

## MONGOOSE TRAVELLER SKILLS AND TASKS (For Original Mongoose Traveller)

**TASK CHECK:** Player rolls 2D6 +/- appropriate Die Modifiers. On an 8+ the roll succeeds.

**HASTY TASK:** -2 DM per timeframe. **CAUTIOUS TASK:** +2 DM per timeframe. **UNSKILLED TASK:** -3 DM

**CHARACTERISTIC CHECK:** Roll 2D6 and add the appropriate characteristic modifier as a DM.

- When forcing open a sealed door on a derelict ship, a character would use his Strength Dice Modifier.
- When balancing on a narrow beam, a character uses his Dexterity Dice Modifier.
- When trying to endure a long trek through the desert, a character would use his Endurance Dice Modifier.
- When trying to decipher an alien puzzle-box, a character uses his Intelligence Dice Modifier.
- When attempting to remember some trivia or piece of common knowledge, a character uses his Education Modifier.
- When trying to impress a guard with his wealth or position, a character uses his Social Standing DM

**SKILL CHECK:** Roll 2D6 and add both the skill level and an appropriate characteristic DM.

- Repairing a damaged gun might use Gun Combat skill and Education DM.
- Trying to determine what sort of gun caused a wound might use Gun Combat (or Investigation) and Intelligence DM.
- Hiding from an enemy soldier would call for Dexterity DM and Stealth skill, while staying still for a long time to avoid detection would be an Endurance DM plus Stealth skill check.

| TASK DIFFICULTY |    | TIME FRAMES TABLE (Task will take 1D6 x Time Frame) |             |  |
|-----------------|----|---|-------------|--|
| Difficulty      | DM | Time Frame  | Increment   | Example Action                                   |
| Simple          | +6 | 1-6 seconds   | One Second  | Shooting, punching, jumping.                     |
| Easy            | +4 | 10-60 seconds                                       | Ten Seconds | Rerouting power, opening a comms channel.        |
| Routine         | +2 | 1-6 minutes   | One Minute  | Applying first aid, basic technical tasks.       |
| Average         | +0 | 10-60 minutes                                       | Ten Minutes | More complex technical tasks, searching an area. |
| Difficult       | -2 | 1-6 hours   | One Hour    | Building a shelter, moving through wilderness.   |
| Very Difficult  | -4 | 6-24 hours  | Four Hours  | Researching a problem.                           |
| Formidable      | -6 | 10-60 hours   | Ten Hours   | Repairing a damaged ship.                        |
| Impossible      | -8 | 1-6 days  | One Day     | Combing a city for a missing person.             |

**SITUATIONAL MODIFIERS:** Use of good tools, competent aids, or other beneficial circumstances receive a +1 DM to their skill check. Bad or improper tools, or other negative circumstances may impose a -1 DM.

**EFFECT** Subtract 8 from the total of the dice roll + modifiers. This is the Effect.

| Effect   | Success  | CHARACTERISTIC MODIFIER |    |
|----------|--|-------------------------|----|
|          |  | Attribute               | DM |
| 0        | <b>Marginal Success:</b> Character barely succeeds and may have to accept a condition on the success.  |                         |    |
| 1-5      | <b>Average Success:</b> Character succeeds normally.   | 0                       | -3 |
| 6        | <b>Exceptional Success:</b> Character succeeds in an impressive or elegant fashion.  | 1-2                     | -2 |
|          |  | 3-5                     | -1 |
|          |  | 6-8                     | 0  |
|          |  | 9-11                    | +1 |
|          |  | 12-14                   | +2 |
|          |  | 15+                     | +3 |
| Effect   | Failure  |                         |    |
| <=-6     | <b>Exceptional Failure:</b> Complete failure / setback; on a repair, device is further damaged. In a social check, the character gets into more trouble. |                         |    |
| -2 to -5 | <b>Average Failure:</b> The character failed the task.   |                         |    |
| -1       | <b>Marginal Failure:</b> Almost succeeded. Maybe a minor success with consequences.  |                         |    |

**MULTIPLE ACTIONS:** For each additional concurrent action, apply a -2 DM to all checks.

**OPPOSED CHECKS:** If two characters are opposing each other directly in a task, then the character who obtains the highest Effect wins.

### AIDING ANOTHER CHARACTER

| Previous Check Failed | DM to Current Check | Previous Check Succeeded | DM to Current Check |
|-----------------------|---------------------|--------------------------|---------------------|
| <=-6 Effect           | -3                  | 0 Effect                 | +0                  |
| -2 to -5 Effect       | -2                  | 1-5 Effect               | +1                  |
| -1 Effect             | -1                  | 6+ Effect                | +2                  |