24-HOUR RPG 2014

“Traveller”

a new RPG game
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for the 24-hour RPG 2014 in RPGGeek

Preface

It is a time 59 years in the future. While time travel has not yet been successful, or rather, while time travel has not yet been sanctioned by the Elites, translocation is allowed.

Translocation, or the travel to another location by translocation devices, allows a translocater to move quickly from one place to another at the blink of an eye, between sender and receipient nodes. The technology was not new, but it took time for the Elites to consider and approve it. There are always pros and cons to technology, those who used it for good were able to maximise the outcome for themselves and others in a fair and transparent manner to benefit society as a whole; but there were also those who used it for selfish reasons and benefitted themselves only, or worse, consequently harmed others. Once the laws were passed, once all concerns addressed and loopholes closed, translocation was given the green light.

At the first, translocation made things simpler. People travelled faster. Time was saved. Efficiency was increased many-fold. The Elites sold the technology by its uses for the people, including and especially in the areas of medicine and crime prevention. The illustrations that were commonplace demonstrated how lives could be saved, if a newly-removed organ was translocated a great distance to someone who needed it urgently. It also showcased how the Enforcers were able to instantly apprehend a criminal by sending their police to the scene of a crime with all immediacy, sans travel or horrendous traffic conditions.

And then it drew the attention of a separate race of people, the Reis. This was a race created no different from the humans on Earth, except that a minority of this race of people were borne, imbued, with the Gift. The Rei who had the Gift were telepatically connected to each other, as long as any Rei chose to allow such a connection, so they could be known to each other. These allowed enclaves to form, for good or bad. The hackers of a particular enclave found a way to link the Earth's translocation devices to their own, and sent their people to Earth.

The Elites of the humans learned of the Reis by accident, but by then it was impossible to prevent an invasion. It was not a normal invasion, no, there was no invasion of the physical sort. It was simply takeover. The next thing the Elites knew, the next human was indistinguishable from the next Rei. It became impossible to tell the both apart, and so there was nothing to be done, except accept things for what they had become. And so it came to past that Earth was no longer home to one intelligent race only, the humans. It was now shared with the Reis, or the Reis who travelled to Earth.

The humans coined a name for the Reis, the aliens that invaded their Earth, as “Traveller”.

Playing the Game

“Traveller” the game system is intended to introduce an unlimited scope of gameplay, with the ability to utilise the details of other systems. This helps to reduce the learning curves in gaming, and the game master can quickly assemble a group together with a common-known game system, and apply a “Traveller” adventure to it.

“Traveller” only stresses one thing, which is role-playing over system. Since the intend is to have fun, why stress over the mechanics or waste 80% of the time looking up a myriad encyclopedia of rules?

The key concepts to “Traveller” are:

1. Attributes selection

2. Performing tasks

3. Combat mechanics

These are the recommended prerequisites for gameplay:

- A fun game master
- Some players intending to have fun
- Some D30 dice (okay, so you don't have these – how about some D20 dice then?)

1. Attribute Selection

Each player plays a Rei.

Each Rei is assumed to have all human properties (e.g. the 5 senses of sight, hearing, smell, taste and touch), and additionally has the following special attributes:

1. Special Power. Any power that a player can think of may be imbued within the Rei, subject to the final decision of the game master.

   For example, a player wishes to have supersonic speed and be able to move at such speeds at will. The game master makes the final call on whether such a power is over-powered, under-powered, or should be modified in line with his game plan.

   The game master may decide that, should a Special Power be over-powered, it is necessary to introduce limitations to such a Special Power. This may be in the form of quirks such as erratic or instable properties of the Special Power, or even introducing additional Weaknesses to the Rei.

   In the event of doubt, game masters decide.

2. Weakness. As every human has weaknesses, a Rei has them too. Perhaps in the gods' creation of the Rei, to equalise the powers of the Reis, weaknesses were thus added to the race. Such weaknesses may manifest as an occasional debilitating or incapacitating trait, or be a permanent feature, although such weaknesses, compared to humans ones, are multipled many times over.

   Again, the player thinks of a weakness (or a relevant number of weaknesses), and suggests it for his Rei.

   Similar to a Special Power, the game master decides if a Weakness sufficiently compensates the Special Power, and makes the final call to accept or reject the suggestions of Weaknesses by players.

It should be noted that while commonly the player decides when to employ the Special Power, the game master is the one who decides when to employ the Weakness(es).

Once the Special Power and Weakness(es) have been decided by the players and approved by the game master, the players then rolls two sets of 2D30 each. One of the die of each set is applied to either the Special Power or Weakness(es), at the discretion of a player. If a player's Rei has multiple Weaknesses, the same score will apply for all the Weaknesses.

Any score of 1 will mean the equivalence in human quality and a score of 30 would be astonishing and be almost invincible. Basically, the more powerful the Special Power or Weakness(es), the more difficult it is to employ it or for it to affect the Rei, respectively.

As an illustration on the rolling of the two sets of 2D30, Player A rolls:

- 1st set of 2D30 = [8, 25]
- 2nd set of 2D30 = [15, 30]

Player A may then decide for the 1st set to be applied to his/her Special Power and the 2nd set to his/her Weakness. Let's say Player A chooses supersonic speed as the Special Power for his/her Rei and wishes to apply a score of 25 to it.

In terms of supersonic speed, a score of 1 will mean that the Rei only has normal human speed, while at a score of 30 will mean that the Rei could possibly move at light speed. However, in order to employ the Special Power, the player needs to roll a D30 and get a score that matches or is higher than his/her Special Power attribute. In this case, if Player A gives his Rei a Special Power score of 25 to move at supersonic speeds, he/she needs to roll a D30 that is equal to or above 25 in order to successfully execute the move.

Therefore, in choosing the score for Special Power, consideration needs to be given on how powerful the player wishes his/her Rei to be, and know that the higher the score and the more powerful the Special Power, the harder it is for the Special Power to be employed.

The same goes for Weakness(es). Based on the illustration above, if the player chooses a Weakness score of 30, this will mean that the Weakness only affects him/her when a roll of 30 or above is made. But this also means that at such a high score, if the Weakness is manifested then the effects would be catastrophic, if not lethal.

2. Performing Tasks

Often in an adventure, players will be called upon by the game master to perform tasks. These tasks may range from performing moderately difficult tasks, to executing tricky combat maneuvers.

To perform a task, firstly the game master will determine how tricky or difficult the task is, and sets the difficult rating (DR) for it. The player will then be called upon to roll a D30, to see if his/her Rei is able to complete the task successfully. In the event of failure, the game master has the discretion to decide if the task was partially completed instead.

These are some examples of the types of tasks a Rei may be required to perform, and the corresponding DRs for the tasks:

Task	DR
Jumping across a 6-feet hole.	5
Hurdling across a 12-feet wide stream.	15
Leaping across a 20-feet wide chasm.	25

There may be times where the game master decides not to inform players of the DR, or other times when the game master secretly makes rolls for the players. Again, this is at the game master's discretion, and when in doubt, the game master decides what's right or wrong for any given situation.

While game masters do not intentionally make tasks impossible for players, it is also expected that the players do not make illogical decisions all the time. Players should note that it is possible to die in an adventure, and not take things for granted or assume “divine intervention” will occur.

3. Combat Mechanics

Often in an adventure, players will also be engaged in combat, be it against another unfriendly Rei or other monsters. In these situations, combat takes place.

Again, “Traveller” stresses simplicity in the game's mechanics, and encourages role-play instead. Therefore, combat mechanics echo the performing of tasks as outlined in the section above. Only instead of DR, the opponent (the unfriendly Rei or other monsters) is given a monster rating (MR), and players make the necessary D30 rolls against the monsters.

These are some examples of the types of monsters a Rei may face in combat, and the corresponding MRs for the tasks:

Monster(s) Faced	MR
A single goblin.	3
Another Rei.	15
A large and powerful dragon.	29

Players should consider the foe faced, based on the game master's description, and decide whether it would be wise to engage in combat or to flee. If combat is desired, then the game master could decide for it to last a number of rounds, and moderate the combat accordingly.

For example, if a player's Rei faced off a single goblin, it should be an easy task to kill the goblin. Therefore, the game master should decide on the appropriate MR and the outcomes should the player roll above or below the MR. A level of appropriateness for an easy goblin enemy would be that if the player rolled 3 and above, the goblin is killed; but if the player unluckily rolled below 3, the player suffers some minor injury (but not death). Again, depending on the situation and the state of the player's Rei at the time of combat, the game master pre-determines the MR and possible outcomes.

On the other hand, if the game master described a powerful dragon and in some other manner described or hinted that combat would be unwise, if the players still decide on combat, unless some ingenious approach is formulated by the players and/or the players have help, then the players should understand that going into battle would likely be suicidal. Again, it is up to the game master to decide what is appropriate or inappropriate, and warn/hint to the players accordingly.

The game master may also decide for any combat to last a determinate number of rounds. If the combat does not complete by then, another situation or event could happen.

Adventuring

These are the common features of any “Traveller” adventure a game master may create and run, although variants may be used (at the game master's discretion):

- One (or more!) game master
- Two (or more!) players
- The adventure takes place on Earth
- A formidable foe is involved, usually another Rei or involving one
- A diabolical plot that must be stopped

Again, the open concept of “Traveller” allows a game master to utilise any adventure from any gaming system, and run it under “Traveller” or run the adventure in its intended game system in conjunction with “Traveller”.

Other Information for Game Masters

“Traveller” is not intended to restrict game play in any way. Conversely, “Traveller” seeks to augment game play by putting in place the world in general, plus a basic set of rules, that a good game master can utilise on its own, supplement it with other game systems, or incorporate it into another game system.

As a game master, you might wonder about weapons, armour, equipment, spells, levelling up and more, and wonder why “Traveller” did not include these. This is exactly the intent of the open concept system of “Traveller”. As highlighted above, use “Traveller” on its own, or use it in combination with other game systems where “Traveller” is lacking, or even use a game system other than “Traveller” that you prefer but applying any mechanics from “Traveller” that you find useful.

The possibilities are endless!

So, for a new group of players, a game master might consider basic “Traveller” on its own or with a small selection of mechanics from other games the game master prefers, to keep things uncomplicated and easy for the new players to pick up and enjoy role-playing. And for a group of more experienced players, a game master can use a game system that the game master and players wish, and apply the “Traveller” world as a supplement.

The only limitation in role-playing is the extent of the game master's and the players' imagination!

Where all else fails and the game master and players cannot decide on something, just remember the one most important thing –

LAUGH IT OFF!
HAVE FUN!

(well, 2 things actually, but who's counting lol)