



The early editions of **Traveller** led RPG design with evolutions.

Classic Traveller was one of the first RPGs to abandon classes or levels. A character's experience was based on how old he was, and what career he pursued.

MegaTraveller added the task system: its flexibility and adaptability an inspiration to so many RPGs, with its flexibility and adaptability.

But **Traveller: The New Era** had no evolutions – it was a conversion to a different game system. And when **T4** was released, there were too many compromises between the various editions. I have to confess: as with many fans, I stayed with **MegaTraveller** and its accompanying errata; others went back to **Classic Traveller**, and still others combined their favorite pieces from the various editions into their games.

The first discussions Marc and I had about a new **Traveller** edition were in 1997; he was cleaning up the **T4** mechanics at the time, and I wasn't interested. Over the next decade, many rumors came out about what Marc was working on, and every **Traveller** fan had their opinion of how he had to do it. I did keep an ear out on what might be changing, but nothing I saw changed my mind to keep my favorite edition.

Late in 2007, Marc passed me a new draft, and I saw something different. This was not a redone **T4**, not a cleaned up **MegaTraveller**, not even a revised **Classic** edition. This was an evolution. It was just notes on some careers, but I saw something there. So he invited me to join a group (the infamous "Sewing Circle") and he e-mailed us updates on an infrequent basis. My infrequent involvement shortly became deeper, and I found myself having more fun buried in **Traveller5** drafts than I had ever had before in gaming. From the early sewing circle discussions to the incredibly rewarding forum errata-fests, it's been an amazing experience watching these rules develop.

I encourage you to read through these rules several times. Let the overall concepts seep in. Then go through it again, and you'll see nuances you missed. **T5** is as much an evolution in some places as adding the task system was to **MegaTraveller**. In other places, it's even more. RPGs have evolved a lot since 1974 and 1977. Now **Traveller** finally catches up, and then jumps ahead.

Welcome to **T5**.

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