



Flux

Flux is a standard system for creating a reasonable variation between -5 and +5.

Flux

Flux is **Traveller's** quick and easy dice-rolling mechanism for creating a reasonable range of variation between -5 and +5. The most probable result is zero: no change.

Rolling Flux: Flux is rolled with two dice. Roll 1D. Roll a second 1D and subtract it from the first. This process is most easily done with a light and a dark die: roll the two dice and subtract the light from the dark. Flux is Light Die minus Dark Die.

$$\text{Flux} = + 1D - 1D$$

Good Flux. Good Flux is a variant of Flux which produces only positive results (average +2, ranges from +1 to +5). Roll 2D and subtract the smaller from the larger. Good Flux is High Die minus Low Die.

Bad Flux: Bad Flux is a variant of Flux which produces only negative results (average - 2, ranges from - 1 to - 5). Roll 2D and subtract the larger from the smaller. Bad Flux is Low Die minus High Die.

2D TWO DICE

Roll	N	N%	F=
1	0	0%	
2	1	3%	- 5
3	2	6%	- 4
4	3	8%	- 3
5	4	11%	- 2
6	5	14%	- 1
7	6	17%	0
8	5	14%	+1
9	4	11%	+2
10	3	8%	+3
11	2	6%	+4
12	1	3%	+5
13	0	0%	

(6^2 = 36 outcomes; range 2-12)

The most probable roll is 7 (17%). The average result is 7. F= converts 2D to Flux.

FLUX

Roll	N	N%
- 6	0	0%
- 5	1	3%
-4	2	6%
-3	3	8%
-2	4	11%
-1	5	14%
0	6	17%
+1	5	14%
+2	4	11%
+3	3	8%
+4	2	6%
+5	1	3%
+6	0	0%

(6^2 = 36 outcomes; range -5 to +5)

The most probable roll is 0 (17%). The average result is 0.

Good FLUX

Roll	N	N%
- 6	0	0%
- 5	0	0%
-4	0	0%
-3	0	0%
-2	0	0%
-1	0	0%
0	6	17%
+1	10	27%
+2	8	22%
+3	6	17%
+4	4	11%
+5	2	6%
+6	0	0%

(6^2 = 36 outcomes; range 0 to +5)

The most probable roll is +1 (27%). The average result is +2.

Bad FLUX

Roll	N	N%
- 6	0	0%
- 5	2	6%
-4	4	11%
-3	6	17%
-2	8	22%
-1	10	27%
0	6	17%
+1	0	0%
+2	0	0%
+3	0	0%
+4	0	0%
+5	0	0%
+6	0	0%

(6^2 = 36 outcomes; range 0 to -5)

The most probable roll is -1 (27%). The average result is -2.

USING FLUX

Flux makes the labels on die-roll tables more intuitive. While someone familiar with 2D6 recognizes a die roll table labeled 2 to 12, those same entries marked -5 to +5 become more understandable to the player and user: negatives are bad; positives are good; zero is ordinary or unchanged.

Taking a Risk In Pursuit of a Reward. Flux lets a player to try for a benefit but at the risk of consequences. When evaluating a communicator for Ease Of Use, the player rolls Flux: he hopes for +5, but at the risk of rolling -5.

Variation For Die Rolls. Flux introduces additional variation into dice rolls. It offers the opportunity for an additional modification up to 5 points in the player's favor, but at the risk of receiving instead up to 5 points negatively.

Flux introduces natural variation in physical appearance. The Height and Weight tables determine an individual's height and weight based on the physical characteristics. That raw data would imply that all average humans SDE=777 are 1.8 m tall and 73 kg (5'11" and 169 pounds). Adding Flux to height and a separate Flux to Weight gives an interesting, realistic range of height and weight (just as real humans with about the same physical characteristics may vary widely in height and weight).

Mods for Tasks. Flux is a standard (and convenient) mechanism by which the referee can create Mods on tasks. In many situations, the referee already knows the details of the task, and there is no need to add further detail. In some situations, however, the task is created on the spur of the moment and the details have not been well-thought-out. The referee can surrender the situation to the dice, roll Flux and use the result as a Mod on the task (notice that a positive Flux result is naturally Good; a negative Flux result is naturally Bad).

WHY DEFINE FLUX AT ALL?

By defining Flux once in detail, we avoid constantly redefining the same roll time after time. By defining the term initially, player and referees understand the standard roll when they encounter it. Finally, by defining the Flux as a standard players and referees are encouraged to use it when the appropriate opportunities arise.

