

# Traveller Is About Travel

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Most people never venture beyond the familiar boundaries of their village: they live their lives close to home. They pursue honorable goals; they raise families; they sustain the fabric of society and economy that drives civilization. But they also fade into obscurity.

Adventure comes only to the bold: to those who move, who travel, who act.

## Traveller is about travel.

*"For my part, I travel not to go anywhere, but to go. I travel for travel's sake. The great affair is to move."*

Robert Louis Stevenson

Players want to know about the universe... about other worlds and other cultures, about space travel and aliens, about fantastic technology and incredible science.

Traveller gives player the opportunity to fulfil that quest.

## Traveller is about the human condition.

*"We travel to try to outrun death, attempting to see all of the sights creation has to offer before the day comes that we can see no more."*

Clif

Players encounter strange worlds, alien races, and exotic cultures, but they always see them through human eyes.

Aliens so random, so incomprehensible, or so illogical that players cannot understand them serve no useful purpose.

On the other hand, many alien cultures are puzzles: careful attention slowly reveals the underlying logic of their behavior and their values. Well-thought-out alien cultures stimulate thought and, ultimately, promote understanding. A warrior race makes us think about violence and how we perceive it. A world that prohibits music forces us to examine the value of music in our own society.

**Traveller** is a journey of understanding about what it means to be human.

## Traveller is about consequences.

*We set out to rule the world!  
Maybe I'm dreaming, but I don't care  
Because whether I'm asleep or awake,  
doing good is what matters.  
When I'm awake, for its own sake  
if not, to win friends for when we awake.*

Pedro Calderón de la Barca,  
**La Vida Es Sueño**

Everything we do has consequences: kindness is repaid at some other place and some other time; malice triggers consequences years later.

The fact that acts have consequences strongly influences (or should strongly influence) the decisions every role-player makes.

## Traveller is about danger.

*In those times it was not safe for anyone to go or come, for great disturbances afflicted all the inhabitants of the lands.*

2 Chronicles 15:5 (NRSV)

Travel without danger is mere tourism: it's no more than casual viewing of interesting locations.

The element of danger is what transforms travel into adventure.

## Traveller is about risk and reward.

*"Shall we rise again to be lords of space and the rangers of the star lanes?" he wondered. "Do we begin this day a second cycle leading to another empire?"*

*He was a little startled when Zicti's thought answered his. "It is just history, my boy, history. We fashion that whether or no. But there is a very old saying known to my people--- 'When a man comes to the end of any road let him remember that the end is not yet and a new way shall open for him.' "*

*Kartr turned his back upon the Hall of Leave-Taking and ran lightly down the eroded steps. The wind was chill but the sun was warm. Dust puffed up from beneath the marching feet.*

*"Yes, the end is not yet! Let us go!"*

Andre Norton,  
**Star Rangers**

Gains by chance are no more than lottery prizes; true rewards come when players make plans, take risks, and act boldly in pursuit of their goals.

## And so, Traveller is ultimately about goals.

*Even though eternity lies before us,  
this is the life in which  
the work of this life is to be done.  
The life that lies beyond will have  
its own work to do,  
its own decisions to be made,  
its own distance to be travelled.*

Richard L. Evans,  
**The Spoken Word**

Some people want to build empires. Some care about money, others about power, still others about knowledge. Each player is different: each sets his own goals and his own pace. And so, ultimately...

Travel (and **Traveller**) is a process, not a goal.