



## Traveller's Handbook (Traveller T20 D20)

*By Martin Dougherty*

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### **Traveller's Handbook (Traveller T20 D20)** By Martin Dougherty

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!

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##### **Thomas Brim:**

This Traveller's Handbook (Traveller T20 D20) is great book for you because the content and that is full of information for you who also always deal with world and also have to make decision every minute. This specific book reveal it information accurately using great manage word or we can declare no rambling sentences inside. So if you are read the idea hurriedly you can have whole info in it. Doesn't mean it only provides straight forward sentences but tricky core information with attractive delivering sentences. Having Traveller's Handbook (Traveller T20 D20) in your hand like finding the world in your arm, facts in it is not ridiculous 1. We can say that no book that offer you world within ten or fifteen second right but this reserve already do that. So , this can be good reading book. Hey Mr. and Mrs. occupied do you still doubt which?

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In this particular era which is the greater particular person or who has ability to do something more are more precious than other. Do you want to become certainly one of it? It is just simple solution to have that. What you have to do is just spending your time not much but quite enough to have a look at some books. One of several books in the top checklist in your reading list is definitely Traveller's Handbook (Traveller T20 D20). This book and that is qualified as The Hungry Hills can get you closer in becoming precious person. By looking up and review this guide you can get many advantages.

##### **Bobby Hanke:**

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