

The Traveller

Core rules. Playtest edition, version 1.0

A co-operative, narrative tabletop RPG for 2–4 players and a Games Master.
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Welcome, Traveller

The distant future. Humanity has crossed the stars. Empires rise, expand and fall, and the living, the dead and the unhallowed all vie for a home among them. Against this backdrop rises **The Traveller**: a questing knight from another time, neither fully human nor saint, but enough of both to keep the myth alive. You play the companions swept into his orbit.

These are freestanding rules: no other rulebook is needed. Combat will feel familiar to tabletop wargamers; narrative play will feel familiar to roleplayers; and the two halves feed each other through shared resources.

> **You will need** 2–4 players and a Games Master (GM), part-time or full-time. A handful of D6 and D10. Miniatures: 3–5 heroes and 5–15 enemies per game. A board about 2 × 2 ft. A game takes 5–10 rounds, about 1.5–2 hours.

Core principles

The rule of cool. If it's fun, cool, or adds to the story, do it. **Own the story.** Players drive the narrative; the GM works their actions into the arc. **You can't really mess it up.** If everyone is having fun telling a cinematic story, that is what matters.

To test marks a rule that is a first guess rather than settled. Please tell us how it plays.

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Playtest questions

1. The core mechanic

Every uncertain action is a **test**: roll a die and meet or beat the target number on your profile.

Test	Die	Stats	Used for
Tabletop test	D6	Quality, Defence	Hitting and blocking in combat
Narrative test	D10	Strength, Dexterity, Will	Climbing, persuading, hacking, sensing, casting
Challenge roll	D10 vs GM die	Any stat as specialty	New, ambiguous or contested actions

Modifiers are +1 or –1 and never stack beyond +2 or –2. **Naturals:** a natural 1 always fails; a natural 6 on a D6 or 10 on a D10 always succeeds. **Multiple dice:** each die that meets the target is one success. **When to roll:** only when failure would be interesting. Otherwise it simply happens.

2. Narrative tests and challenge rolls

The player describes what their hero does, the GM names the stat, and the player rolls a D10 against it.

Result	Outcome
Beat the target by 3 or more	**Strong success.** It works, and the GM adds a clue, an advantage or a wild die.
Meet or beat the target	**Success.** It works.
Miss by 1	**Success at a cost.** It works, with a complication: noise (+1 Threat), a wound, lost gear or a worse position. The player may refuse the cost and fail instead.
Miss by 2 or more	**Failure.** It doesn't work, and the situation moves on.

The GM can set –1 or –2 for hard tasks, or +1 for well-prepared ones.

Challenge rolls

The catch-all for anything new, ambiguous, or contested by the GM's forces.

1. The player describes the action and names the best-fitting stat.
2. The GM picks a **challenge die**: D6 for easy, D10 for standard, 2D10 keep highest for very hard.
3. Both roll. The player rolls a D10, or **two D10 and keeps the highest** if the named stat is 4+ (their specialty).
4. Higher wins. On a tie, the player chooses: succeed at a cost, or fail cleanly.

3. Wild dice

Wild dice reward leaning into the story, and are the main bridge between narrative and tabletop play.

Earning. The GM awards one when a player plays to their hero's drive even when it's inconvenient, describes an action so well the table reacts, gives an NPC or villain their moment, accepts a complication they could have avoided, or scores a strong success. Aim for one or two per player per session.

Spending. Spend one per test, before or after rolling: add one die of the test's type (D6 or D10) and keep the best, or add it as one extra attack die. Hold up to 3; unspent dice carry over. You can give one to another hero if it makes narrative sense, such as a shouted warning or a shared prayer.

4. Heroes





Each hero is built around an archetype.

Archetype	Style	Strengths
Pilgrim	Fanatics and zealots, priests and seers of the faith. They venerate The Traveller.	Close combat and Strength. May take one Cleric power.
Adventurer	Veterans and mercenaries: pragmatic, dangerous, looking for any opportunity.	Shooting and Dexterity. Knows drills.
Mystic	Witches, seers and seekers of uncanny truths, feared and carefully revered.	Powers and Will. Knows one school of powers.

The profile

Stat	Die	What it does
Quality	D6	Target to hit when shooting or fighting
Defence	D6	Target to block a hit
Strength	D10	Force, endurance, intimidation, close-quarters feats
Dexterity	D10	Speed, stealth, piloting, tech, aim outside combat
Will	D10	Courage, insight, persuasion, powers
Wounds	—	Harm you can take before you go down
Toughness	—	A pool of temporary armour and extra effort

Wounds. A standard hero has 5; The Traveller has 9. Wounds come back between scenes, or through powers and gear.

Toughness is grit you burn to stay in the fight. Heroes start each scenario with full Toughness (4). Spend 1 to cancel 1 wound as you take it. Spend 2 for a third action, once per round. Spend 2 to reroll a failed narrative test. The Rest action restores D3.

To test: whether Toughness should also reroll D6 tests. Leaving it out keeps combat swingy and wild dice valuable.

Quick start profiles

Hero	Q	D	Str	Dex	Will	W	T	Weapons
The Traveller	5+	6+	6+	6+	4+	9	4	Spear laser pulse (12", A2, AP1, Artefact); Ancient spear (A2, AP2, Deadly(3), Artefact)
Pilgrim	5+	6+	4+	6+	6+	5	4	Burning blade (A4, AP1, Flame); one Cleric power
Adventurer	5+	5+	6+	4+	6+	5	4	Guard pistol (12", A2, Reliable); Hand weapon (A2); two drills
Mystic	5+	6+	6+	6+	4+	5	4	Ancient pistol (12", A1, AP1, Artefact); Staff (A2); one school of powers

Creating a hero

1. **Archetype.** Pilgrim, Adventurer or Mystic. Take its quick start profile.
2. **Powers or drills.** A Mystic picks a school and knows its level 1 power plus one other. An Adventurer knows Take Cover! plus one other drill. A Pilgrim may take one Cleric power.
3. **Home world.** Aegis, Aqua Moriana, Ferris Mons, Onen Svět, Himmelreich, Hypnum, Hells Fall, Mortis, Decima's Gamble, or another of your own.
4. **A tie.** Sworn to, formerly of, hunted by, in debt to, or raised among a group: the Black Guard, a bright cult, a mercenary company.
5. **A drive.** Pilgrims: The Traveller is the embodiment of their world's saint, and he holds secret knowledge. Adventurers: gold, lost comrades, a need to be the hero. Mystics: visions of an alternate future, manipulated by the gods, a vessel for fate.

5. Structure of play and Threat

The game runs in two modes. **Exploration** is loose and story-led: no strict turn order, each hero moves about 6" and tries one test per GM beat, and Threat rises by 1 at the end of each beat. **Combat** is tight and turn-based. The GM switches to combat when enemies act against the heroes.

The combat round

1. **Set up.** Every player and the GM roll a D10 for priority, highest first, rerolling ties. The GM rolls for Threat.
2. **Activation.** Players and GM alternate activating one model at a time. Each model takes 2 actions.
3. **End.** Resolve heroes who are down, fire, discoveries and story beats. Threat rises by 1.

The Threat track

Threat starts at 0 and rises each beat or round, and whenever a test's cost is noise. At the start of each round or beat, the GM rolls a D10. If it is **equal to or under** the current Threat, an event triggers, then Threat drops by 2. Narrative successes such as sealing a door or silencing an alarm can lower Threat by 1.

Threat	Typical event
1–3	Minions arrive, or an environmental hazard
4–6	An elite enemy arrives, or the villain appears to monologue
7+	The villain or a horror enters the fight

6. Actions

Each model takes **2 actions** per activation. The same action can be taken twice, except Shoot, Fight and Cast. A third action costs 2 Toughness.

Action	Effect
Move	Up to 6". Two Moves is a run.
Shoot	Attack a visible target in range with a ranged weapon (D6).
Fight	Attack an enemy in base contact with a melee weapon (D6).
Charge	Move up to 6" into contact and Fight. Uses both actions.
Narrative	A narrative test or challenge roll (D10).
Cast	Use one power, or perform one drill.
Hold	Shoot the first enemy that moves into sight before your next activation.
Rest	Restore D3 Toughness. Not in base contact.

Free actions: talking, shouting, taunting and monologuing; passing a small item once per activation. **Leaving combat:** moving out of base contact lets each enemy you were touching make one free attack with 1 die.

7. Combat and weapon traits

1. **Roll to hit.** One D6 per attack (A) on the weapon. Each die that meets the attacker's Quality is a hit.
2. **Roll to block.** The defender rolls one D6 per hit against Defence. Armour piercing (AP) adds its value to the target: Defence 5+ against AP(1) becomes 6+.
3. **Take wounds.** Each unblocked hit is 1 wound. Toughness cancels wounds one for one.

Cover: +1 Defence against shooting. **Long range** (over half the weapon's range): –1 to hit. **Outnumbered:** each extra enemy in contact gives the attackers +1 to hit, to a maximum of +2.

Weapon traits

Trait	Effect
AP(X)	Add X to the target's Defence number when they roll to block.
Deadly(X)	Each unblocked hit causes X wounds. Toughness still cancels them one for one.
Artefact	Ancient, powerful and temperamental. Once per scenario, **overcharge** for +1 attack die and +1 AP on one attack. On a natural 1 to hit, or straight after an overcharge, it **falters** until repaired with a Narrative action and a Dexterity or Will test.
Reliable	Easy to maintain, fed by any scavenged ammo. Reroll one missed hit die per attack. Never falters and can't be disabled.
Explosive(X)	Each hit becomes X hits, shared among the target and models within 3", friend or foe. Not in base contact.
Flame	Ignores cover. An unblocked hit sets the target alight. Each End phase roll a D6 per burning model: 1–2 the fire goes out; 3–6 it takes 1 wound. An action puts it out.

To test: with Wounds halved, Deadly(3) on The Traveller's spear may be too strong. Try Deadly(2) if bosses vanish in one round.

8. Powers and drills

Casting is a Will test on a D10; drills use Dexterity. Add 1 to the target for each level above 1: with Will 4+, level 1 casts on 4+, level 2 on 5+, level 3 on 6+. **Perils:** on a natural 1 the power fails, Threat rises by 1, and the school's peril applies. **Outside combat**, any power can be used as a narrative action, resolved as a challenge roll using Will.

Seers

They see the blow before it lands, and the path the story wants to take.

Power	Level	Effect
Forewarned	1	One friend within 12" gets +1 to Defence until your next activation.
Veil	2	You and one friend within 3" can't be shot or charged until one of you attacks or an enemy ends a move within 3".
Thread of Fate	3	Force a reroll of any one die rolled this round, including the GM's or The Traveller's behaviour roll.

Peril. Too much seen: lose your next action. The GM describes a glimpse of a possible future.

Technomancy

Machine-speech and code-prayer, whispered to weapons, doors and the dead machines of the sublimed.

Power	Level	Effect
Overclock	1	One friendly weapon within 6" gets +1 AP on its next attack, or a faltered Artefact is repaired.

Power	Level	Effect
Breach	2	Hack a machine within 12": open or seal a door, kill an alarm (–1 Threat), or an enemy machine loses its next activation.
Construct	3	Summon a drone within 3": Q5+ D5+, 1 Wound, 12" gun A1 Reliable. Activates after you. One at a time.

Peril. The machine answers back: an Artefact or drone within 12" falters or turns on the nearest model for a round.

Clerics

Minor miracles of a local saint, carried from world to world by the faithful.

Power	Level	Effect
Blessing	1	One friend within 12" may reroll one die of any test before the end of the next round.
Ward	2	Until your next activation, one friend within 6" blocks hits that get past Defence on a 5+, ignoring AP.
Miracle	3	A downed hero within 12" stands with 2 Wounds, or friends within 6" regain D3 Toughness.

Peril. The god demands a price: the GM sets a vow. Until kept, Cleric powers are at –1.

Saint's presence. Cleric powers cast within 6" of The Traveller get +1. **Pilgrim priests.** A Pilgrim may take one Cleric power, cast on their own Will.

Drills (Adventurers)

No gods, no visions. Just training, kit and the habits that kept them alive.

Power	Level	Effect
Take Cover!	1	You and one friend within 3" get +1 Defence against shooting until your next activation.
Suppressing Fire	2	One enemy within 12" loses one action next activation. A minion loses its whole activation.
Field Kit	3	Patch up a friend in contact (D3 Wounds, or stand a downed hero with 1), jury-rig a faltered Artefact, or set a breaching charge (1 hit AP(1) Explosive(2) within 6").

Peril. Snafu: the GM may bring in a face from your past.

9. Going down and injury

A hero at 0 Wounds is **down**: lay the model on its side. They can't act, but can still talk. An ally in contact can revive them with a Narrative action and a Will or Dexterity test: on a success they stand with 1 Wound; on a success at a cost, they stand but lose their next action. A hero still down at the end of the following round rolls on the injury table after the scenario.

D6	Lasting injury
1	**Grievous wound.** –1 to one stat until healed in downtime.
2	**Shaken.** Start the next scenario with half Toughness.
3–5	**Scarred.** No lasting effect. Describe the scar.
6	**Touched by fate.** Start the next scenario with a wild die.

When the GM calls a breather between scenes, heroes regain all Wounds and Toughness. Lasting injuries remain.

To test: whether heroes should ever die outright. For now, death is the player's story choice, not a dice result.

10. Experience and levelling

At the end of a mission, each hero who took part earns	XP
Taking part	1
Victory / partial victory	+2 / +1
Playing to their drive (the table agrees)	+1
Hero of the hour (one per mission, by vote)	+1

Heroes reach level 2 at 4 XP, level 3 at 9, level 4 at 15 and level 5 at 22. Each level gives one advance:

- the next power or drill (a Pilgrim can learn a second Cleric power);
- +1 Wounds or +1 Toughness (twice each at most);
- a D10 stat improved by one step (once each, never better than 3+);
- Quality or Defence improved by one step (once each, never better than 4+);
- a talent, such as Veteran of a world (+1 on narrative tests there), Lucky (hold 4 wild dice) or Steady hand (reroll one missed hit die per Shoot).

The Traveller never levels up. Instead, as the campaign goes on, he remembers.

11. The Traveller

The Traveller is a companion, not a player character. Whoever runs him (the GM, a co-GM, or the table in turn) rolls a D10 at the start of each round. He is gallant, heroic and capable, but also ancient, unpredictable and dangerous. He spends Toughness only as armour.



D10	Behaviour	This round
1	**Hostile**	Takes 1 action: a single attack on the nearest model in range, friend or foe.
2	**Lost in a vision**	Takes 1 action. The GM may give a cryptic hint.
3–6	**The quest**	Acts normally.
7	**Chaaarge!**	Must Charge the enemy with the most Wounds left, +2" to the move.
8	**A man of skill**	+1 to Defence rolls this round.
9	**A moment of clarity**	The GM gives a clear clue. +1 to hit this round.
10	**Advantage!**	The party gains 1 wild die to share.

12. Enemies and the bestiary

Any miniature in your collection can be an enemy. Pick its tier, give it a weapon, and add a trait or ability for flavour. Enemies spend Toughness only as armour.

Tier	Q	D	W	T	Weapon	Special
Minion	5+	6+	1	0	A1	None
Elite	4+	5+	3	1	A2, AP(1)	One trait
Boss	4+	4+	6	3	A3, AP(1)	Two traits and a narrative trait
Horror	3+	4+	9	4	A4, AP(2)	Two traits; Will test to Charge it

Scaling. A good fight for 3–4 heroes and The Traveller is about 6 minions, or 3 minions and an elite, plus a boss for the finale. **Without a GM,** roll a D6 per enemy as it activates: 1–2 take cover or hold; 3–5 advance and shoot, or charge if in range; 6 charge the nearest hero.

The lesser gods and their cults

Every lesser god has two faces and two cults. The bright cult can be an ally, a rival, or a Pilgrim's patron; the dark cult supplies enemies. To build an encounter, pick a world, pick one of its dark cults, use the tier stats above with the cult's named models and signature rules, apply the cult rule to every model, and give elites and above the cult's trait.

The Undying (Death)

Harvesters of death who worship disease to escape the end. They answer to the Herald.

Tier	Model	Signature rule
Minion	**Walkers**	Slow: Move 4". Infected: a hero they wound also loses 1 Toughness.
Elite	**Bell-warden**	While it stands, Threat rises by an extra 1 each End phase.
Boss	**Deacon of the Undying**	Faustian pact: once per scenario, offers a downed hero full Wounds to swear to the Herald.
Horror	**Plague colossus**	Infected, as Walkers.

Cult rule. Death without dying: each End phase, a defeated Walker stands with 1 Wound on a 6. Flame and holy water stop this. **Trait:** Deadly(2). **Bright counterpart:** the Wardens of the Final Gate.

The Herald (Horror): Suffer or Sacrifice: on arrival The Traveller chooses. Suffer: heroes' max Wounds –1. Sacrifice: he loses 3 Wounds, heroes gain 2 Toughness.

Faust-X, the Made Perpetual (Boss): Regains 1 Wound each End phase unless hit by Flame that round. Casts Technomancy on Will 4+.

Monos (Boss): Past pain: ignores the first wound he takes each round.

The Lost (The Traveller)

Pilgrims who followed The Traveller and never found him. Belief rotted into hunger.

Tier	Model	Signature rule
Minion	**Lost pilgrims**	Never attack The Traveller; they swarm whoever stands nearest him.
Elite	**Hollow knight**	Copies The Traveller's behaviour roll each round.
Boss	**The False Traveller**	A hero needs a Will test to attack him in their first activation; Pilgrims at –1.
Horror	**Laris, the Lost Saint**	No Cleric power can be cast within 12".

Cult rule. Belief feeds both: each Cleric power cast within 12" gives the nearest Lost model 1 Toughness. **Trait:** Artefact. **Bright counterpart:** the Divine Wanderer.

The Drowned (The Ocean)

Worshippers of Pelagia, whose leviathan swallowed Aqua Moriana's dying star.

Tier	Model	Signature rule
Minion	**Drowned faithful**	Waterborne: ignore water terrain; +1 Defence while in it.
Elite	**Deep-caller**	Harpoon (12", A1, AP1): a hit drags the target 3" toward it.
Boss	**Tide-priestess of Pelagia**	Undertow: once per round, heroes within 6" are pulled 2" toward her.
Horror	**Leviathan spawn**	Swallow: a model it takes down is removed until the spawn dies.

Cult rule. The rising dark: each event at Threat 4+ floods one more area of the board. **Trait:** Reliable. **Bright counterpart:** the Cleansing Wake.

The Feral (The Wilds)

Devanna's untamed face: the beasts, and those who run with them.

Tier	Model	Signature rule
Minion	**Feral hounds**	Fast: Move 9". Infected.
Elite	**Hunter**	Ambush: set aside, then placed within 6" of any hero at the start of a round.
Boss	**Great Hunter**	Barbed claw (A3, AP2, Deadly(3)).
Horror	**Corrupted beast**	Rampage: when it Charges, every model it passes takes 1 hit.

Cult rule. Scent of blood: +1 to hit against wounded heroes. **Trait:** Deadly(2). **Bright counterpart:** the Sacred Branch.

The Excess (Life)

Life without limit. Where the Family tends the land, the Excess gorges on it.

Tier	Model	Signature rule
Minion	**The Bloomed**	When defeated, leave a 3" patch of overgrowth.
Elite	**Gorged one**	5 Wounds instead of 3, but Move 4".
Boss	**Mother of Plenty**	Feast: regains 1 Wound whenever a model within 6" is defeated.
Horror	**The Swollen Lamb**	Narrative tests within 6" are at –1.

Cult rule. Overgrowth: a hero ending an activation in overgrowth loses 1 Toughness. **Trait:** Explosive(2). **Bright counterpart:** the Family.

The Rot (The Harvest)

The failed harvest: blight in the fields, then the silos, then the people.

Tier	Model	Signature rule
Minion	**Rot-tillers**	Blighted: a hero who defeats one in contact rolls a D6; on 1, lose 1 Toughness.
Elite	**Scarecrow**	Counts as terrain until a hero comes within 3", then activates at once.
Boss	**The Rot-reeve**	Once per round, picks where the world's hazard strikes.
Horror	**The Withered Field**	A 6" area: any model starting its activation there takes 1 hit.

Cult rule. Famine: while any Rot model stands, Rest restores only 1 Toughness. **Trait:** Reliable. **Bright counterpart:** the Spirit of the Harvest.

The Ruin (The Hearth)

The hearth-fire turned on the home. They burn what the Sacred Fire would keep.

Tier	Model	Signature rule
Minion	**Ash-brands**	Firebrands (A1, Flame).
Elite	**Kiln-breaker**	Firepot (8", A1, Explosive(2), Flame).
Boss	**Magna's Ruin-lord**	Inferno: once per round, every burning model takes 1 wound.
Horror	**Forge-wyrm of the Clutch**	Flame hits heal it 1 Wound instead.

Cult rule. Everything burns: their Flame hits set targets alight even if Toughness cancels the wound. **Trait:** Flame. **Bright counterpart:** the Sacred Fire.

The Fatalists (Chance)

To Fraus's faithful, everything is preordained and pointless. They play to lose, and take you with them.

Tier	Model	Signature rule
Minion	**Dice-thralls**	D6 on activation: 1 do nothing, 6 take a third action.
Elite	**Odds-breaker**	Once per round, cancel a wild die as it's spent.
Boss	**Croupier of Fraus**	House edge: gains 1 Toughness whenever a hero spends a wild die.
Horror	**The Loaded Die**	Each round, D6 heroes (nearest first) are at –1 on every test.

Cult rule. Preordained: once per round, the GM may set one Fatalist die to any result. **Trait:** Explosive(2). **Bright counterpart:** the Divine Fate.

The Pale Eyes (The Seer)

Seers who looked too long at the lesser gods, and were looked back at.

Tier	Model	Signature rule
Minion	**Blind acolytes**	Ignore cover and Veil.
Elite	**Pale Eye**	Mind-lash (12"): one hero passes a Will test or loses an action next activation.
Boss	**The Many-Sighted**	Foreseen: once per round, force a hero to reroll a success.
Horror	**The Watching God**	Each round, one secretly chosen hero fails their first narrative test.

Cult rule. Seen: each Seer power cast within 12" of them raises Threat by 1. **Trait:** Artefact. **Bright counterpart:** the Oracles of the Final Truth.

The Reapers (The Warrior)

Lua's war without end. Reavers and sell-swords who kill as prayer.

Tier	Model	Signature rule
Minion	**Reaper blades**	+1 to hit while any hero is down.
Elite	**Reaper champion**	Challenge: must Fight the strongest hero in reach, +1 attack.
Boss	**Warlord of Lua**	Reap: after defeating a model, Move 3" and Fight again.
Horror	**Avatar of Lua**	Takes no wounds from shooting beyond 12".

Cult rule. No surrender: Reapers never take cover or hold. **Trait:** Explosive(2). **Bright counterpart:** the Unbroken Spear.

Powers of the Empire and beyond

Faction	Minion / Elite / Boss / Horror	Faction rule	Trait
The Black Guard	Guard levies / Sergeant-at-arms / Castellan / War-walker	Drilled: +1 to hit when two or more shoot the same target this round.	Reliable
The Watchers in the Dark	Thorn birds / Shrike's hound / Watcher-captain / Silent engine	Unseen: can't be shot from beyond 12" until they've attacked.	Reliable
The Augmented	Cog-thralls / Fused adept / Archwright / Engine of the Machine God	Machine-speech: a Technomancer's Breach can target any Augmented model.	Artefact
The High Faith	Zealot mob / Flagellant champion / Inquisitor-priest / Living icon	Intolerant of the pantheon: +1 to hit any hero who cast a power this round.	Flame
The Bone Singers	Ossuary wardens / Bone choir / Elder Singer / Tomb colossus	Keepers of tombs: they don't attack unless a hero damages a shrine or takes a relic.	Artefact

Faction	Minion / Elite / Boss / Horror	Faction rule	Trait
The Brood	Brood cultists / Hybrid enforcer / The Mother-voice / Brood-beast	Hidden among us: one friendly NPC in each scenario is secretly Brood.	Deadly(2)
The Animata	Animata drones / Animata lancer / Remnant node / Animata-mind	Sublimed: at Threat 7+, one destroyed drone rebuilds itself each End phase.	Explosive(2)

Mercenary companies (the Iron Crab's Claw, the Scythes of Harvest, the Pilgrims of Dust, the Pious Wanderers, the Winter Mercenaries): use Hired guns, Company veterans and a Company captain. They retreat when half their number are down.

Recurring characters



The Herald (Horror). Death's apotheosis, sent to follow The Traveller. *Suffer or Sacrifice:* when he first appears, The Traveller chooses. Suffer: every hero's maximum Wounds drop by 1 for the scenario. Sacrifice: The Traveller loses 3 Wounds, and every hero gains 2 Toughness.

Faust-X, the Made Perpetual (Boss). The party's lost navigator, taken by the Undying on Husk. Regains 1 Wound each End phase unless hit by Flame that round; casts Technomancy on Will 4+.

Monos (Boss). The barbarian who knelt before the Herald. Ignores the first wound he takes each round.

Neoma (NPC). The seer of Brawn. Once per scenario, the GM may have her reveal a true clue to the party, or reveal the party to their enemies (+2 Threat).

Agent Shrike (Boss). Master of the Watchers' Thorn birds. At half Wounds, he leaves at the end of his next activation and returns in a later scenario.

13. Gear

Heroes find gear as loot or buy it from the Wandering Peddler. When a hero finds treasure, roll a D10: 1–5 common, 6–8 uncommon, 9 rare, 10 a unique relic (only one of each exists; if all are found, count it as rare). Selling returns half the price. **Once per scenario** items recharge at the start of each new scenario.

Item	Rarity	Gold	Use	Effect
Lantern	Common	5	Permanent	Light in the dark: no darkness penalties within 6". Swung as a crude weapon, it's A1 in melee after a Strength test.
Rope	Common	5	Permanent	+1 to Dexterity tests to climb, bind, or bridge a gap.
Monocular scope	Common	10	Permanent	+1 to hit when shooting if the bearer hasn't moved this activation. A Will test picks out distant details.
Health kit	Common	10	Single use	Action: a hero in contact regains D3 Wounds, or 3 Wounds on a passed Dexterity test.
Unlabelled potion	Common	8	Single use	Drink as a free action and roll a D6. 1–2 Stamina: +1 action this round. 3–4 Health: regain D3 Wounds. 5–6 Luck: one reroll this round.
Holy water	Common	12	Single use	Coat a weapon for the scenario: its hits on the Undying cause D3 wounds, and they can't stand again. Or throw it 6" with a Dexterity test: 1 hit, Deadly(D3) against the Undying.
Grenade 8", A1, AP(1), Explosive(3)	Common	10	Single use	Thrown as a Shoot action. Bang.
Punch gun 6" or melee, A1	Common	15	Permanent	A gun and a knife, brutally joined. The bearer may Shoot and Fight in the same activation.
Ancient repeater rifle 18", A6, Artefact	Uncommon	25	Once per scenario	Fires once per scenario, hitting on 4+ whatever the bearer's Quality. Each natural 1 is a misfire: the bearer takes 1 wound and the rifle falters.
Amulet of warding	Uncommon	30	Permanent	An extra save. When a hit gets past Defence, roll a D10: on 6+ it's blocked anyway. On a 1 the amulet shatters.
Blessed lantern	Uncommon	30	Once per scenario	Once per scenario, as an action: Undying, Lost and Pale Eyes models within 6" lose their next action. The Herald's servants can't abide its light.
Code breaker	Uncommon	25	Permanent	Opens a lock as a duel with the GM. The GM rolls 4D6 in a row: the code. Each action, roll a D6 for every unmatched position; matches lock in. Pass a Will test first to lock the first number free. Every attempt is noise: +1 Threat.
Flame thrower 6", A1, +1 to hit, Explosive(3), Flame	Uncommon	35	Permanent	The weapon of the fanatic. Impractical, bombastic and lethal. On a natural 1 to hit, take a Dexterity test: pass and gain an extra attack die; fail and the bearer catches fire.
Deep-caller's harpoon 12", A1, AP1, Reliable	Uncommon	20	Permanent	Taken from the Drowned. A hit drags the target 3" toward the bearer.
Watcher's seal	Uncommon	20	Once per scenario	Forged or stolen. Once per scenario, a Will challenge roll makes Black Guard or Watcher minions stand down.

Item	Rarity	Gold	Use	Effect
Lazarus cube	Rare	40	Once per scenario	An auto-doc of the old Order. Once per scenario, using a whole activation: a downed hero in contact stands with full Wounds. Or, after the game, heal one lasting injury.
Traveller's tarot card	Rare	15	Single use	Draw it when the moment is right. No one chooses which card comes.
The last grenade in the bandolier 8", A1, AP(2), Explosive(5)	Rare	20	Single use	Saved for the worst moment. The bearer can throw it as a free action, even as they go down.
Bell-warden's handbell	Rare	30	Once per scenario	Ring it once per scenario: every Walker within 12" loses its next activation. Every Undying model now knows where you are: +1 Threat.
Head Taker Melee, A3, AP2, Deadly(2), Artefact	Unique	80	Permanent	Also called God Killer and Widow Maker; it answers to all three. Against Bosses and Horrors it is Deadly(3).
The Gun That Killed Your Father 12", A2, AP1, Reliable	Unique	70	Permanent	Tell the table whose father. Against the villain who carried it before, every hit is Deadly(2).
NEMESIS 18", A3, AP2, Artefact	Unique	90	Permanent	A sentient weapon forged with ancient technologies. Once per round it takes a shot of its own at a target the GM chooses, even if the bearer is down. It has opinions.

Playtest questions

Thank you for testing The Traveller. After your game, these are the questions we most want answered.

1. Did wild dice flow at about one or two per player per session? Did the GM need firmer triggers?
2. Is a third action for 2 Toughness too cheap? Did heroes stop using Toughness as armour?
3. Did the Threat track bring enemies in at the right pace for a 1.5–2 hour game?
4. Is Deadly(3) on the Ancient spear too strong now that Wounds are halved?
5. Narrative tests (D10) succeed far more often than attacks (D6). Did that feel right, or should they be closer?
6. Did "success at a cost" come up often enough to matter?
7. Did levelling feel too fast, too slow, or about right?
8. Which cult was the most fun to fight, and which rule was ignored or forgotten?
9. What did you house-rule?

> **The companion app** The Travellers' Companion app builds parties, generates missions on the galaxy map, draws tarot readings, runs the Trading Post and tracks Threat at the table. Ask the GM for the link.

The Traveller and The Travellers' Companion by Sam Olof (Cupboard of Shame): rules, lore, layout and miniature art. Tarot cards painted by Saul Painter. Playtest edition, version 1.0. Not for sale.