

Brief Skill Knowledge Talent Descriptions

The descriptions of the skills, knowledges, and talents available are intended to be comprehensive without being exhaustive. Alternate names are shown in parens.

Academia (Academics) is the general Knowledge associated with the profession of scholar.

Actor (Act, Acting) is ability in the dramatic arts.

ACV (Air Cushion Vehicle) is the Knowledge associated with the operation of vehicles using ACV technology.

Admin (Administration, Management) is skill in the management of resources and involves setting policy and communicating policy to members of the organization.

Advocate (Advocacy, Law) is skill in formulating and presenting logical and emotional arguments on behalf of themselves and others, primarily in a legalistic setting.

Aeronautics is the Knowledge of Flyer maintenance and repair. It contrasts with the other Knowledges under Flyer in that it is deeply concerned with repair, modification, and maintenance rather than operation.

Animals is skill in working with animals: to use them for sport, recreation, business, or other enterprises.

Aquanautics is the Knowledge of watercraft maintenance and repair. It contrasts with the other Knowledges under Watercraft in that it is deeply concerned with repair, modification, and maintenance rather than operation.

Archeology is the scientific study of civilizations, societies, and cultures

Army is the general Knowledge associated with the profession of soldier.

Art (Artist) is ability in the visual arts.

Artillery is the Knowledge associated with the targeting, operation, and maintenance of the artillery weapons systems.

Astrogator (Astrogation) is skill in the determination of present location and course planning to a selected destination in an interplanetary or interstellar setting.

Athlete (Athletics) is skill in sports-related physical activity and competition.

Author (Writer, Writing) is ability in the literary arts.

Automotive is the Knowledge of ground vehicle maintenance and repair. It contrasts with the other Knowledges under Driver in that it is deeply

concerned with repair, modification, and maintenance rather than operation.

BattleDress is skill in the use, care, and repair of personal combat armor. It also covers the use of Portable (a specialized term) Weapons.

Bay Weapons is the Knowledge associated with large starship weapons installations (those mounted in Bays).

Beams is the Knowledge associated with the use, maintenance, and repair of personal energy weapons.

Biologics is concerned with devices based on living matter.

Biology is the scientific study of living organisms

Blades is the Knowledge associated with the use, maintenance, and repair of blade or edged weapons.

Boat is the Knowledge associated with the operation of small watercraft.

Broker is skill in the marketing of goods, and represents an understanding of the business of buying and selling.

Bureaucrat (Bureaucracy) is skill in the standardized procedures within an organization, and the ability to interpret and follow those procedures.

Capital is the general Knowledge associated with Capital, the center of the Imperium.

Career is the general Knowledge associated with a specific <Career>.

Carouse is the interpersonal activity associated with casual social interaction.

Chef is the ability in the arts associated with taste and smell (typically food preparation).

Chemistry is the scientific study of matter at the atomic, molecular, and macromolecular levels

Command is the interpersonal activity associated with giving orders or issuing commands.

Comms (Communications) is skill in the use of technological communications equipment with a focus on primary data input.

Compute is the native ability to perform detailed or extensive information processing rapidly and without external aids or devices.

Computer (Office Equipment) is skill in the use of technological office equipment and focuses on non-primary data input.

Counsellor is skill in providing advice, guidance, or recommendations

to individuals, with its emphasis on personal or interpersonal behavior.

Craftsman (Craftsperson) is concerned with the production of high quality work output.

Curiosity is an intuition relating to the serendipitous acquisition of information.

Dancer (Dance) is ability in the arts associated with body movement.

Designer (Design) is skill in creating new objects using available principles, components, and concepts.

Diplomat (Diplomacy) is skill in formal negotiation between governments or large organizations.

Driver is skill in the operation of ground vehicles.

Electronics is concerned with devices based on electron flow.

Empath is the native ability to sense and understand the emotions of others.

Engineer (Engineering) is skill in the operation, maintenance, and repair of the drives of starships and spacecraft.

Exotics is the Knowledge associated with the use, maintenance, and repair of strange, unorthodox, or unusual personal weapons.

Explosives (Demolitions) is skill in the use of high energy devices for destructive purposes.

Fighting is skill in conflict resolution through violence.

Flapper is the Knowledge associated with the operation of aircraft which use flapping wings.

Fleet Tactics is concerned with the command and control of groups of ships for naval combat operations.

Fluidics is concerned with devices based on fluid flow and interaction.

Flyer is skill in the operation of flying craft.

Forensics (Forensic Science) is skill in investigation, especially when related to legal matters.

Forward Obsv (Forward Observer) is skill in directing military or naval attacks against targets.

Gambler (Gambling) is skill in variety of games of chance, and includes a familiarity with the degrees of risk involved.

G-Drive is the Knowledge associate with the operation of gravitic drives.

Grav (Grav Vehicle) is the Knowledge associated with the



operation of vehicles using gravitics technology.

Grav (Grav Watercraft) is the Knowledge associated with the operation of watercraft using gravitics technology.

Grav (Grav Flyer) is the Knowledge associated with the operation of flying craft using gravitics technology.

Gravitics is concerned with devices based on gravity control.

Gunner (Gunnery) is skill in the targeting, operation, and maintenance of the weaponry typically used by starships and spacecraft.

Heavy Wpns (Heavy Weapons) is skill in the targeting, operation, and maintenance of the Heavy Weapons.

Hibernate is the native ability to enter a long-term state of reduced consciousness and physical activity.

Hi-G (High-Gravity, Hi-Gravity) is skill in functioning in High-Gravity Environments.

History is the scientific study of events over time

Hostile Environ (Hostile Environment) is skill in functioning in environments which are hostile to life.

Hypno is the native ability to create altered mental states in which the subject's critical thinking faculties are bypassed or overridden.

Insight is the personal activity associated with analyzing available information to arrive at non-obvious conclusions.

Intuition is the native ability to generate or obtain information without any apparent operation of the senses.

J-Drive is the Knowledge associate with the operation of jump drives.

JOAT (JOT, Jack of all Trades) is skill in acting competently in many different undertakings.

Language is skill in communications between sophonts using a commonly accepted symbol set.

Launcher is the Knowledge associated with the targeting, operation, and maintenance of the military launcher weapons systems.

Leader (Leadership) is skill in expressing personal power to persuade or command others to perform specific tasks.

Legged is the Knowledge associated with the operation of vehicles supported by and propelled by legs.

Liaison is skill in informal coordination of relationships between different cultures or organizations.

Life Support is the Knowledge associate with the operation of life support systems.

Linguistics is the scientific study of languages

LTA (Lighter Than Air Craft) is the Knowledge associated with the operation of lighter-than-air craft.

Luck is the personal activity associated with selecting unobvious activities likely to produce success.

Magnetics is concerned with devices based on magnetism and magnetic fields.

Math is the native ability to perform detailed or extensive mathematical calculations rapidly and without external aids or devices.

M-Drive is the Knowledge associate with the operation of maneuver drives.

Mechanic (Mechanics, Mechanical) is concerned with devices based on mechanical interaction.

Medic (Medical) is skill in the healing arts.

MemAware is the native ability to recall in great detail previous experiences through the sense of Awareness.

Memorize is the native ability to recall in great detail previously acquired information.

MemPercep is the native ability to recall in great detail previous experiences through the sense of Perception.

MemScent is the native ability to recall in great detail previous experiences through the sense of Smell.

MemSight is the native ability to recall in great detail previous experiences through the sense of Vision.

MemSound is the native ability to recall in great detail previous experiences through the sense of Hearing.

Mole is the Knowledge associated with the operation of vehicles which burrough underground.

Morph is the native ability to change the shape, contours, appearance, and coloration of one's body.

Musician (Music) is ability in the auditory arts.

Naval Architect is skill in design of starships and spacecraft.

Navigation (Navigator) is skill in the determination of present location and course planning to a selected destination in a world surface setting.

Navy is the general Knowledge associated with the profession of spacer.

Ortillery is the Knowledge associated with the targeting, operation, and maintenance of the

orbital bombardment systems.

Persuade is the interpersonal activity associated with influencing decisions.

Philosophy is the scientific study of the purpose or purposes of life

Photonics is concerned with devices and materials based on light, electromagnetic radiation, and photon flow.

Physics is the scientific study of fundamental laws of the universe

Pilot is skill in the maneuver of starships, spacecraft, and small craft.

Planetology is the scientific study of structure and characteristics of worlds

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Polymers is concerned with devices and materials based on plastics.

P-Plant is the Knowledge associate with the operation of fusion (and other) power generating plants.

Programmer is concerned with the operating and control systems of both analog and digital devices.

Psionicology is the scientific study of psionics and paranormal activity

Psychohistory is the scientific study of extremely large populations.

Psychohistory is a predictive and manipulative science which envisions specific stimuli applied to a large population to achieve a specific result.

Psychology is the scientific study of mental processes and behavior

Query is the interpersonal activity associated with gathering information.

Rage is the native ability to enter a heightened emotional state characterized by insensitivity to pain and wounds, and increased physical characteristics.

Recon (Reconnaissance) is skill in gathering information about military and naval operations and units.

Regina is the general Knowledge associated with the world of Regina.

Rider is the Knowledge associated with the use of animals as personal transport.

Robotics is the scientific study of the design, construction or creation, and maintenance of artificial beings

Rotor (Helicopter, Rotary Wing Aircraft) is the Knowledge associated with the operation of aircraft which use rotary wings.

Sapper (Combat Engineer) is skill in rapid construction or demolition under military conditions.

Scout Service is the general Knowledge associated with the profession of scout.

Screens is the Knowledge associate



with the operation of protective screens.

Seafarer is skill in the operation of watercraft.

Sensors is skill in the use of technological sensory equipment: the artificial devices which extend and enhance the natural senses.

Ship is the Knowledge associated with the operation of large surface watercraft.

Slug Throwers is the Knowledge associated with the use, maintenance, and repair of personal bullet-firing weapons.

Small Craft (Ship's Boat) is the Knowledge associate with the operation of spacecraft typically smaller than 100 tons.

Sophontology is the scientific study of intelligent beings

SoundMimic is the native ability to recreate or imitate sounds which the individual has previously heard.

Spacecraft ACS (Spaceship, Spacecraft) is the Knowledge associated with the piloting or direction of spacecraft in the ACS series (larger than Small Craft but smaller than 2500 tons).

Spacecraft BCS (Big Spaceship, Big Spacecraft, BCS Spacecraft) is the Knowledge associated with the piloting or direction of spacecraft in the ACS series (larger than 2400 tons).

Spines is the Knowledge associate with the operation of spinal weaponry for starships and spacecraft.

Sprays is the Knowledge associated with the use, maintenance, and repair of personal spray weapons.

Stealth is skill in moving or functioning without being detected.

Steward (Servant) is skill in meeting the personal needs of others.

Strategy is skill in formulating long-range or high level plans for business, military, or athletics.

Streetwise is skill in interacting with local subcultures.

Sub is the Knowledge associated with the operation of subsurface watercraft.

Survey (Exploration) is skill in the art of wilderness exploration and mapping.

Survival is skill in remaining alive in the face of dangerous situations or locations.

Tactics is skill in engaging and defeating an opponent in conflict situations.

Teacher (Instruction, Teaching) is skill in imparting knowledge to others in classroom or practical situations.

Teamster is the Knowledge associated with the use of animals as beasts of burden.

Tracked is the Knowledge associated with the operation of vehicles propelled by endless tracks.

Trader is skill in identifying goods and estimating their value in the local market.

Trainer (Training) is the Knowledge associated with changing behavior of

animals (and of sophonts with C5 = Training).

Turret is the Knowledge associate with the operation of turret based weaponry.

Unarmed (Unarmed Combat, Melee) is the Knowledge associated with unarmed combat techniques.

Vacc Suit (Space Suit, Vacuum Suit) is skill in functioning in Vacuum environments, and using vacuum suits and environmental protective equipment.

Wheeled (Wheeled Vehicle) is the Knowledge associated with the operation of vehicles propelled by wheels

Wing (Fixed Wing Aircraft) is the Knowledge associated with the operation of fixed wing aircraft.

WMD (Weapons of Mass Destruction) is the Knowledge associated with the targeting, operation, and maintenance of the Weapons of Mass Destruction.

World is the general Knowledge associated with <World>.

Zero-G (Zero-Gravity) is skill in functioning in Zero-Gravity environments.



	CRIMES Crime is defined as the violation of law. Crime is classified or identified by type (or category), degree (or intensity), and intention.	1
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THE CATEGORIES OF CRIME

Crimes can be assigned categories based on their nature and their severity.

Crimes Against						
	Property	Environment	Sophonts	Society	Justice	Doctrine
Gaffe 1	Misuse	Litter	Offense	Disharmony	Mistake	Ignorance
Infraction 2	Vandalism	Waste	Insult	Violation	Inattention	Question
Misdemeanor 3	Damage	Damage	Assault	Slack	Inaction	Heterodoxy
Felony 4	Theft	Pollution	Mayhem	Dishonor	Perjury	Blasphemy
High Crime 5	Destruction	Ravage	Killing	Treason	Injustice	Heresy
Atrocity 6	Havoc	Ruin	Mass Killing	High Treason	Tyranny	Mass Deception

Within each category of crime, there is an ascending scale of seriousness. The least serious are gaffes (and typically not prosecuted): Slightly more serious are misdemeanors. Serious crimes are felonies.

Economic Degree. Crimes are further detailed by degree, the exponent of the economic value or cost of the crime: Violation-2 is a minor crime involving a value of about Cr100 ($100 = 10^2$ where the exponent is 2). Intentionally killing a businessman is Murder-6 (attributing to him a value of Cr1,000,000); killing a laborer is perhaps Murder-4. Assigning economic value to a crime is sometimes (often?) a subjective decision.

Cultural Values. Not all cultures believe that all of the instances on this list are crimes.

Intent. Intent is a strong component of crime; it affects the severity of consequences of committing a crime (in the general range: Ignorant. Uninformed. Passionate. Deliberate). An individual who specifically intends to commit a crime or to violate the law bears a greater degree of guilt than someone who commits a violation in the heat of passion or through inadvertence or negligence. Lack of intent may be argued as a defense. After conviction, lack of intent may be argued as a mitigating circumstance to reduce the severity of consequences.

Crimes Against Property

Misuse. Use of property inappropriate purposes.

Vandalism. Casual defacing of property.

Damage. Physical devaluation of property, but falling short of destruction.

Theft. Taking property Includes theft (taking by stealth) and robbery (taking by force), fraud (taking by deception).

Destruction. Physical destruction of property. Includes Arson, Bombing.

Havoc. Indiscriminant or mass destruction of property.

Crimes Against The Environment

Litter. Inattention to environment.

Waste. Misuse of resources. Includes failing to sort trash, failure to maintain equipment in efficient running order.

Contamination. Minor crimes against the environment. Includes littering, emitting obnoxious noises or odors, failure to dispose of useless property.

Pollution. Serious crimes against the environment. Includes disposal of untreated waste, unauthorized toxic waste production.

Ravage. Commercial actions which degrade the environment without regard for long-term consequences. Includes strip mining, clear cutting of forests, unaesthetic ice-harvesting.

Ruin. Non-commercial actions which degrade the environment. Includes setting forest fires. Use of weapons of mass destruction.

Crimes Against Sophonts

Beings may include intelligent beings, animals, artificial beings, artificial intelligences, and artificial entities such as corporations or companies.

Insult. Non-physical attacks against others. Violence or near-violence against beings, but which inflicts no injury. Includes threats, threatening actions, libel or slander.

Battery. Violence against beings which results in injury to the victim or others. Includes physical violence, emotional abuse; may include libel or slander.

Mayhem. Causing pain or suffering to a being. Includes cruelty to animals, torture.

Killing. Causing the death of an intelligent being. Includes murder and serial murder.

Mass Murder. Multiple killing of intelligent beings. Includes waging illegal war and crimes of aggression.

Crimes Against Society or the State

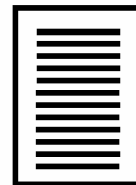
Violation. Disobedience of regulations. Includes traffic or curfew violations, failures of permits or paperwork.

Slack. Undue dependence on society or the state. Includes welfare or unemployment assistance abuse.

Dishonor. Betrayal of the basic principles of society.

Treason. Adherence to the principles of an alternate or competing society. In religious cultures, this might be heresy.

High Treason. Active support of the principles of a competing society to the detriment of the individual's native or adopted society.



The Literature

Traveller is science-fiction, and it is based on science-fiction: the concepts of SF literature thread their way through every part of **Traveller**. Sometimes, when it isn't possible to play **Traveller**, science-fiction novels and stories are the next best thing.

This reading list covers many well-known and not-so-well-known science fiction concepts. Some of the concepts are already in the rules: easy to implement when the opportunity arises. Others are inspirations for adventures, challenges, or intrigues just waiting to be turned into Traveller adventures.

- Aldiss, Brian, editor, Collection, Space Opera.
Aldiss, Brian, editor, Collection, Galactic Empires Volume One.
Aldiss, Brian, editor, Collection, Galactic Empires Volume Two.
Anderson, Poul, Novel, The Man Who Counts.
Anderson, Poul, Novel, Hiding Place.
Anderson, Poul, Series, the Dominic Flandry novels (1951-1993).
Anvil, Christopher, Collection, Interstellar Patrol.
Anvil, Christopher, Novel, Pandora's Legions.
Asimov, Isaac, Series, Robot Series.
Asimov, Isaac, Novel, The Currents of Space.
Asimov, Isaac, Novel, Pebble in the Sky.
Bailey, Barrington J, Novel, Star Winds.
Bailey, Barrington J, Novel, Star Virus.
Barnes Arthur K, Novel, Interplanetary Hunter.
Bates, Leslie, Novel, Friends in High Places.
Bates, Leslie, Short Story, Homecoming.
Blish, James, Collection, The Seedling Stars.
Brin, David, Series, Uplift.
Brunette, Paul, Novel, The Death of Wisdom.
Brunette, Paul, Novel, To Dream of Chaos.
Brunette, Paul, unpublished, The Backwards Mask.
Carson, Matthew, Novel, The Backwards Mask.
Clark, Arthur C, Short Story, The Ultimate Melody.
de Camp, L Sprague, Series, Krishna.
Del Rey, Lester, Short Story, Instinct.
Dougherty, Martin J., Novel, Diaspora Phoenix.
Dozois, Gardner, editor, Collection, The New Space Opera.
Drake, David, Novel, Hammer's Slammers.
Godwin, Tom, Short Story, "The Cold Equations".
Hamilton, Edmond, Novel, Exile.
Hartwell, David G, editor, Collection, The Space Opera Renaissance.
Heinlein, Robert A, Novel, Space Cadet.
Heinlein, Robert A, Novel, Red Planet.
Heinlein, Robert A, Novel, Farmer In The Sky.
Heinlein, Robert A, Novel, The Puppet Masters.
Heinlein, Robert A, Novel, Starman Jones.
Heinlein, Robert A, Novel, Tunnel In The Sky.
Heinlein, Robert A, Novel, Citizen of the Galaxy.
Heinlein, Robert A, Novel, Starship Troopers.
Heinlein, Robert A, Short Story, Life-Line.
Heinlein, Robert A, Novel, Time for the Stars.
Heinlein, Robert A, Novel, The Star Beast.
Heinlein, Robert A, Novel, The Rolling Stones.
Heinlein, Robert A, Novel, Between Planets.
Heinlein, Robert A, Novel, Podkayne of Mars.
Knight, Damon, Short Story, The Country of the Kind.
Laumer, Keith, Series, Bolo Series.
Laumer, Keith, Series, Retief Series.
Leinster, Murray, Short Story, Plague.
Leinster, Murray, Collection, Colonial Survey, Gnome Press, 1957.
Leinster, Murray, Collection, The Med Series, Ace, May 1983.
Leinster, Murray, Collection, Med Ship, edited by Eric Flint and Guy Gordon, Baen, June 2002.
MacApp, C C, Novel, Prisoners of the Sky.
MacApp, C C, Novel, Secret of the Sunless World.
MacApp, C C, Novel, Recall Not Earth.
McCullom, Michael, Novel, Life Probe.
Niven, Larry, Series, Ringworld.
Niven, Larry, Novel, The Mote In God's Eye.
Niven, Larry, Novel, The Gripping Hand.
Niven, Larry, Series, The Man-Kzin Wars anthologies based on the Known Space novels by Larry Niven.
Norton, Andre, Novel, The Stars Are Ours!.
Norton, Andre, Novel, Galactic Derelict.
Norton, Andre, Novel, Star Rangers.
Nourse, Alan E, Short Story, Brightside Crossing.
Piper, H Beam, Novel, The Cosmic Computer.
Piper, H Beam, Novel, Space Viking.
Pohl, Frederick, Series, Heechee.
Rowley, Christopher, Novel, Starhammer.
Rowley, Christopher, Novel, Vang: The Military Form.
Rowley, Christopher, Novel, Vang: The Battlemaster.
Russell, Eric Frank, Novel, Wasp.
Saberhagen, Fred, Series, Berserkers.
Schmitz, James, Novel, The Witches of Karres.
Sheckley, Robert, Short Story, Zirn Left Unguarded, the Jenghik Palace in Flames, Jon Westerly Dead.
Simak, Clifford, Short Story, Desertion.
Smith, Cordwainer, Collection, The Rediscovery of Man: The Complete Short Science Fiction of Cordwainer Smith.
Smith, E E "Doc", Series, Lensman.
Swanwick, Michael, Novel, Vacuum Flowers.
Swycaffer, Jefferson, Series, Traveller Novels.

Swycaffer, Jefferson, Novel, Not In Our Stars, Avon Books, New York, USA, 1986..

Swycaffer, Jefferson, Novel, Become the Hunted, Avon Books, New York, USA, 19nn..

Swycaffer, Jefferson, Novel, The Universal Prey, Avon Books, New York, USA, 19nn..

Swycaffer, Jefferson, Novel, The Praesidium of Archive, Avon Books, New York, USA, 19nn..

Swycaffer, Jefferson, Novel, Tales of the Concordat 1: The Empire's Legacy.

Swycaffer, Jefferson, Novel, Tales of the Concordat 2:.

Swycaffer, Jefferson, Novel, Tales of the Concordat 3: .

Tubb, E C, Series, Dumarest Series.

Van Vogt, A E, Novel, Slan.

Van Vogt, A E, Novel, The Weapon Shops of Isher.

Vance, Jack, Series, Demon Princes series.

Vance, Jack, Series, Tschai.

Varley, John, Novella, The Persistence of Vision.

Viehl, S L, Series, Stardoc (series).

Vinge, Vernor, Novel, A Fire Upon The Deep.

Vinge, Vernor, Novel, A Deepness In The Sky.

Vinge, Vernor, Novel, The Witting.

Webber, David, Series, Honor Harrington.

Wells, H G, Short Story, When the Sleeper Wakes.

White, Steve, Novel, Prince of Sunset.

White, Steve, Novel, Emperor of Dawn.

Williams, Walter Jon, Series, Drake Maijstral Series.

Williams, Walter Jon, Series, Dread Empire's Fall.