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Traveller5 RPG Core Rules, Science Fiction Adventures in the Far Future

Marc Miller

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Welcome to Traveller5! the ultimate edition of the Traveller science-fiction role-playing game system. Traveller has been a standard in the role-playing game field since 1977, pioneering such innovations as skills, tasks, creation systems, and our intriging universe of the far future and the fabled interstellar empire of the Third Imperium.

Traveller5 is the latest (and ultimate) edition of the Traveller system: more than ten years in the making, it refines tried-and-true rules systems while introducing new concepts that break new ground while making game play easier and always interesting.

This is Traveller's 35th year, and Marc has worked for several years on what he calls the Ultimate Edition: Traveller5. It includes so many things that players have asked for, or that have been imperfectly handled previously.

T5 has technology beyond TL 15, clones, robots, computers, artificial intelligence, QREBS (!), alien senses, Flux. It has a whole series of easy-to-use Makers: GunMaker, VehicleMaker, ArmorMaker, RobotMaker, SophontMaker, ThingMaker. It includes mapping of star systems and worlds; there's ever the MOARN caveat: Map Only As Really Necessary, or referees would spend all their time just making maps of worlds and systems. There's a rationalized section on Psionics, and more, much more.

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