H	IQ-6	Occultism, Theology
Rifle	P/E*	DX-4	Guns (Rifle, Light Automatic, Gauss)
Robotics	M/H	IQ-6	Elec Op (Robot), Engineering (Robot)
Screens	M/A	IQ-5 or Gunnery-3	Elec Op (Screens), Gunner (Sandcaster)
Sensors	M/A	IQ-5 or Electronics-3	Elec Op (Sensors)

Ship's Boat	P/A	IQ-6 or Pilot-2	Piloting (Aerospace, Spacecraft)
Shotgun	P/E*	DX-4	Guns (Shotgun)
Sophontology	M/H	IQ-6	Anthropology, Linguistics, Xenology
Stealth	P/A	IQ-5 or DX-5	Escape (-1), Holdout, Shadowing
Steward	M/A	IQ-5	Cooking, Freight Handling (-1), Savior-Faire (Servant), Servant
Streetwise	M/A	IQ-5	Scrounging (+1)
Submachinegun	P/E*	DX-4	Guns (Machine Pistol, Submachinegun)
Survey	M/H	IQ-5	Astronomy, Cartography, Surveying
Survival	M/A	IQ-5	Navigation (-1), Naturalist
Sword	P/A	DX-5	Broadsword, Shortsword, Two-handed Sword
Tactics	M/H	IQ-6	Strategy (Space)
Thrown Weapon	P/A	DX-5	Axe Throwing, Knife Throwing, Spear Throwing, Throwing (-1)
Tracked Vehicle	P/A	IQ-5 or DX-5	Driving (Halftracked, Tracked)
Trader	M/A	IQ-5	Bard, Fast-Talk, Merchant
Vaccsuit	M/A	IQ-6	SCUBA
Watercraft	P/A	IQ-5 or DX-5	Boating, Powerboat, Seamanship
Wheeled Vehicle	P/A	IQ-5 or DX-5	Driving (Automobile, Heavy Wheeled), Motorcycle
Zero-G Combat	P/A	DX-5 or HT-5	Freefall
Zero-G Weapons	P/E*	DX-4	Guns (Gyroc)

\* Add +1 for IQ 10-11, +2 for IQ 12+




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