

TWERPS RPG – CLASSIC TRAVELLER

By [TexasZombie \(WDR\)](#)

How to Do Stuff

Dying During Character Generation: When rolling up your character, if you roll a “1” on your D10 roll for St, your character dies. Optionally, he/she/it can join the game immediately with a 3 St and no career (pick a race only; you can buy a career later with VPs). This is kind of like starting a Classic Traveller game with Vacc Suit 0 and no money or equipment (not even a Vacc Suit). More importantly, it preserves the sheer frustration and insanity of the original Classical Traveller Character Generation Rules wherein a character can die during the process of being generated.

Profession	Benefit
Navy	+2 to ship rolls
Marines	+1 to unarmed combat; +1 to military weapons
Army	+2 to all personal weapons
Scouts	+2 to scouting and infiltration rolls
Merchant	Can buy items at ½ price at one location and sell them at another for full price
Other	+1 to two types of rolls (player's choice)
Pirate	+1 to ship rolls, +1 to personal weapon rolls
Belter	+1 to ship rolls, +1 to prospecting rolls
Sailor	+2 to watercraft rolls
Diplomat	+2 to manipulation and communication rolls
Doctor	Can heal characters in the field, even at the point of death
Flyer	+2 to aircraft rolls
Barbarian	+2 with all primitive weapons and survival rolls
Bureaucrat	+2 to computer and red tape rolls
Rogue	+2 to all thieving or other criminal rolls
Noble	Double starting money; becomes a “knight” at St 8 instead of 10; gains 1 social level per St point thereafter
Scientist	+2 to scientific and research/library rolls
Hunter	+2 to all hunting rolls
Optional	Benefit
Psionicist	1 Psionic ability; +1 ability per point of St spent (see tables below)
Race	Benefit
Aslan	+1 to fight with dew claws; natural weapon (dew claws)
Darrian	+2 to Research/Library rolls; considered honest and trustworthy whether they are or not
Droyne	Fly at St; inscrutable; not always considered intelligent; ½ price Psionics
Hiver	+2 to manipulation rolls; never trusted; immune to mental psionics
Humaniti	+1 to any two types of rolls; the Imperial Standard
K'Kree	+2 on all rolls vs. G'naak; go crazy if alone
Solomani	+2 to willpower rolls; considered psychotic bigots whether they are or not
Vargr	+1 to dodge, +1 to perception; considered flighty and untrustworthy, but in a friendly way
Vilani	Live a long long time; +1 to rolls to resist mind control; considered hidebound
Zhodani	+1 to empathy or social rolls; considered sinister and sneaky; ½ price Psionics

Nobility		Psionics	
Commoner		Noble	Telepathy
St 8	nothing	Knight	Clairvoyance
St 9	nothing	Baron	Telekinesis
St 10	Knight	Marquis	Awareness
St 11	Baron	Count	Teleportation
St 12	Marquis	Duke	Special/Other

Psionic Abilities

St	Telepathy	Clairvoyance	Telekinesis	Awareness	Teleportation
1	Mind Shield		1g	Suspend Animation	
2	Detect Life	Sense	10g		
3	Empathy	Direction	100g		
4	Read Mind	Clairaudience		Enhance St	
5	Send Thoughts	Clairvoyance	1kg	Heal Wounds	Self, naked
6					
7					Self, clothed
8			10kg		
9	Probe	Combined		Regeneration	Self, equipped
10	Assault		100kg		

Gaming Tables (roll D10)

	Planets	Encounters	Spaceship
1	Uninhabitable mess	Alien horde	Jump 1 Merchant
2	Alien home world	Pirates	Jump 2 Merchant
3	Low tech paradise	Merchants	Jump 2 Scout
4	Low tech hellhole	Mercenaries	Jump 3 Military Escort
5	Nondescript	Imperials	Jump 3 Merchant
6	Mid tech	Mysterious phenomena	Jump 6 Warship
7	High tech dystopia	Misjump	Jump 2 Yacht
8	Former high tech hellhole	Patron	Jump 3 Corsair
9	High tech wonderland	Criminal enterprise	Jump ? Alien Derelict
10	Imperial base	Scam opportunity	Jump 6 X-Boat

Random Scenario Generator

A (Table 1) asks/forces/begs you to conduct (Table 2) on Table 3). (Table 4) complicates things.

	Table 1	Table 2	Table 3	Table 4
1	Retired scout	A raid	An enemy	Mysterious phenomena
2	Former coworker	A scam	Aliens	War
3	Ex-spouse	An extortion racket	Mercenaries	Alien Invasion
4	Alien embassy	Larceny	Merchants	Ancient Ruins
5	Group of settlers	A salvage expedition	Pirates	Ancient Artifacts
6	Criminal gang	An exploration	Imperials	Misjump
7	Megacorp front man	A rescue mission	Settlers	Mistaken identity
8	Renegade robot	A grand theft spaceship	A corrupt government	Case of conscience
9	Embittered noble	A war	A criminal gang	Revenge
10	Unknown person	A simple assault	A bunch of guys like you	Total blunder

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