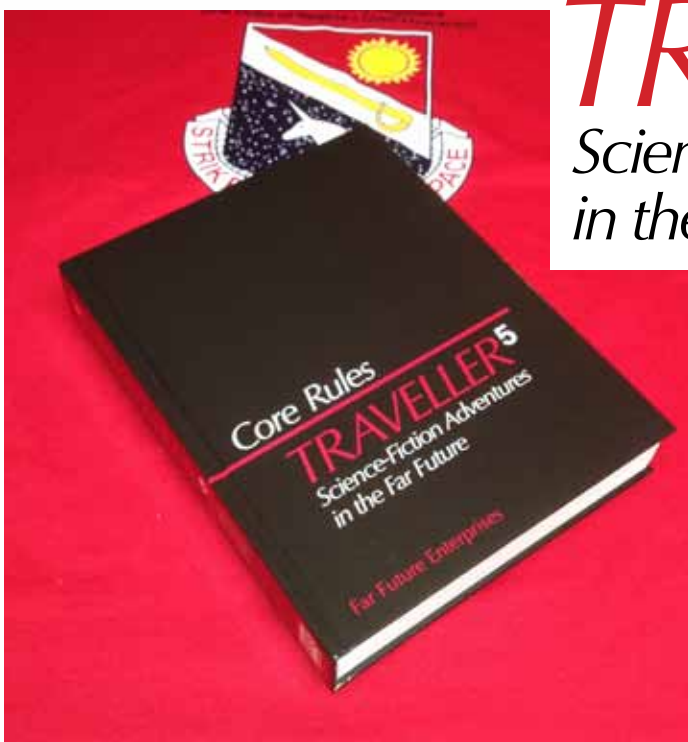


Core Rules



TRAVELLER⁵

*Science-Fiction Adventures
in the Far Future*



Traveller⁵ is the newest edition of one of the most popular and successful science-fiction role-playing settings of all time. Chronicling the high tech future of a star-spanning empire and thousands of worlds, species, and cultures. **Traveller** is filled with challenges and adventure. With rules for character creation (including androids, genetic engineering, aliens, and robots), combat, high technology, starships, and more, **Traveller⁵** has everything players need to start playing in the universe of the far future.

Selling Points:

Focuses on the star-spanning space opera future with a human-dominated interstellar empire, nevertheless filled with aliens, strange planets, and exciting action.

Thirteen Fundamental Character Types, including traditional Spacer, Soldier, Merchant, Noble, Scholar, Entertainer, plusd Craftsmen, and more.

Time-Tested Game Systems provide the maximum in adventure potential in a RDME Rich Decision Making Environment.

Maker Systems allow the design and creation of Guns, Armor, Vehicles, Starships, Worlds, Alien Races, and even Things.

Continues the key game elements that have inducted both **Traveller** and Traveller design Marc Miller into the Adventure Gaming Hall of Fame.

Target Markets

Current **Traveller** players and referees, including **GURPS Traveller** and **Mongoose Traveller**.

Role-playing game fans interested in science-fiction and space travel, whether the original **Traveller** universe, or their own variants.

CORE RULEBOOK
ISBN: 978-1-55878-000-2
MSRP: \$75.
Pages: 656 (hardcover)
Catalog No: FFE 0300
Release: June 2013



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