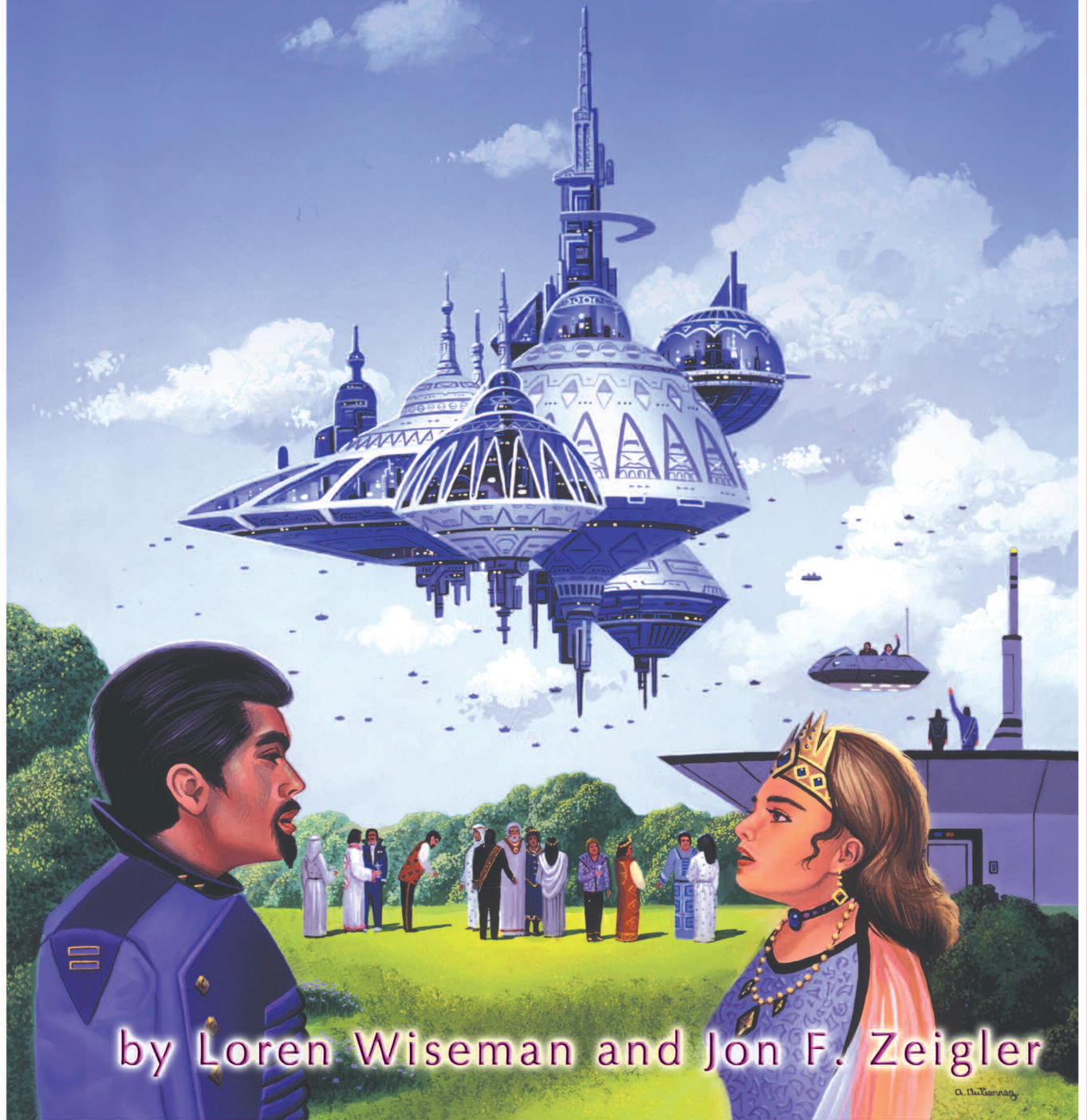


GURPS® *Traveller*®

NOBLES™



by Loren Wiseman and Jon F. Zeigler

A. DuZanarog

STEVE JACKSON GAMES

LORDS OF THE STARS

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- Deck plans for the *Wanderer*-class yacht, the *Midas*-class courier, and the *Condor*-class racing yacht – all new starships. Plus floor plans of mansions and private getaways.
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The *GURPS Basic Set* and *GURPS Traveller* are required for full use of this book in a *GURPS* campaign. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF games.

THE NOBILITY:

Written by

**JON F. ZEIGLER
AND LOREN WISEMAN**

Based on the award-winning *Traveller* science-fiction universe by

MARC MILLER

Edited by

KIMARA BERNARD

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FIRST EDITION, FIRST PRINTING
PUBLISHED JUNE 2004

ISBN 1-55634-432-5



9 781556 344329

SJG02695 **6624**

Printed in
the USA

GURPS® *Traveller*®



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ISBN 1-55634-432-5

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STEVE JACKSON GAMES

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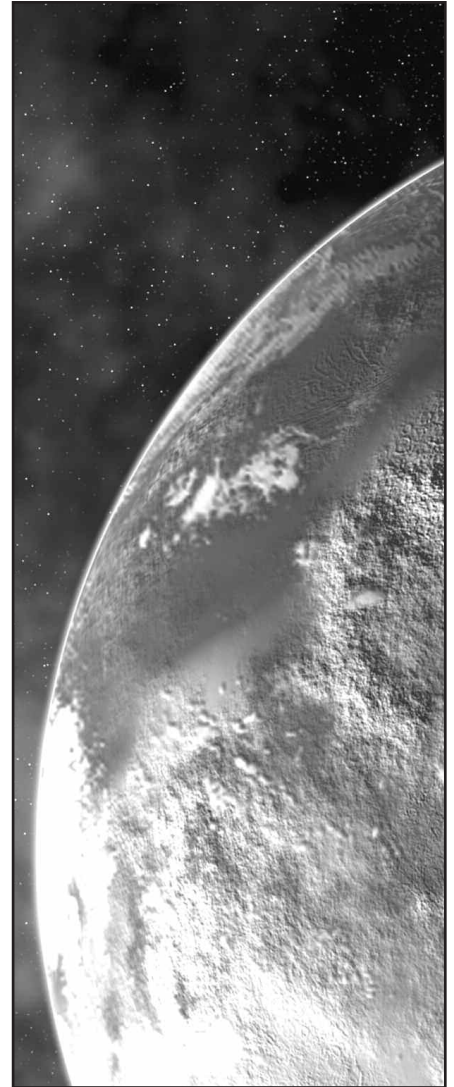


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About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l/.

The *GURPS Traveller: Nobles* web page is at www.sjgames.com/gurps/traveller/nobles/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are GT for *GURPS Traveller*, T:AI for *GURPS Traveller: Alien Races 1*, T:AII for *GURPS Traveller: Alien Races 2*, T:BC for *GURPS Traveller: Behind The Claw*, T:FT for *GURPS Traveller: Far Trader*, T:GF for *GURPS Traveller: Ground Forces*, T:H for *GURPS Traveller: Humaniti*, T:RF for *GURPS Traveller: Rim of Fire*, T:S for *GURPS Traveller: Starships*, T:ST for *GURPS Traveller: Starports*, and T:SW for *GURPS Traveller: Sword Worlds*. The abbreviation for *this* book is T:NO. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

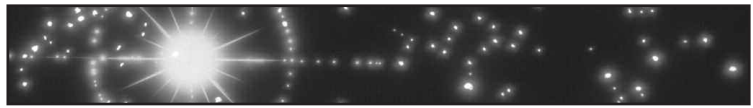
Introduction

The concept of an interstellar aristocracy has been with *Traveller* from the very beginning. Even *Classic Traveller* had a character trait called “Social Standing,” and suggested that characters with high scores in the trait could claim noble titles. In a sense, nobles were part of the game even before the Third Imperium made its first appearance. For over 25 years, *Traveller* characters have been meeting noble patrons, struggling against noble adversaries, and taking their own places in the aristocracy.

Unfortunately, there has never been a clear picture of what nobles *do*. Noble patrons have been conveniences, there to hand out an adventuring assignment and deliver cash when the job is finished. Noble adversaries were there to be corrupt and antagonistic. Noble adventurers have been essentially like their commoner partners – they may have carried a few more titles, but they have run (or hijacked) the same tramp merchant ships and fought in the same mercenary units.

GURPS Traveller: Nobles fills that void. Here, *Traveller* players can learn what the Imperial aristocracy does when it isn't providing patronage or opposition to wandering adventurers. As military commanders, lawmakers, judges, bureaucrats, corporate executives, scientists, and patrons of the arts, nobles work in many ways to provide the Imperium with leadership and unity. Indeed, without the nobility there would *be* no Imperium, only a scattering of antagonistic pocket empires.

Learn what being a noble is really like – the power, the prestige, the wealth, and the *responsibility* . . .



ABOUT THE AUTHORS

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to Steve Jackson Games, where he is the *GURPS Traveller* Line Editor.

Jon F. Zeigler has been a science fiction fan since the cradle (literally). He and his wife and two children live in Maryland, where he works as a computer security consultant. He has written several books for *GURPS* and *GURPS Traveller*.

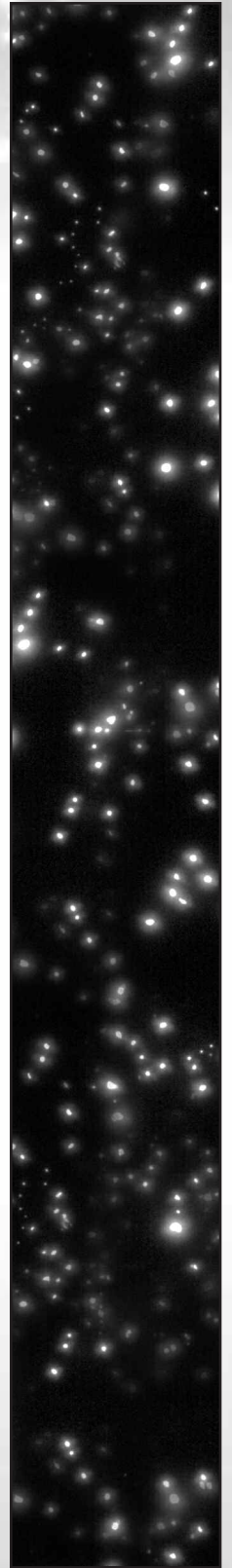
Journal of the Travellers' Aid Society

The long-running *Traveller* magazine is now online at www.sjgames.com/jtas/. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$20 per two years, for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, go to tml.travellercentral.com.

Summary of Imperial Positions

Noble Rank	Government Position
Emperor	Noble with the Imperial Mandate (p. 58) over the entire Imperium
Archduke	Noble with the Imperial Mandate over a domain
Duke	Noble with the Imperial Mandate over a sector or subsector Minister of Commerce Minister of Defense Minister of Justice Minister of State Minister of Technology First Lord of the Admiralty Chief of the Office of Calendar Compliance
Count	Noble with the Imperial Mandate over a cluster of worlds Minister of Colonization Minister of Conservation Minister of Information and Communication Chairman of the Board of Directors-General, Starport Authority Director of the Imperial Treasury Lord Marshal, Unified Armies of the Imperium Commandant of the Imperial Marines Director of the Imperial Interstellar Scout Service
Viscount	Noble with the Imperial Mandate over a cluster of worlds Lord Marshal, Unified Armies of the Imperium Commandant of the Imperial Marines Director of the Imperial Interstellar Scout Service
Marquis	Noble with the Imperial Mandate over a single major world Minister Plenipotentiary Imperial Archivist
Baron	Noble with the Imperial Mandate over a single minor world Member of the Board of Directors-General, Starport Authority President of the Imperial Shipping Commission Chairman of the Imperial Monetary Board Member of the Board of the Admiralty Member of the General Staff, Unified Armies of the Imperium Member of the Policy Board, Ministry of State Ambassador Extraordinary Member of the Imperial Moot * Sector Director, Starport Authority * Sector Admiral or Grand Admiral, Imperial Navy * Subsector Marshal or Sector Grand Marshal, Unified Armies of the Imperium * Senior sector-level official in most Imperial civilian ministries
Knight/Baronet	Imperial Court Justice Ambassador * Port Director or Subsector Director, Starport Authority * Commodore, Admiral, or Fleet Admiral, Imperial Navy * General officer, Unified Armies of the Imperium or Imperial Marines * Scout Leader or Sector Scout Leader, Imperial Interstellar Scout Service * Senior planetary or subsector-level official in most Imperial civilian ministries



High Courts traditionally follow the same general set of procedures as Imperial criminal courts, with the exception that there is no appeal from the Emperor's verdict. As in criminal court, the Emperor must find proof of guilt beyond reasonable doubt in order to convict, but what this consists of is left up to the Emperor to decide.

Sentences for treason can include imprisonment, capital punishment, or banishment (rarely invoked these days). If a noble is convicted of treason, all titles are revoked and usually awarded to another individual, but the family is not otherwise penalized.

EMPEROR STREPHON 590 POINTS

Human (Mixed/Imperial). Age 70; 5' 10", 160 lbs.; white skin, black hair going silver, gray eyes, clean-shaven, usually in elaborate Imperial garments or the dress uniform of a Grand Admiral of the Imperial Navy.

ST 9 [-10]; **DX** 11 [10]; **IQ** 14 [45]; **HT** 12 [20].

Speed 5.75; Move 5.

Dodge 5.

Advantages: Administrative Rank 8 [40]; Alertness +1 [5]; Ally Group (Imperial retainers; large group, 100-point characters, 12 or less) [80]; Charisma +1 [5]; Claim to Hospitality [10]; Empathy [15]; Filthy Rich [50]; Legal Enforcement Powers 2 [10]; Military Rank 8 (Grand Admiral) [40]; Multimillionaire 6 [150]; Status 8 (Emperor) [10]*; Strong Will +2 [8].

* Includes three levels of free Status from high Wealth, and three from Military Rank.

Disadvantages: Honesty [-10]; Sense of Duty (The Imperium) [-10]; Stubbornness [-5]; Workaholic [-5].

Quirks: Becomes verbally aggressive when angry; Cultivates a bland public persona; Dislikes ceremony and spectacle; Enjoys working with philosophers and scientists; Obsessive diarist. [-5]

Skills: Acting-15 [4]; Administration-18 [10]; Anthropology-12 [1]; Astrogation-14 [2]; Bard-15 [4]; Carousing-12 [2]; Computer Operation-14 [1]; Detect Lies-17 [2]*; Diplomacy-15 [6]; Disguise-13 [1]; Economics-14 [4]; First Aid-14 [1]; Free Fall-11 [2]; Guns (Pistols)-15 [4]**; Heraldry-15 [4]; History-16 [8]; Intelligence Analysis-16 [8]; Interrogation-14 [2]; Intimidation-14 [2]; Law-16 [8]; Leadership-16 [6]; Lip Reading-14 [2]; Literature-14 [4]; Philosophy (Imperial)-14 [4]; Piloting (Grav Vehicles)-11 [2]; Piloting (Spacecraft)-11 [2]; Poetry-13 [1]; Politics-18 [10]; Powerboat-11 [2]; Psychology-14 [4]; Research-15 [4]; Savoir-Faire-18 [4]†; Strategy (Space)-14 [4]; Swimming-12 [2]; Tactics (Space)-13 [2]; Vacc Suit-14 [2]; Writing-15 [4].

* Includes +4 for Empathy.

** Includes +2 for IQ.

† Based on default of IQ+2 due to Status.

Languages: Galanglic (native)-14 [0]; Vilani-14 [2].

EMPRESS IOLANTHE

Iolanthe Abartii Guuilbataashullibaa was born on 064-1052. Her father was Duke Ashur Sirush Guuilbataashullibaa of Tansa, sector duke of the Gushemege sector. Her mother was Dame Celia Abartii, K.B., a former member of the Imperial Diplomatic Corps who had been knighted by the Archduke of Vland.

Iolanthe was the fifth child of the marriage, and was never expected to inherit her father's duchy. Instead, at the age of 14 she traveled to Capital, joining the retinue of Princess Lydia Alkhalikoi as a lady-in-waiting. Lady Iolanthe

attended the Karbiili School (p. 32) with Princess Lydia, and the two girls became close friends.

Lady Iolanthe first met her future husband at Strephon's coronation, but it was years before the two of them established a close relationship. Instead, Iolanthe attended the University of Sylea and earned a doctorate in anthropology, then did field work for three years on a backwater world in the Fornast sector.

When she returned to Capital in 1079, she renewed her acquaintance with Princess Lydia and was reintroduced to the Emperor. At the time, Strephon was very concerned with the need to find a wife, but none of the available candidates were quite suitable. Strephon barely knew this quiet, rather studious Vilani noblewoman – but she came from an ancient family, her father was one of his most important supporters, and she seemed pleasant enough in person. After consulting with his sister, Strephon asked for Iolanthe's hand in marriage. After thinking it over for several days, Iolanthe accepted.

To her surprise, the Empress has developed considerable affection for her husband over the years. She has also become a quiet but crucial support for his reign. She is quite intelligent – more so than her husband, as he has observed. Her analytical ability and her expertise in anthropology have given Strephon useful insight as he struggles with the Imperium's problems. Meanwhile, her ties to many Vilani noble families have helped to strengthen the old Alkhalikoi power base in the Gushemege sector.

Grand Princess Iphegenia has been educated from birth to eventually assume the mantle of authority for the Imperium. However, instead of following the usual Alkhalikoi tradition into the Imperial Navy, she has followed her mother's route into the sciences.

GRAND PRINCESS CIENCIA IPHEGENIA

The Grand Princess Ciencia, of course, is approaching the age where she has to begin considering where the next heir is coming from. She attended Karbiili when I taught there, and I remember her as intelligent and levelheaded, if a bit of a discipline problem initially. She had a little trouble making the adjustment from the Imperial Palace to the Academy campus, but after a few months she adapted nicely. She and Isis both were moony over that Glip fellow – that singer popular a couple of decades ago, I can't even remember his full name. Of course, so was every adolescent girl in the Imperium.

For now, Ciencia is rumored to be inordinately interested in the career of Doctor Ganidiirsi Simalr, son of the Duke of Ushra, and she is said to have pulled the strings that resulted in his induction into the Order of the Arrow. They have been seen at a number of formal and informal gatherings, and the

judicial system is most likely as a member of the judiciary, not as an arresting officer. Nobles who do serve as law-enforcement agents for local governments may have this advantage at the 5-point level. Only agents of the Imperial Ministry of Justice (or a similar agency) hold the advantage at the 10-point or 15-point levels.

Legal Immunity *see p. B237*

Imperial nobles *do not* have this advantage, as they are subject to all local and Imperial laws. The only form of immunity they enjoy is in the fact that a non-Imperial court cannot sentence them to death; this costs no points.

Military Rank *see p. B22*

Military personnel gain free Status according to their current Military Rank, according to the rule on p. B22. This applies to members of the Imperial Army and Marines (as established by *GURPS Traveller: Ground Forces*), and also to members of the Imperial Navy. It does *not* apply to members of the Imperial Scout Service, even those serving in the Scout Bureaucracy. Discharged military personnel with Courtesy Rank do not gain free Status from it, although they may buy Status normally.

High nobles often get Military Rank from their position, especially if they command units of huscarles (p. 62). The exact level of Military Rank varies depending on the size and armament of the commanded units. A typical high noble baron may have Military Rank 4, while a marquis, viscount, or count may have Military Rank 5.

High nobles at the level of duke and above *always* have Military Rank 8 – this represents not only command over their personal huscarle units, but command authority over all Imperial military forces within their demesne (p. 60).

Patrons *see p. B24*

A noble can also have a higher-ranking aristocrat as a personal patron, usually at the 15-point level. Nobles who are active in Imperial government often have a Patron of their ministry or service. Secondary agencies, such as the Ministry of Colonization or the Scout Service, are 25-point Patrons. Major Imperial agencies, like the Ministry of Justice or the Imperial Navy, are 30-point Patrons.

Security Clearance *see p. C129*

Many nobles in direct military or government service hold some level of Security Clearance. The Imperium uses a standard system of classification which includes four levels – or at least four levels which are known to the public. These levels, and the associated clearances, are *Confidential*, *Sensitive*, *Secret*, and *Most Secret*. Confidential clearance costs no points, and is effectively held by everyone in the appropriate military branch or Imperial ministry. Higher levels of clearance require the Security Clearance advantage, which costs 5 points per level for Imperial personnel.

For more details on the Imperial classification system, see p. T:GF64-66.

Status *see p. B21*

The basic Status table for *GURPS Traveller* is given on p. GT83. A number of *GURPS Traveller* supplements give more details of how the Status advantage works in the Third Imperium. The new table summarizes and adds to these details, and is an official Status table for the Third Imperium.

EXTENDED STATUS TABLE

Level	Status Notes
8	Ruling Emperor of the Third Imperium
7	Imperial Consort, Grand Prince, or Archduke
6	Prince, Duke Ruler over PR 9-10 (Billions of people)
5	Count Ruler over PR 8 (Hundreds of millions of people)
4	Marquis, Viscount Ruler over PR 7 (Tens of millions of people) Leading Imperial bureaucrat at the sector level Leading corporate manager at the sector level
3	Baron Fabulously wealthy citizen (Two or more levels of Multimillionaire, see p. C127) Ruler over PR 6 (Millions of people) High-level general or flag officer (Military Rank 8) Leading Imperial bureaucrat at the subsector level Leading corporate manager at the subsector level
2	Baronet, Knight Extremely wealthy citizen (One level of Multimillionaire, see p. C127) Ruler over PR 5 (Hundreds of thousands of people) Senior military officer (Military Rank 5-7) Leading Imperial bureaucrat at the single-world level Leading corporate manager at the single-world level
1	Wealthy citizen (Wealthy, Very Wealthy, or Filthy Rich) Valued professional (Doctors, attorneys, academics, gaming industry writers) Senior NCO or junior commissioned officer (Military Rank 2-4) Owner of a starship
0	Ordinary citizen (Struggling, Average, or Comfortable) Ordinary enlisted man (Military Rank 0-1)
-1	Lower-class citizen (Very Poor or Poor)
-2	Beggar or outcast (Dead Broke)

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