The activities which characters in **Traveller** adventures undertake are called **tasks**. The use of tasks allows specific activities to be resolved consistently based on defined levels of difficulty and through the use of appropriate skills, characteristics, and other modifiers. Players running the characters present (or in communications) can analyze tasks and decide on the appropriate character to undertake each, based on who is best suited to the task.

Many potential tasks can be skipped over because their resolution would slow down the situation without providing any additional drama. The game referee is responsible for determining which situations actually call for resolution and which can be assumed completed without difficulty or mishap.

Dice: Tasks, like all die rolls in **Traveller**, are resolved using six-sided dice. The Dice chapter details the kind of dice needed and their statistical behavior.

The Synergy of Skill and Characteristic. The Traveller task resolution system brings together the personal aptitude represented by the individual Characteristic and the individual Skill level. Where Characteristic represents natural talent, Skill represents learning, experience, and practical knowledge. Because a skill may be associated with more than one Characteristic, an individual may be more talented or have more aptitude in some areas of a skill than in others. For example, Dexterity and Medical work together in surgery or therapy; Education and Medical work together in diagnosis. A high Dexterity low Intelligence character might make a good surgeon; a low Dexterity high Education character might make a good diagnostician; a high Dexterity high Education character might make a good well-rounded Doctor.

AN OVERVIEW OF TASKS

A task expresses an action or activity which characters want to undertake. Each task indicates (using a specific format) what is to be attempted, what skills and characteristics are required, and any other information necessary for an understanding of the situation.

A typical task is

To do something (time).
(characteristic + skill) +/- mods > die roll (difficulty)
comments.

Or, if translated into specific terms,

To repair a grav vehicle (1 hour).
(Dex + Gravitics) + 1 for Tools (required) > Difficult (3D)
Probably takes several hours.

Tasks may be provided in the text of adventures, or they may be defined by the referee.

The Dice Table. The Dice Table provides the details of die rolls for 1D, 2D, 3D, 4D, 5D, 6D, and 7D. In many cases, the referee can generate tasks and assign the appropriate difficulty level for the task by consulting the tables.

ROLLING TASKS

When a task becomes necessary, the referee tells the players its required skill and characteristic, and its difficulty level. The players (those players whose characters are present in the specific situation) discuss who will attempt the task. The player running the character selected identifies the skill and characteristic levels and determines the target number, and then personally rolls the dice and compares it with the target number. Low rolls are best. If the die roll result is equal to or less than the target number, the task is successful (or, conversely, if the die roll is greater than the target number, the task fails). For example, Eneri Dinsha (7797C7 Communications-2) faces the following task:

To contact a ship's boat crew.
(Edu + Communications) > Difficult (3D)

The target number is (11 + 2 =) 13, which Eneri must roll or less on 3D. He rolls 9, which means he succeeds in accomplishing the task.

UNIVERSAL TASK FORMAT

Task Phrase:
To accomplish an important activity (duration).

Task Statement:
(characteristic + skill) +/- modifiers > difficulty (nD)

Task Comments:
appropriate comments about the task.

EXPRESSING TASKS

Tasks can be expressed in a variety of ways, depending on the important elements of the specific situation. The basic expression consists of a task phrase, a task statement, and any task comments. A typical task should be stated as with these three elements on three succeeding lines.

The Task Phrase: The Task Phrase states the specific purpose of the task. It is stated as an infinitive verb phrase (i.e. "To" followed by a verb and any modifying words). It effectively states what the character wants to do.

If a task phrase requires more than one line, it is probably too complex and should be broken into two or more separate tasks.

The Task Phrase may contain (in parentheses) the time the task generally takes to accomplish. This information is optional, and may often be ignored.

The Task Statement: The Task Statement shows the specific information which is required to resolve the task. Task resolution is based on a skill and its associated characteristic, applicable modifiers, and a difficulty level. The sum of the characteristic and skill and all applicable modifiers to the left of the > is the **target number**. The player must roll equal to or less than the target number to succeed at the task.

The Task Comments: The Task Comments include any supplementary information about the task. It states if the task is Cooperative, Uncertain, or Opposed. It includes any modifiers which did not fit in the Task Statement. It includes any additional information which may help in understanding the activity and its resolution.

Task Modifiers. Some situations may call for the incorporation of modifiers in the task resolution. Modifiers may be positive or negative numbers. Positive modifiers enhance the chances for successful completion of a task; negative modifiers reduce the chance of success.

Task Difficulties: The Task Difficulty Table shows the

levels of difficulty possible and the associated die rolls.

TASK DIFFICULTIES

Difficulty Level	Dice Code
Easy	(usually automatic)
Easy (with Default skill)	1D
Average	2D
Difficult	3D
Formidable	4D
Staggering	5D
Hopeless	6D
Impossible	7D

Difficulty levels may be increased by **hasty** or decreased by **cautious** tasks.

When Easy Tasks Can Fail: When the sum of the skill level and the associated characteristic is less than 6, even an Easy task can fail. Rolling for resolution of the task reflects that even Easy tasks can fail for a character with very low skill and characteristic.

Tasks On The Fly

Some texts refer to tasks without fully specifying them, either because of space constraints, or to allow the game master greater flexibility. In such cases, the essentials of the task as shown in parentheses.

For example, a checklist may indicate a series of actions and include task details without completely specifying the tasks involved. For example, there might be an entry in a checklist like:

A. Encounter non-operating equipment.
B. Recognize that a problem exists.
C. Determine Cause of Problem (Average, Mechanics + Strength, Uncertain).

In many tasks, the requirement to the left of the > is the sum of a skill and a characteristic (abbreviated S+C). For an Average (2D) task to succeed, the player must roll S+C or less on 2D; for a Difficult (3D) task to succeed, the player must roll S+C or less on 3D. The game master can create a task by simply specifying skill and characteristic and difficulty. For example,

"The polarizer is malfunctioning. Use Electronics and Dexterity for a Difficult task."

The players discuss among themselves who is best suited for this task, and that one attempts it.

SKILLS

A character may use the skills he or she has received or learned in the course of prior careers and education. These skills are recorded by the player on the Character Card (or elsewhere).

This is Hard! (TIH). If a task requires more dice than the character has applicable skill levels, then increase the difficulty one level. For example, a character with Skill-2 trying a Difficult task (3D) finds that "This Is Hard!!" Task difficulty increases one level to Formidable (4D).

Jack of All Trades can be used as a shield against the effects of the **This Is Hard! Rule.** If Skill plus JOT is equal to or greater than the number of dice being rolled on a task, then the TIH! rule does not apply. But, JOT does not directly increase the skill level used for task resolution.

The risk of Spectacular Failure is increased when using the TIH! rule: a spectacular failure occurs if the task rule includes three fives or sixes (ie, 666, 665, 655,or 555). This effectively increases the chance of a Spectacular Failure by

an order of magnitude.

Default Skills. Sometimes characters need to accomplish tasks for which they do not have the required skill. Any character may attempt a task which specifies a Default Skill, even if the character himself does not have that skill. Skill level is 0 (zero) and the **This Is Hard! Rule** applies.

For example, Eneri Dinsha (7797C7 Pilot-2), while driving a groundcar, hits a patch of slippery road.

To avoid an accident
(Dex + Ground Craft) > Average (2D)

Eneri has no specific skill in Ground Craft, but it is a Default Skill. He can attempt the task with Dex 7 + Skill-0. The difficulty of the task is increased from Average to Difficult. He must roll 7 or less on 3D.

On the other hand, Eneri finds a bomb planted in the ground car. Demolitions is not a Default Skill; Eneri cannot (or usually would not) even attempt to defuse it.

Compare two otherwise equal characters, one of whom has the default skill-2, and the other does not have the default skill, but can use it as skill-0. Both have characteristic-7. Skilled has S+C=9, and for an Average (2D) task has an 83% chance of success. Unskilled has S+C=7 and under the TIH! Rule must resolve an Average task as Difficult (3D); he has a 16% chance of success.

CHARACTERISTICS

A character uses the value for his or her characteristic as recorded in the character's UPP (Universal Personality Profile). The possible characteristics are

Human	Non-Human
Strength	
Dexterity	Agility or Grace
Endurance	Stamina or Vigor
Intelligence	
Education	Training or Instinct
Social Standing	Charisma or Caste

It is possible for a non-human to have the same range of characteristics as a human. Many times, however, a non-human will have a substitute characteristic which is different in name from the human characteristic.

Common Characteristics. All characters (whether human or non-human) have Strength and Intelligence.

Non-Human Characteristics

Non-humans may have non-human characteristics in place of the standard human characteristics. They are recorded in the corresponding digit positions in the UPP.

The Dexterity Analogs: Agility or Grace. A non-human may have Agility or Grace instead of Dexterity. Agility or Grace may be substituted for Dexterity.

In those rare situations where a task is primarily expressed for a non-human, a human may use Dexterity/2 (divided by 2; round fractions up) as a substitute for Agility or Grace.

The Endurance Analogs: Stamina or Vigor. A non-human may have Stamina instead of Endurance. Endurance may be substituted for Stamina.

In those rare situations where a task is primarily expressed for a non-human, a human may use Endurance/2 (divided by 2; round fractions up) as a substitute for Stamina.

The Education Analogs: Instinct or Training. A non-human may have Instinct instead of Education. In cases where Edu is required, the character may use Int/2 instead.

A character without Instinct may not attempt a task which requires Instinct as a characteristic.

The Social Analogs: Charisma or Caste. A non-human may have Charisma or Caste instead of Social Standing. If a character does not have Social Standing, he (or she or it) must use a default of Soc-4 in cases where Soc is required.

In cases where Soc is required and the character has Charisma, it may be substituted directly. In cases where Cha is required and the character has Soc, it may be used as Soc minus 2.

Caste is not generally used as a characteristic in tasks.

Characteristic Equivalences

Agility	=Dexterity/2	=Grace/2
Grace		
Stamina	Agility or Grace	
Endurance	Stamina or Vigor	
Intelligence		
Education	Training or Instinct	
Social Standing	Charisma or Caste	

Equivalences

SPECIAL TYPES OF TASKS

Some tasks reflect special situations which require non-standard methods of resolution. These include Cooperative, Opposed, and Uncertain tasks, and Actions.

Cooperative Tasks. More than one character may actively cooperate in performing a single Cooperative task. Each individual cooperating contributes his (or her) skill level, while one character contributes the characteristic.

The Task Comment will say Cooperative (N Skill) indicating how many characters may participate (N equals the numbers of characters) and that the skill from each will be counted. A Task Comment may instead say Cooperative (N Characteristic) indicating how many characters may participate (N equals the number of characters) and that the characteristic from each will be counted. If the task is successful, all participants succeed; if it fails, all participants fail.

To camouflage a vehicle from searching police.
(Int + Camouflage) > Difficult (3D)
Cooperative (3 Camouflage).

In this task, up to three participants may add their skill levels together in the resolution of this task. The character with the highest Skill (of those involved) contributes the associated characteristic.

To lift a large log off a vehicle
(Str) > Difficult (3D)
Cooperative (5 Str).

This task requires strength alone (no skill). Up to 5 characters can participate.

To write a musical (2D months)
(Int + Writing + Music) > Formidable (3D)
Cooperative (2 Music + Writing)

This task joins the diverse skills of two writers into a project to write a musical. Only the highest Characteristic is counted, but each counts all of his or her applicable skills.

When creating cooperative tasks, the referee should set the difficulty level as if only one individual is attempting the task. In this example, In the example of lifting the log off of a car, the difficulty reflects one person trying; additional people help accomplish the task.

Opposed Tasks. Characters in direct opposition may jointly participate in an Opposed task, with the result determining who succeeds (and who fails). Each participant rolls to resolve the task, with the lowest result succeeding.

The Task Comment will say Opposed (N) indicating how many characters may participate (N equals the numbers of characters). The lowest result is successful, provided that result is a success result; all other participants fail (regardless of the quality of their results).

To win a brawl.
(Str + Brawling) > Difficult (3D)
Opposed (up to 4). Resolves the brawl in one task.
All losers receive 2D damage. The winner is unscathed.

A more extended resolution of a brawl determines the loser of a specific round. The highest result (provided that result is unsuccessful) is the loser, receives 3D in damage, and is eliminated from the brawl. If no one is unsuccessful, repeat the task.

To fight one round of a brawl.
(Str + Brawling) > Difficult (3D)
Opposed (up to 6). Resolves one round of the brawl in one task.

Uncertain Tasks. Characters undertaking tasks for which the results are not immediately clear may participate in an Uncertain task. Of the dice rolled, the referee rolls some of the dice secretly and determines whether the task is successful. The result is only revealed when required by events.

The Task Comment will say Uncertain (ND), when N is the number of dice the referee rolls (the referee always rolls whole dice; never the half die). The remaining dice are rolled by the player. There may be instances where the die roll result is high enough for the player to understand that the task was successful, or is low enough to understand that the task was a failure. In some instances, however, the results will remain uncertain.

To bluff past a guard into a nuclear power plant.
(Int + Fast Talk) + 1 Fake ID > Hopeless (5D)
Uncertain (1D)

The player would roll 4D and the referee would secretly roll 1D. Assuming Int 7 and Fast Talk-3 and he has the Fake ID, the required roll must be 11 or less on 5D. If the player rolls 5 or less, he knows he must have succeeded (since even if the hidden die roll is 6, the task would succeed); if the player rolls 10 or more, he knows he must have failed (since even if the hidden die roll is only 1, the task would fail). But if he rolls between 6 and 9, he cannot know if he succeeded or failed until the referee indicates the results of the third die.

When an Uncertain task is resolved as a hasty task, the number of Uncertain dice increases as the number of levels of difficulty increases. For example, If an Average difficulty Uncertain (1D) task becomes Hasty, difficulty increases 1 level to Difficult (3D) and Uncertainty becomes 2D.

The Uncertain die roll is part of the total difficulty die roll. For an Uncertain (2D) Formidable (4D) task roll, the player rolls 2D and the game master rolls 2D. In some cases, the Uncertain roll will include a half-die: if the task roll does not include a half-die, then the player must split one die into two half-dice and roll one of them.

When an Uncertain task is performed as Hasty or Cautious, the number of Uncertain dice does not change.

Tasks Without Skill. There are some tasks where an appropriate skill does not exist. For example, lifting a large

object depends primarily on Strength; there is no specific skill for lifting. In such cases, the task is expressed and resolved based on the characteristic alone.

To lift a large object into position.
(Str) > Difficult (3D)
No skill involved.

There may be a problem or enigma which the characters must resolve in order to move forward. Once they have the clues or evidence necessary, there are times when the adventure is best played out with the character (rather than the player) solving the puzzle. For example, the player may be very smart, but the character may not be.

To puzzle out a problem (3 hours)
(Int) > Staggering (4D)
Uncertain (2D)

The level of difficulty for a Task Without Skill must take into account that without skill, the target number will be lower than usual.

Tasks With Skill Only. There are some tasks where the important consideration is skill alone; the influence of a characteristic being minimal. For example,

To convince a buyer that goods are acceptable.
(Broker) > Easy (1D)
Fast Talk can be substituted for Broker.

To convince a buyer that goods are acceptable.
(Broker) + Quality > Average (2D)
Quality may range from -5 to +5 (as specified or -D +D).

In each case, Intelligence or Education has a minimal effect: the quality of the goods speaks for itself; Broker (or Fast Talk) merely allows the character to say the right words at the right time.

The level of difficulty for a Task With Skill Only must take into account that with skill only, the target number will be lower than usual.

Tasks With Optional Skill. There are some tasks where the foundation is a characteristic, and while a skill could improve performance that skill is not necessary. The word Optional is used before the skill name.

To complete a running broad jump
(Str + Optional Athletics) > Average (2D)
Distance is Str + Athletics + (D-D) in Centimeters

A person could make a running broad jump and it is primarily based on Strength. Skill adds to the possibility of success (and to the distance jumped), but there is no penalty for not having the skill.

This particular type of task is in contrast to resolving a task with default skill.

The level of difficulty for a Task With Optional Skill must take into account that with characteristic only, the target number will be lower than usual.

Multiple Skill Tasks. Some tasks can be resolved with any of several more-or-less equal skills.

To apply first aid (difficult situation).
(Edu + First Aid) > Formidable (3D)
Allows possibility of Spectacular Success or Failure
Medical may be substituted for First Aid.

Other tasks incorporate several skills into the task statement and all available skills are counted.

To gather forensic evidence at the scene of a crime.
(Int + Forensic + Perception) > Difficult (3D)
Uncertain (1D)

Special Cases: Some general rules are made to be broken. The details of task structure may be violated in order to achieve realistic results. For example, although Dexterity and Education are associated characteristics for Art, the very special task to create a true Work of Art arguably depends totally on Art skill.

To create a Work of Art (1 month).
(Art) > Staggering (4D)
Special Case.

A special case is marked in the comment line. Art-6 has about a 1% chance of succeeding (but consider the effects of Spectacular Success if that occurs).

Training, Practice, and Rehearsal. Preparation for a task through rehearsal (usually used with Performance), practice (used with Athletics), training (from an expert), or studying (cramming before a test or exercise) can be used as a die modifier. The modifier depends of the situation, but such modifiers range from 1 to 3.

To cram for a test
(skill + characteristic) > Difficult (3D)
Study materials required. Success produces DM + 0.5D.

Tools and Equipment. Many tasks cannot be performed without tools or equipment. Tasks may specify specific tools or types of equipment required.

To surgically remove an appendix
(Dex + Medical) > Impossible (6D)

To surgically remove an appendix
(Dex + Medical) > Average (2D)
Surgical suite and equipment required.

Many tools are assumed in the course of describing the task… weapons, levers, screw drivers. Strange tools, or situations where tools may not be present should be addressed in the comments line.

ACTIONS

Activities which do not depend on character skills or characteristics are called Actions instead of Tasks. An action is expressed like a task, but the Task Statement is more free form. It indicates the information which will be compared against the difficulty level.

An action is identified by the word Action in the Task Comment.

To determine initiative in space combat
(number of ships + sensor rating) > Difficult (3D)
Action. Opposed (2) This action is used in space combat.

SPECTACULAR RESULTS

The results of some tasks may be spectacular in either a positive or a negative sense. A spectacular result implies three things:

1. An element of chance which goes beyond the normal description of a task. For example, a spectacular result to a task to repair a piece of equipment reflects that very small chance that the task will go very right (and something else is corrected as well) or very wrong (and a vital part is dropped

down a drain).

2. The spectacular result reaches beyond the narrowly focused task itself. For example, when a automobile accident avoidance task succeeds, the accident is avoided; a spectacular success talks of narrow escapes, brilliant maneuvering, and heart-pounding effects on the participants.

3. Independent of skill. Even the most skilled of characters can experience spectacular failure; even the least skilled of characters can experience spectacular success.

Spectacular Success. A task result may be almost perfect. If the actual dice roll includes 3 ones (but not possible on 1D or 2D) the result is a **spectacular success**. The task produces the results desired and positive consequences as well. For example, a computer search not only succeeds, it also stumbles on the master system password.

Spectacular Failure. A task result may be terribly bad. If the actual dice roll includes 3 sixes (not possible on 1D or 2D), the result is a **spectacular failure**. The task fails to produce the results desired, and it produces negative consequences. For example, a computer search not only fails, it also sets off security alarms.

The risk of Spectacular Failure is increased when using theTIH! rule: a spectacular failure occurs if the task rule includes 3 fives or sixes (ie, 666, 665, 655,or 555). This effectively increases the chance of a spectacular failure by an order of magnitude.

Chance of Spectacular Success / Failure

Difficulty	Dice	Success	Failure	Failure*
Easy	1D	no	no	no
Average	2D	no	no	no
Difficult	3D	0.4%	0.4%	3.7%
Formidable	4D	1.6%	1.6%	11.1%
Staggering	5D	3.5%	3.5%	20.9%
Hopeless	6D	3.2%	3.2%	17.9%
Impossible	7D			

*using Default Skill

Contradictions. It is possible in some cases for a task to fail but for the roll to include 3 ones. The result is a failure, but a corresponding Spectacular Success occurs.

For example, when attempting

To find a specific research document in the archives.
(Int + Archeology) > Hopeless (5D)

Eneri Dinsha (Int-7, Archeology-4) must roll 11 or less to succeed (which is about a 6% chance). The actual die roll is 1, 1, 1, 6, 6 (=15) and the task fails. Because the task failed, Spectacular Success indicates some other result of great benefit takes place. The character instead finds important research notes tucked away in a book, or meets an important patron while online, or realizes a connection between two facts that had previously eluded him.

It is possible for a task to succeed but a corresponding Spectacular Failure to occur. The result is a dramatic (but not Spectacular) failure.

For example, when attempting

To find a specific research document in the archives.
(Int + Archeology) +8 Instructions > Formidable (3D)

Eneri Dinsha (Int-7, Archeology-4) must roll 19 or less to succeed (which is about a 100% chance). The actual die roll is 6, 6, 6 (=18) and the task would succeed except that the three 6's indicates Spectacular Failure (which is downgraded to dramatic failure). Spectacular Failure might be: Eneri is

accused of cutting pages from books; dramatic failure might be: Eneri misread the +8 Instructions (which explains why the task failed).

It is possible (in an Impossible task) to roll both three 6's and three 1's. The result is an interesting situation involving both Spectacular Success and Spectacular Failure (and best administered by the game master).

Prohibitions: A character cannot roll a task if it cannot be successful. If difficulty of a task is shifted to more than Impossible, the task cannot be successful. If S+C is less than the number of dice being rolled, the task cannot be successful.

Some characters are moved to try in the hopes that they will have Spectacular Success even though an ordinary success is not possible (and this is not permitted).

For example, a character with Characteristic-3 and Skill-1 cannot possibly succeed in a Hopeless (5D) task; there is no way he can roll 4 or less with five dice. Attempting the task is not permitted.

DURATION
Tasks take time.

Ignoring Duration: In many cases, the amount of time that a task takes is of no consequence and is ignored. The referee can decide that the task will take a reasonable amount of time, and that dealing with duration will only slow down the action.

Including Duration: When duration is important, the task should state how long it will take to attempt the task (even if it is unsuccessful).

If the duration of a task always takes the same length of time, it should state Absolute.

To take a standard aptitude assessment (2 hrs Absolute).
(Int + Edu) > Staggering (4D)
If successful, rank is (Int + Edu) -die roll

Hasty Tasks: If the players feel that they need to accomplish a task more quickly than normal, they can specify that they are being **hasty**. The time to complete the task is halved. The difficulty of the task is increased one level (Average becomes Difficult, etc.). The uncertainty of tasks increases 1D for each level of Difficulty.

A character can be Hasty (one level of increased difficulty) or Extra Hasty (two levels of increased difficulty).

Cautious: If the players feel that they need to accomplish a task more carefully than normal, they can specify that they are being **cautious**. The time to complete the task is doubled. The difficulty of the task is decreased one level (Difficult becomes Average, etc.). Uncertainty in unaffected by declaring a task Cautious.

A referee may allow a task to be declared cautious in order to decrease its difficulty.

A character can be Cautious up to up to one level of decreased difficulty.

Uncertain Hasty or Cautious Tasks. When an Uncertain task is performed as Hasty or Cautious, the number of Uncertain dice does not change.

Restrictions. Some tasks cannot be sped up (or slowed down) and they should not be allowed as Hasty or Cautious tasks.

SPECIAL CONSIDERATIONS
Several aspects of tasks necessitate special attention.

Jack of All Trades: One special skill confers on a character the ability attempt almost any task. A person with Jack of All Trades can use that skill in place of **any** other skill. The skill level used is two less than the skill level held

(but never less than 0).

When Jack of All Trades is used with an effective level of 0, the process is the same as for a Default skill (that is, the **This Is Hard! Rule** Applies).

Jack of All Trades can also be used as a shield against the **This Is Hard! Rule.** If Skill plus JOT is equal to or greater than the number of dice being rolled on a task, then the TIH! rule does not apply. But, JOT does not directly increase the skill level used for task resolution.

Divided Attention: When a character attempts more than one task at once, the associated characteristic is halved. For example, a sniper aiming a weapon and giving orders would fire with half dexterity (the order giving task is Easy and probably succeeds anyway).

Reactions: Tasks do not take place in a vacuum without regard to the reactions of other people. The Reaction Table shows initial and subsequent reactions that individuals may have to tasks directed at them.

Consequences. Task successes create positive consequences; task failures create negative consequences. For tasks involving personal interactions, the task comment may state Failure: Reaction +N (which creates negative reactions). It may also state Success: Reaction-N (which creates a positive reaction. In each case, -N or +N is the DM for consultations to the Reactions Table.

WORKING WITH TASKS

When working with tasks, remember the following points:

Don't Overdo Pre-defined Tasks. Published tasks define the levels of difficulty when resolving adventures. If there is no pre-defined task available, it is the responsibility of the referee to create an appropriate task or set of tasks.

The Role Of The Referee: The referee retains (and must always be aware of) a responsibility to administer the task system in a way that produces realistic resolutions. The referee can impose results and modifiers, bring in or apply other skills or characteristics, or change difficulty levels in order to make the resolution of tasks more realistic.

CREATING TASKS

The referee in Traveller is often called upon to create tasks as situations arise. The process for creating tasks is simple and straightforward.

1. Express the Task Phrase. State specifically and clearly the action that the players want to perform. The phrase should be no more than one line, and should encompass one specific action.

If time is important, the time required to attempt the task should be stated. This may be no time at all, or may be irrelevant (in which case, time is ignored), or it may range from 10 minutes to several hours. Typically, one task will take no more than a day.

2. Express the Task Statement. Determine the skill required to perform the task, and state the characteristic associated with that skill in this form: (characteristic + skill).

Determine any modifiers which may apply to the task (such as darkness, weather, computer model). Positive modifiers increase the chances of success; negative numbers decrease the chance of success. It is possible for both positive and negative modifiers to be stated. If a significant number of modifiers are to be stated, shift them to the Task Comments.

Determine the difficulty level of the task. Using the Task Difficulty Table, state the difficulty level of the task. Be sure to include the number of dice to be thrown in parentheses.

3. Express The Task Comments. Indicate if the task is Cooperative, Opposed, or Uncertain. Indicate if the task is an Action. Indicate any additional modifiers which did not fit on the Task Statement line.

Deciding On Difficulty Levels

The referee, when creating tasks, needs to determine the difficulty level for a specific task based on a variety of circumstances. The following are standard guidelines:

A reasonable characteristic is in the average range: 6-7-8.

An **unskilled** individual (using a skill-0) with reasonable characteristics should be able to complete an Easy task about half of the time.

A **novice** (skill-1 or so) with reasonable characteristics should be able to complete an easy task 75% of the time.

A **competent professional** (skill-3 or so) with reasonable characteristics should be able to complete a difficult task 75% of the time.

An **extremely skilled master** with reasonable characteristics should be able to attempt the impossible and occasionally succeed.

Percentages and The Real World. Characters need a chance of success. Traveller is a game and it is intended for for entertainment. If players and characters are specifically frustrated in their adventures because of "realistic" percentages, then the situations (and the game) becomes become frustrating rather than entertaining and adventuresome.

That is not to say that characters should always succeed: the challenge of failure is the source of motivation… to seek out alternatives to the present course of action, or to try again with renewed energy.

AN UNDERSTANDING OF TASKS

A task rationally considers the probability that a character can successfully undertake some action. That probability depends on a skill and its associated characteristic.

The **base number** is the characteristic; the skill achieves two objectives: it allows the task to be undertaken, and it raises the percentage chance that the task will be successful.

For example, consider the interaction of skill and characteristic in a Difficult (3D) task which requires Skill with an associated characteristic of Dexterity.

To manipulate a component into position.
(Mechanical + Dexterity) > Difficult (3D)
the situation is vehicle repair.

Dexterity-7 implies a base chance of 29% of accomplishing a task; but Dexterity alone is not enough: Skill is required. Skill-1 increases the chance of accomplishing the task to 43%. Skill-2 increases that chance to 57%. Skill-5 increases that chance to 82%.

Dexterity-9 and Skill-3 produces the same chance of success as Dexterity-7 and Skill-5. Native dexterity makes up for a lower level of skill. On the other hand, Dexterity-3 and Skill 8 also has the same chance of success as Dexterity-7 and Skill-5. Native skill makes up for a lower level of Dexterity.

Using A Default Skill. The skill involved may be a default skill. Dexterity-7 implies a base chance of success of 29%. If the character has no skill and must resolve based on a default skill, the difficulty is increased two levels (based on the This Is Hard! Rule), making the base chance of success 3%. The character has some small chance of succeeding. A smart player can make the task Cautious, reducing difficulty to Formidable (3D) and the chance of succeeding increases to 16%.

Skill Eligibility. Although skills can be received in a variety of ways, one level of skill represents roughly one year

of training or experience. A person with Skill-1 has received about one year of exposure to and use of the skill. A person with Skill-8 has about eight years of such exposure. How much has actually been learned or is usable depends on the specific situation, the task being resolved, and on the associated characteristic.

Aptitudes. Judging a character based strictly on skill level can be misleading. Instead, characters can be evaluated based on aptitudes: the probability that a character can accomplish a task. To determine a character's aptitude add the associated characteristic and the skill level (producing S+C) and consult the proper column for task difficulty on the Chance of Task Success Table. The reading is the percentage chance of success the character has in this specific task.

WHEN TASKS FAIL

The ultimate purpose of tasks is to determine if characters can be successful in accomplishing activities that they believe are necessary to their plans. When tasks fail, or fail repeatedly, the characters (and the players behind them) must search (in role-playing fashion) for tasks that they can accomplish.

TASKS IN ACTION

A character's six characteristics are a measure of that character's ability in specific areas or endeavor. For example, Dexterity (Dex) is a measure of that character's dexterity: someone with Dexterity 2 is very clumsy; someone with Dexterity 12 is very adroit. At the same time, the characteristic is a measure of that character's aptitude or potential to perform tasks which require strength: someone with a high Dexterity is much more likely to succeed when attempting a task which requires Dexterity.

Demolitions is a skill governing the use of explosives; it is associated with Dexterity. A character with low dexterity has a low aptitude for demolitions work; a character with high dexterity has a high aptitude for demolitions work. When a character contemplates career skills, a low dexterity character would rightly decide to avoid learning that skill.

Three Characters Learn Demolitions

Consider three characters: Three (with Dex 3); Seven (with an average Dex 7), and Eleven (with Dex 11). Eleven has the best aptitude for the skill, but without training is unable to safely interact with explosives; Three has the worst aptitude. All three are selected to attend a class on explosives; all three successfully complete the training, and all three receive Demolitions-1.

Now consider three tasks involving explosives and Demolitions skill.

To disarm a simple device.
(Dex + Demolitions) > Easy (1D)

The character must roll equal to or less than Dex + Demolitions on 1D.

Easy Demolitions Tasks. When Eleven tries the Easy task, he automatically succeeds (since Dex 11 plus Demolitions-1 = 12, and the worst roll possible on 1D is only 6). When Seven tries the Easy task, she automatically succeeds (since Dex 7 plus Demolitions-1 = 8, and the worst roll possible on 1D is only 6). Three, however is at a disadvantage: his low Dexterity 3 plus Demolitions-1 = 4 means that even on this Easy task, he has a 33% chance of failure.

To disarm a complex device.
(Dex + Demolitions) > Average (2D)

The character must roll equal to or less than Dex + Demolitions on 2D

Average Demolitions Tasks. Because all three characters have Demolitions-1 and the task requires 2D, they each say "Its Harder Than I Thought!" and the difficulty of the task increases two levels to Formidable (3D). Eleven tries the now-Formidable task (Dex 11 plus Demolitions-1 = 12) and succeeds 74% of the time. Seven tries the now-Formidable task (Dex 7 plus Demolitions-1 = 8) and succeeds 26% of the time. Three knows (or should know) better than to try the now-Formidable task (his low Dexterity 3 plus Demolitions-1 = 4 means that on 3D, he has only a 2% chance of success).

To disarm a bobby-trapped device.
(Dex + Demolitions) > Difficult (3D)

The character must roll equal to or less than Dex + Demolitions on 3D.

Difficult Demolitions Tasks. Because all three characters have Demolitions-1 and the task requires 3D, they each say "Its Harder Than I Thought!" and the difficulty of the task increases two levels to Staggering (4D). When Eleven tries the now Staggering task (4D), he succeeds 34% of the time (since Dex 11 plus Demolitions-1 = 12). When Seven tries the now Staggering task, she succeeds 5% of the time(Dex 7 plus Demolitions-1 = 8). Actually, Seven has some common sense, and she makes the task Cautious, decreasing difficulty one level to Formidable (3D); she succeeds 26% of the time. Three knows (or should know) better than to try this now Staggering task (his low Dexterity 3 plus Demolitions-1 = 4 means that he has a less than 1% chance of success). Spectacular Failure happens if the roll is three 1's. There is, for each of these characters, a 1% chance of Spectacular Failure; and a 1% chance of Spectacular Success regardless of skill.

More Demolitions Training. Three may decide that regardless of his aptitude, he wants to be a Demolitions Expert and he pursues nine years of study and practice and eventually reaches the same level of achievement as Eleven (since Dex 3+ Demolitions-9 is the same as Dex 11 and Demolitions-1 when we consider the bomb defusing aspect of Demolitions as a Dexterity based activity). Moreover, Three no longer faces the This Is Hard! Syndrome, and is actually better than Eleven at Difficult or higher tasks.

If Eleven made no improvements in his skill, and Three made these major improvements, than Three would certainly be more of an expert, with more knowledge, theoretical experience, and even practical experience.

Eleven (S+C=12) and Three (S+C=12) are equally proficient at Easy tasks (with 100% chance of success). Then their abilities start to diverge.

On an Average (2D) task, Three has a 100% chance of success (and Eleven treats its as Formidable with 74% chance of success).

On a Difficult (3D) task, Three has a 91% chance of success (and Eleven treats its as Staggering with 34% chance of success).

On a Formidable (3D) task, Three has a 74% chance of success (and Eleven treats its as Hopeless with 10% chance of success).

On a Staggering (4D) task, Three has a 34% chance of success (and Eleven treats its as Impossible with 2% chance of success).

On a Hopeless (5D) task, Three has a 10% chance of success (and Eleven cannot attempt it because his chances are worse than Impossible.).

Finally, on an Impossible (6D) task, Three has a 2% chance of success (and Eleven cannot attempt it because his chances are worse than Impossible.).

Using Other Characteristics With Demolitions. There are instances where other characteristics can be used with a skill (even though it specifies its prime characteristic is Dex).. Three might be a clumsy genius (735AC9). With his Demolitions-1 skill, he would still be well-suited to the following tasks. might be able to complete the floowing tasks:

To identify a booby-trapped package:
(Int + Demo) > Average (2D)

To recognize the characteristics of the explosive used:
(Edu + Demo) > Difficult (3D)

Three can still be a useful character on a Demolitions Team… but the team mates know they should not let him actually touch the bombs. When partnered with Eleven (a bit of a dunce as 7B7536), they make a good team. Three tells Eleven what wires to cut.

Three Characters Become Deep Space Fighter Pilots
Consider the same three characters: Three (with Dex 3); Seven (with an average Dex 7), and Eleven (with Dex 11) after they have received training in deep space fighter piloting (the skill is Ship's Boat). Eleven has the best aptitude; Three has the worst. All three ultimately receive Ship's Boat-3. Each character is otherwise average and has a UPP 7X7777 (X is Dexterity).

Now consider the range of tasks for a deep space fighter: Preflight. Launch. Transit. Maneuver. Encounter. Dogfight. Mission Profile. Return. Landing.

To perform a preflight check on a deep space fighter.
(Edu + Ship's Boat) > Easy (1D)

Preflight Tasks. All three individuals have Edu 7, which in conjunction with Ship's Boat-3 requires a roll of 10 or less. Using one die, success is guaranteed. An unskilled/untrained individual would fail this task.

To launch/take-off a deep space fighter.
(Dex + Ship's Boat) > Average (2D)

Launch Tasks. When Eleven tries this Average task, he automatically succeeds (since Dex 11 plus Ship's Boat-3 = 14, and the worst roll possible on 2D is still 12). When Seven tries this Average task, she succeeds 92% of the time and fails 8% of the time (since Dex 7 plus Ship's Boat-3 = 10, and the possible rolls extend up to 12). Three knows (or should know) better than to try this Average task (his low Dexterity 3 plus Ship's Boat-3 = 6 means that on this Average task, he has an 42% chance of failure).

It should be apparent that only highly skilled individuals should be deep space fighter pilots. The others are better suited to support or administrative tasks, or to missions which have substantial additional training or rehearsal.

To travel to a destination in a deep space fighter.
(End + Ship's Boat) > Easy (1D)

Transit/Travel Tasks. All three individuals have Edu 7, which in conjunction with Ship's Boat-3 requires a roll of 10

or less. Using one die, success is guaranteed. An unskilled/untrained individual would fail this task.

To maneuver against an opponent in a space fighter.
(Dex + Ship's Boat) > Average (2D)
Opposed (2). Success provides Advantage-3 in Dogfight.

Maneuver Tasks. Success in this task depends on the skill of the opposing deep space fighter. Eleven is more likely to succeed than Seven, who is more likely to succeed than Three. Success gives an advantage in the ensuing dogfight.
A highly skilled individual might select Hasty, increasing difficulty one level; if successful, he has completed the task first and is automatically in position before the other, regardless of that pilot's success or failure. ??

To dogfight an opposing deep space fighter
(Dex + Ship's Boat) + Advantage> Average (2D)
Opposed (2). Success allows an attack by the fighter.

Dogfight Tasks. Success in this task depends on the skill of the opposing deep space fighter. Eleven is more likely to succeed than Seven, who is more likely to succeed than Three. Success allows an attack on the opponent.

To attack a target with a deep space fighter
(Dex + Ship's Boat) > Average (2D)

Mission Profile/ Attack Tasks. Eleven automatically succeeds (Dex 11 plus Ship's Boat-3 = 14). Seven succeeds 92% of the time (Dex 7 plus Ship's Boat-3 = 10). Three succeeds 42% of the time (Dex 3 plus Ship's Boat-3 = 6).

To return to base with a deep space fighter.
(End + Ship's Boat) > Average (2D)

Landing Tasks. Eleven automatically succeeds (Dex 11 plus Ship's Boat-3 = 14, and the worst roll possible on 2D is still 12). Seven succeeds 92% of the time (Dex 7 plus Ship's Boat-3 = 10, and the possible rolls extend up to 12). Three succeeds 58% of the time (Dexterity 3 plus Ship's Boat-3 = 6 means succeeds 58% of the time).

OTHER SITUATIONS
More more more
Three has 100% chance of success and so does Eleven. More than that, each has a 1% chance of Spectacular Success, and each has a 1% chance of Spectacular Failure. Eleven, not being a doctor, would probably never attempt the task for fear of prosecution (for unlicensed practice of medicine) or lawsuits (for negligence). If Three dropped over from heart attack during the surgery, then the emergency could well dictate that Eleven step in and save the patient's life. If that 1% chance of Spectacular Failure doesn't come up, then Eleven looks like a hero (and probably gets sent to Medical School).

THE PURPOSE OF THE TRAVELLER TASK SYSTEM
The purpose of the Traveller task system and its mix of characteristics and skills is to provide a means of resolving situations; the details of those situations in light of the tasks, skills, and characteristics become the basis for the story-telling aspects of Traveller adventures.

UNIVERSAL TASK FORMAT

TASK PHRASE
To accomplish an important activity (duration).

TASK STATEMENT
(characteristic + skill) +/- modifiers > difficulty (nD)

TASK COMMENTS
appropriate comments about the task.

Default Skill Tasks: A character may try a task with a Default Skill, even if the character does not have that skill. Skill level is 0 (zero) and the **This Is Hard! Rule** Applies.

This Is Hard!! If the skill level being used is less than the number of dice required (treat 3D as 2D) then increase difficulty level by +2.

Cooperative Tasks. More than one character may participate in a Cooperative task. Each individual contributes his skill level, while one contributes his characteristic. Comment says Cooperative (N Skill) or (N Characteristic).

Opposed Tasks. Characters in direct opposition may try an Opposed task; result determines who succeeds (and who fails). Each rolls the task; the lowest result succeeds. Comment says Opposed (N) (N=number of participants).

Uncertain Tasks. Characters may try tasks with results which are not clear. Referee rolls some of the dice secretly and determines whether the task is successful. The result is only revealed when required by events. Comment says Uncertain (ND): N is the number of dice the referee rolls.

Actions. Activities which do not depend on character skills or characteristics are called Actions instead of Tasks. An action is expressed like a task, but the Task Statement is more free form and what will be compared against the difficulty level. It is identified by the comment: Action.

Spectacular Success. If the actual dice roll includes 3 ones (not possible on 2D) result is spectacular success.

Spectacular Failure. If the actual dice roll includes 3 sixes (not possible on 2D), result is spectacular failure.

Hasty Tasks: If players need to work more quickly than normal, they can specify **hasty**. Time is halved. Difficulty is increased one level (Average becomes Difficult, etc.).

Cautious: If the players need to work more carefully, they can specify **cautious**. Time is doubled. Difficulty is decreased one level (Difficult becomes Average, etc.).

REACTIONS

Die	Initial	Subsequent
1	Friendship (-4)	-2 levels
2	Total Co-op (-3)	-2 levels
3	Active Co-op (-2)	-1 level
4	Active Co-op (-2)	-1 level
5	Passive Co-op (-1)	-1 level
6	Passive Co-op (-1)	-1 level
7	Neutral	no change
8	Passive Unco-op (+1)	+1 level
9	Passive Unco-op (+1)	+1 level
10	Active Unco-op (+2)	+1 level
11	Active Unco-op (+2)	+1 level
12	Violent Unco-op (+3)	+2 levels
13	Enmity (+4)	+2 levels

Throw on this table (on the initial column) when first encountering an NPC. Throw once on the subsequent column once (but no earlier than the next week).

DM (Initial): -2 if a veteran of the same service. -1 attendees of the same school. -1 if any Carousing skill.

DM (Subsequent): Apply the DM from the initial reaction.

TASK DIFFICULTIES

Difficulty Level	Dice Code
Easy	(usually automatic)
Easy (with S+C < 6)	1D
Average	2D
Difficult	3D
Formidable	3D
Staggering	4D
Hopeless	5D
Impossible	6D

Difficulty levels may be increased by **hasty** or decreased by **cautious** tasks. When characteristic plus skill is less than 6, roll for resolution of the task.

CHANCE OF TASK SUCCESS

Def Std S+C	Easy 1D	Avg 2D	Easy Diff 3D	Avg For 3D	Diff Sta 4D	For Hop 5D	Sta Imp 6D
1	17%	-	-	-	-	-	-
2	33%	3%	-	-	-	-	-
3	50%	8%	1%	<1%	-	-	-
4	67%	17%	4%	2%	<1%	-	-
5	83%	28%	9%	5%	<1%	<1%	-
6	100%	42%	18%	9%	1%	<1%	<1%
7	-	58%	29%	16%	3%	<1%	<1%
8	-	72%	43%	26%	5%	1%	<1%
9	-	83%	57%	38%	10%	2%	<1%
10	-	92%	71%	50%	16%	3%	<1%
11	-	97%	82%	63%	24%	6%	1%
12	-	100%	91%	74%	34%	10%	2%
13	-	-	96%	84%	44%	15%	4%
14	-	-	99%	91%	56%	22%	6%
15	-	-	100%	95%	66%	31%	10%
16	-	-	-	98%	76%	40%	15%
17	-	-	-	100%	84%	50%	21%
18	-	-	-	-	90%	60%	28%
19	-	-	-	-	95%	70%	36%
20	-	-	-	-	97%	78%	45%
21	-	-	-	-	99%	85%	55%
22	-	-	-	-	100%	90%	64%
23	-	-	-	-	-	94%	72%
24	-	-	-	-	-	97%	79%
25	-	-	-	-	-	98%	86%
26	-	-	-	-	-	99%	90%

Add Skill (S) and characteristic (C) to read the percentage chance for success for each difficulty level. For example Skill-5 and Characteristic-4 produces S+C of 9. Read the probability of success at Formidable Difficulty as 38%.

Std. Use the headings for standard task resolution.

Def. Use the headings when resolving tasks based on Default skills. (equals increasing difficulty 2 levels).

CERTAINTY LEVELS

Die	Information Dependability
2	**Complete Truth.** NPC statements are objective.
3	**Complete Truth.** NPC statements are objective.
4	**Partial Truth.** NPC statements are opinion.
5	**Partial Truth.** NPC statements are opinion.
6	**Partial Truth.** NPC statements are opinion.
7	**Partial Truth.** NPC statements are opinion.
8	**Partial Truth.** NPC statements are opinion.
9	**No Truth.** NPC statements are exaggerated.
10	**No Truth.** NPC statements are exaggerated.
11	**No Truth.** NPC statements are exaggerated.
12	**Lies.** NPC statements are deliberate mistruth.
13	**Lies.** NPC statements are deliberate mistruth.

Roll on this table for the level of certainty for information.

DM: Use the DM from the NPC reaction.

> **TASK PHRASE**
>   To accomplish an important activity (duration).
>
> **TASK STATEMENT**
>   (characteristic + skill) +/- modifiers > difficulty (nD)
>
> **TASK COMMENTS**
>   appropriate comments about the task.
> Cooperative. Opposed. Uncertain. Action.
> No skill involved. Optional skill. Special case.

TASK ELEMENTS
The referee indicates the task phrase, its required skill and characteristic, and difficulty level. The player identifies the skill and characteristic and determines the target number. He then personally rolls the dice and compares it to the target number. Low rolls are best. If the target number is **greater than** the die roll result, the task is successful.

DEFAULT SKILL TASKS
An unskilled character may try a task if it uses a Default Skill. Skill level is 0 (zero) and the This Is Hard! Rule Applies.

COOPERATIVE
Several characters each contributes skill level, one contributes his characteristic.

To camouflage a vehicle from searching police.
(Int + Camouflage) > Difficult (3D)
Cooperative (3 Camouflage).

OPPOSED
Characters in direct opposition may try an Opposed task; the result determining who succeeds (and who fails). Each rolls to resolve the task; the lowest result succeeding.

To win a brawl.
(Str + Brawling) > Difficult (3D)
Opposed (4)

UNCERTAIN
Characters may try tasks with results which are not clear. Referee rolls some of the dice secretly and determines whether the task is successful. The result is only revealed when required by events.

To bluff past a guard into a nuclear power plant.
(Int + Fast Talk) +1 Fake ID > Difficult (3D)
Uncertain (1D)

ACTIONS
Activities not dependent on skills or characteristics are Actions (to distinguish them from Tasks).

To determine initiative in space combat
(number of ships + sensor rating) > Difficult (3D)
Action. Opposed (2) This action is used in space combat.

SPECTACULAR SUCCESS OR FAILURE
If the actual dice roll includes 3 ones (not possible on 2D or 3D) result is spectacular success.
If the actual dice roll includes 3 sixes (not possible on 2D or 3D), result is spectacular failure.

DURATION
Most tasks ignore duration. When important, the task should state duration (even if the task is unsuccessful).
Players can specify **hasty**. Time is halved. Difficulty is increased one level (Average becomes Difficult, etc.).
Players can specify **cautious**. Time is doubled. Difficulty is decreased one level (Difficult becomes Average, etc.).

SPECIAL CASES FOR SKILL USAGE
This Is Hard!! If the skill level being used is less than the number of dice required (treat 3D as 2D) then increase difficulty level by +2.

Without Skill. Some tasks do not require skill.

To lift a large object into position.
(Str) > Difficult (3D)
No skill involved.

With Skill Only. Task uses a skill and no characteristic.

To convince a buyer that goods are acceptable.
(Broker) + Quality > Average (2D)
Quality may range from -5 to +5 (as specified or +D-D).

With Optional Skill. Some tasks require a characteristic and a skill is optional. State Optional before the skill name.

To complete a running broad jump
(Str + Optional Athletics) > Average (2D)
Distance is Str + Athletics + (D-D) in Centimeters

With Multiple Skills. Task uses more than one skill.

To gather forensic evidence at the scene of a crime.
(Int + Forensic + Perception) > Difficult (3D)
Uncertain (1D)

SPECIAL CASES
Some tasks violate requirements to achieve realistic results. Special Case is stated.

To create a Work of Art (1 month).
(Art) > Staggering (4D)
Special Case.

MODIFIERS
Tasks may incorporate modifiers based on environment, equipment, or other influences.