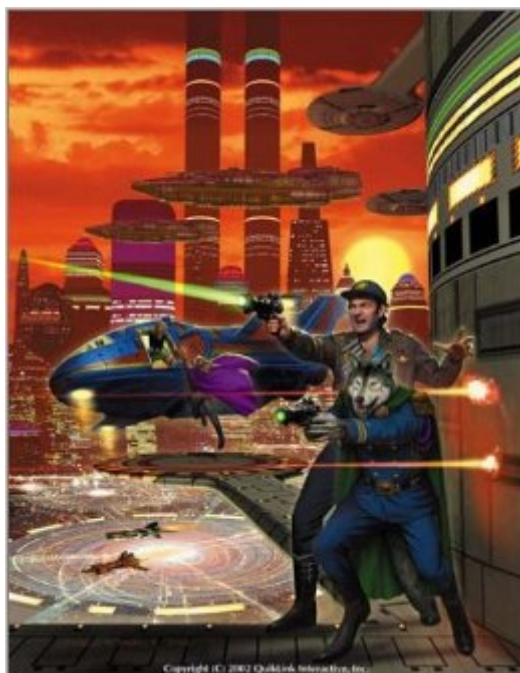


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Traveller's Handbook (Traveller T20 D20)



Synopsis

The Travellers' Handbook - High Adventure in the Far Future! Traveller20 (T20) combines the popular d20 game mechanics with the most fully-realized science-fiction game setting ever - Marc Miller's award-winning Traveller! Presented in a single volume, these rules allow you to go anywhere, do anything; Be who you want to be: T20 presents 16 character classes, from brash Ace Pilots to studious Academics; from tough Mercenaries to streetwise Merchants. Characters can develop a wide range of skills and feats, from Combat Engineering to Astrogation. They can even study the powers of the mind as a psionic adept! Go where you like: Design worlds and whole star systems with the system generation rules; populate them with human and alien societies, animal life and natural hazards. The rules cover technology levels, social organization and the unpleasant consequences of hazards like vacuum exposure or radiation burns. Meet Interesting People: Strange aliens and stranger humans are detailed as player and NPC races. Racial stats are presented, along with typical motivations and psychology for the various alien species. Aliens include the Vargr, Hivers, Wanderers and K'Kree, while the many human cultures include the Solomani, Vilani, Zhodani and Luriani people. Fight deadly foes: The T20 combat system scales between starships, vehicles and personnel. Blast ships or ground targets with lasers and meson guns; battle it out with guns, grenades and hand weapons. Don powered armor or activate a nuclear damper for defense. T20 covers weapons ranging from crude clubs to gauss rifles and laser carbines, and even vehicle-mounted fusion guns. Travel in style: Design, buy and operate a range of vehicles from steam locomotives to attack speeders. Trade among the stars aboard a Subsidized Merchant or captain a million-ton dreadnaught. And there's more: The T20 system allows any style of science-fiction adventure to be created. The whole range of human (and alien) activities are covered: speculative trade, starship combat, carousing in starport taverns; if adventurers do it, it's in here. The Traveller's handbook also contains guidance on setting up and running a T20 game, awarding experience, and tailoring the campaign to the needs of the players. It also presents an introduction to the Official Traveller Universe, which will be detailed in forthcoming releases from QuikLink Interactive!

Book Information

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Customer Reviews

The Travellers Handbook for the d20 game system is easily the best d20 release since the original D&D 3E Player's Handbook. To put it simply -- this book rocks! T20 uses the popular d20 rules system, yet retains the distinctive flavor and classic style of Traveller, the first science fiction role-playing game. It is not just D&D in outer space. This is a harder, grittier, more realistic sci-fi RPG than Star Wars or Dragonstar. This hefty book is packed with goodness. All of the classic Traveller elements are here: the jump drives, the character prior history, the cool alien races, the archetypal starships and armed traders. The prior history system alone makes this product a must-buy for RPGers. You can create a 10th-level Traveller character in about the same amount of time it takes to create a first-level D&D character. And multiclassing, which is encouraged, is a breeze. Many of the skills and feats will be familiar to D&D 3E players. The new skills and feats make sense for a sci-fi setting, and many can be imported to other d20 games. Another strong point are the creation rules. With these, you can create new items -- such as computers, ground vehicles and starships -- from a wide range of technology levels. There also are rules for creating whole star systems. These rules are generic enough that they can be used with any d20 game setting, and can easily be adapted for use in any game system. The combat system also is very flexible. It can be used for person-to-person combat, vehicle-to-vehicle combat or starship-to-starship combat, or any mixture between the three. Stuck in a planetside firefight and need your friends in orbit to help you out with a meson gun or particule beam bombardment? Or want to try to shoot down that pirate corsair in orbit from your grav tank?

I'm a big Traveller fan. It was one of the first RPGs I ever played and the first I GMed. I've owned products from every incarnation of it, even the dreaded Gurps Traveller, and own almost all original (or Classic as it's now called these days) Traveller products. Physically, this is an impressive book. It's heavy, and it's huge. That's the first thing you notice. The next thing you notice is the price tag (...). Though after a quick mental "D'oh!", you realize it's priced reasonably, given it's size.

(...)Traveller 20, or T20, takes the tack that Fading Suns d20 took - ditching all the regular d20 classes and introducing several new ones. Herein lies much of the problems I have with T20. Although realistic, several of the classes are simply terrible at combat. They have a Base Attack Bonus progression which ends up at +5 when they are 20th level. Again, this is somewhat realistic, especially for classes like the "Academic". But I think it's bad game design. You're going to end up with many characters simply worthless in combat. No one likes playing the far future version of Richard Simmons. By using the weakest normal Base Attack Bonus progression (where it ends up at +10 at 20th level), you're giving the character a much better chance of being useful, yet aren't stretching reality too much. I also found it odd that the Army class has a fairly weak base attack bonus progression - the average one in d20 terms, that ends up at +15 at 20th level. The Navy is even worse. Not quite as bad as the Academic, but weak (the weakest normal progression, like that of a wizard). Should military classes be worse at combat than a Mercenary? Maybe the Navy, but not the Army. And should Mercenaries be on par with Marines?

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