

Traveller: 1700 – Historical Adventures in Colonial America

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Natives bring tribute to Virginia's Royal Governor in his capital city of Jamestown, c. 1690s.

Image credit: U.S. National Park Service

Introduction

Traveller: 1700 (or simply, T:17) is a fan-created alternate setting based on the British colonies in North America circa 1700 CE. Inspired by Paul Elliott's *Mercator* setting*, T:17 uses the universally applicable rules of Classic *Traveller* to give players an opportunity to adventure in Colonial North America, and hopefully, beyond. Broadly, this setting strives for historical accuracy – but it does not claim to be historically accurate. It is not a magical or fantasy setting. In Classic *Traveller* terms, it is a Tech Level 3, Balkanized “world” with a Law Level of, well...that depends on where you are, and where science – while not yet fully understood as in our time – exists to both enable and limit reality.

Assumptions

It is assumed by the author that the reader is familiar with the basic conventions of *Traveller* – die rolls, character generation, combat, etc. This article does not attempt to supplant the basic rules. It is written in accordance with Classic *Traveller*, but the T:17 setting should be easily adaptable by players who prefer other versions of the game, and players and referees are encouraged to expand upon and further develop the concepts described within this document.

The World of Traveller: 1700

It is the Age of Sail. Communication is limited to the speed of travel. It is the Age of Discovery. European kingdoms compete globally to find new lands to conquer, new resources to exploit, and new peoples to rule or ruin. It is 1700 CE. Within a few years England will become Great Britain, and the British Empire will be born. In London, England's capital, King William sits on the throne alone after the recent death of his co-monarch Queen Mary. Together, William and Mary restored peace, stability and prosperity to England through the Glorious Revolution, ending decades of Civil War, regicide and republicanism.

Across the Atlantic Ocean, England has exported people, culture and religion to North America throughout the 1600s. English colonies have managed to survive nearly a century of existential threats both internal and external amid the alien and hostile New World of the Americas. Many have died. And while progress has been made, hazards remain – bad weather, poor crops, barbaric natives – but total collapse of the nascent colonies no longer appears to be a realistic threat.



Natives attack Virginia colonists encroaching on their lands.

Image credit: U.S. National Park Service

Its various colonies along the Atlantic Seaboard each have distinct identities despite their shared heritage. They jockey for position on the American continent both among themselves and with rival colonies from France and Spain. To the north of English America, French colonies create friction along a frontier stretching far into the interior of the continent, while to the south Spanish colonies block English expansion.

Thoughts of an independent America are decades away – none of the signers of the Declaration of Independence have yet been born; even that is a generation or more in the future.

Despite attempts to tame it, America remains a wild land, offering equal parts danger, adventure and opportunity.

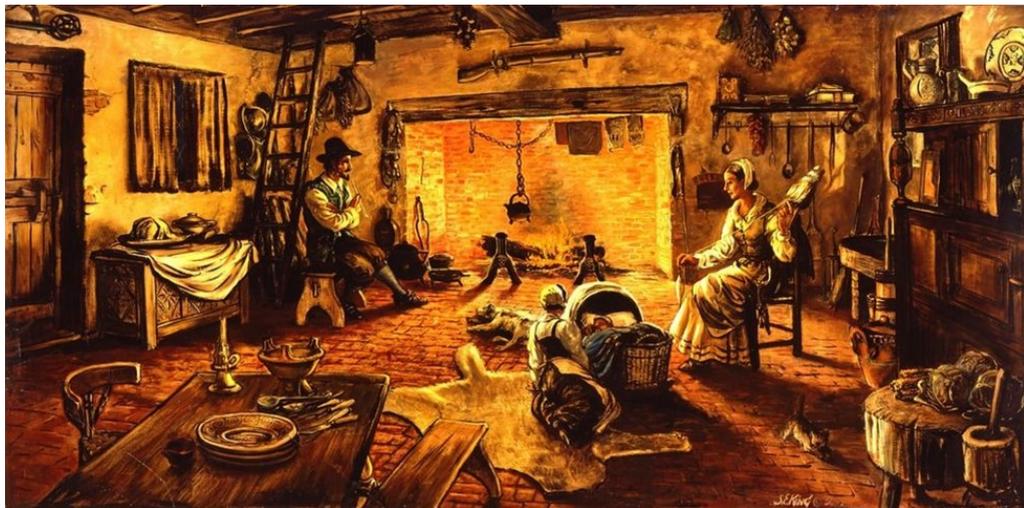
The New England Colonies were established by religious dissenters of the Church of England (Anglicanism). The Middle Colonies are a mix of English establishments (Pennsylvania, New Jersey) and failed colonial attempts by the Dutch (New York) and Swedes (Delaware). The Southern Colonies are perhaps the most English. The oldest, the Royal Colony of Virginia, began as a business venture and remains the bulwark of England in the New World. Nearby, the Province of Maryland had hoped to be a haven for Catholics seeking refuge from Protestantism, but by the end of the 1700s religious intolerance has driven most Maryland Catholics underground.

Despite attempts to reason with, and later eradicate them, native American Indians remain seemingly everywhere, sometimes ignoring, sometimes harassing and sometimes waging outright war against the English colonists. Enslaved Africans are a new



North & Central America c. 1700 CE

addition to the landscape, having first come to Virginia as indentured servants in 1619 but by the 1660s a form of chattel slavery – absolute lifelong ownership of slaves and their offspring – had been established.



Inside a Virginia colonist's home in the late 1600s.

Image credit: U.S. National Park Service

Characters

America at the start of the 18th century is a dynamic and interesting time and place, ripe for adventure and offering opportunities for wealth, power and excitement to those brave and curious enough to seek it. As with all variants of *Traveller*, characters and their creation are a central focus of *Traveller: 1700*. The character generation process for T:17 is similar to that of Classic *Traveller*, with some customization. For purposes of this initial document about the T:17 setting, characters are assumed to be located in, if not colonists of, Virginia.

Background

Roll 2D6 to determine background:

Results	
2	Enslaved African or American Indian (Player's Choice)
3-10	American-born Virginia Colonist
11-12	Foreign-born Indentured Servant

Indentured Servants come from England, Scotland, Ireland (in 1700, the United Kingdom does not yet exist) as well as Germany, Holland and Sweden and there were also Protestants from France (Huguenots). It is left to the player's imagination to determine these character details.

Universal Personality Profile

In the T:17 setting, a character's career starts before age 18 (the 'standard' age for Classic *Traveller*); the actual age depends on the character's background. Use the table below to generate the character's Universal Personality Profile (UPP); as the character ages toward age 20, he or she will mature, and additional changes to the UPP will be made (see *Maturing*, on the next page).

Background	STR	DEX	END	INT	EDU	SOC	
<i>Enslaved African</i>	1D6	1D6	1D6	2D6-2	1D6	1D6	Career begins at age 4
<i>American Indian</i>	2D6-2	2D6-2	2D6-2	2D6-1	2D-2	1D6	Career begins at age 8
<i>Virginia Colonist</i>	2D6-2	2D6-2	2D6-2	2D6	2D6	2D6	Careers begin at age 12
<i>Indentured Servant</i>	2D6-1	2D6-1	2D6-1	2D6	2D6	2D6	Careers begin at age 16.

Note – any die roll modified to less than 2 becomes a 2.

Maturing

Through age 20, a character's UPP can improve to reflect their growing-up. Per the table below, at the end of each term of service, increase the character's characteristics accordingly:

Background	Age			
	8	12	16	20
<i>Enslaved African</i>	+2 STR, DEX & END; +1 INT	+2 STR, DEX & EDU END; +1 INT &	+1 STR, DEX, END & INT	+1 STR, DEX, END & INT
<i>American Indian</i>	n/a	+2 STR, DEX & EDU END; +1 INT &	+1 STR, DEX, END & INT	+1 STR, DEX, END & INT
<i>Virginia Colonist</i>	n/a	n/a	+1 all except SOC	+1 all except SOC
<i>Indentured Servant</i>	n/a	n/a	+1 all except SOC	+1 all

SOC for *Enslaved Africans* and *American Indians* only applies among others of the same background; both are considered to have SOC of 0 when dealing with people of other backgrounds.



Virginia colonists cultivating tobacco during the 17th century.

Image credit: U.S. National Park Service

Careers

Virginia Colonists have some opportunity to choose their careers, which begin at age 12. There is no Draft. Each term of service is 4 years long. Indentured Servants are European-born and transported at someone else's expense to Virginia Colony. Their career begins at age 16, and for the first two terms their career is "Servant." After two terms – or if they fail to survive the first term – the Servant is free to pursue another career.

Soldiers are members of the professional Provincial Force of Virginia, separate from the Colonial Militia, which is composed of free White males and used as a Home Guard during times of crisis. **Sailors** are professional seamen sailing aboard civilian yet armed merchant vessels that occasionally became Privateers. **Merchants** are land-based business professionals focused on the buying, selling and transport of goods or the local provision of services (e.g., Carpentry, Blacksmithing, etc.). **Constables** are the law-enforcers of Colonial Virginia. Historically, **Rangers** were specialized professional soldiers during 17th and 18th century English America. For game purposes, Rangers are specialized "Indian Fighters"/Woodsmen that combine the esprit de corps of Marines and the rugged individualism of Scouts.

To begin a career, roll 2D6 modified per the table below. The player may choose any career equal to or less than the modified results. For example, if the player rolls a 7, they may decide to make their character a Soldier, Sailor or Merchant.

In the unlikely event a character fails to enlist in any career at the age of 12, assume they became an indentured servant at 16 and adjudicate their servitude and follow-on career accordingly. Note: indebted colonists sometimes did indeed sell themselves or their children into indebted servitude to avoid Debtor's Prison.

Colonist Careers

	Soldier	Sailor	Merchant	Constable	Ranger
Enlistment	4+	5+	6+	7+	8+
<i>DM +1 if</i>	<i>STR 8+</i>	<i>DEX 8+</i>	<i>INT 8+</i>	<i>STR 9+</i>	<i>INT 8+</i>
<i>DM +2 if</i>	<i>END 8+</i>	<i>INT 7+</i>	<i>EDU 8+</i>	<i>INT 8+</i>	<i>DEX 8+</i>
Survival	5+	6+	4+	5+	7+
<i>DM +2 if</i>	<i>INT 8+</i>	<i>END 8+</i>	<i>INT 7+</i>	<i>INT 7+</i>	<i>END 8+</i>
Position	7+	8+	N/A	8+	9+
<i>DM +1 if</i>	<i>EDU 8+</i>	<i>INT 7+</i>		<i>INT 8+</i>	<i>INT 8+</i>
Promotion	8+	9+	N/A	9+	9+
<i>DM +1 if</i>	<i>SOC 8+</i>	<i>SOC 7+</i>		<i>EDU 8+</i>	<i>INT 8+</i>
Re-Enlistment	6+	6+	5+	6+	7+

Skills

Upon enlistment, all Colonists, regardless of the specific career they are in, receive Hunting-1 and Survival-1. Additionally, the following career-specific skills are awarded:

Soldier:	Pike-1
Sailor:	Steward-1
Merchant:	Trader-1
Constable:	Pike-1
Ranger:	Riding-1



*17th century European soldiers clash on –
and for – North American soil.*

Image: 18th century engraving.

Colonists earn skills during each term of service. Roll 1D6 twice against the tables below to acquire skills related to the character's career. Colonists who fail a Survival roll should deduct 2 points from any characteristic other than EDU, or from a combination thereof, to reflect their injury. Failing the survival roll does not mean the character must end their career; they can choose to attempt to re-enlist, to end this career and try to start another, or to retire to begin a new life as a Traveller. When rolling for re-enlistment, a result of 12 means the character cannot end their career and must continue their career for another term.



Early colonial soldiers drill with matchlock Harquebuses

Image credit: U.S. Army National Guard

SOLDIER

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Polearm Combat	Instruction	Recruiting
2	DEX +1	Riding	Gun Combat	Medical
3	END +1	Blade Combat	Tactics	Mechanical
4	Gambling	Artisan	Mathematics	Mathematics
5	EDU +1	Brawling	Recon	Administration
6	Carousing	Gun Combat	Leader	Demolitions
7	SOC +1	Small Watercraft	Combat Engrg	Field Artillery
<i>DM +1 if</i>	<i>INT 9+</i>	<i>INT 8+</i>	<i>EDU 7+</i>	<i>INT 7+</i>

SAILOR

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Watercraft	Gun Combat	Recruiting
2	DEX +1	Blade Combat	Instruction	Medical
3	END +1	Swimming	Mechanical	Administration
4	Gambling	Small Watercraft	Mathematics	Trader
5	EDU +1	Swimming	Gunnery	Navigation
6	Brawling	Artisan	Leader	Naval Arch.
7	SOC +1	Large Watercraft	Steward	Ship's Tactics
<i>DM +1 if</i>	<i>INT 8+</i>	<i>INT 7+</i>	<i>EDU 7+</i>	<i>INT 9+</i>

MERCHANT

Die Roll	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Riding	Mechanical	Medical
2	END +1	Trader	Broker	Legal
3	Blade Combat	Carousing	Liaison	Leader
4	EDU +1	Artisan	Mathematics	Navigation
5	Mathematics	Agriculture	Administration	Interrogation
6	Gambling	Streetwise	Gun Combat	Prospecting
7	SOC +1	Bribery	Forgery	Survey
<i>DM +1 if</i>	<i>INT 8+</i>	<i>INT 8+</i>	<i>EDU 8+</i>	<i>INT 8+</i>

CONSTABLE

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Riding	Recruiting	Carousing
2	DEX +1	Polearm Combat	Instruction	Gun Combat
3	END +1	Interrogation	Mathematics	Mechanical
4	Streetwise	Brawling	Liaison	Medical
5	EDU +1	Staff Weapon	Recon	Tactics
6	Mathematics	Blade Combat	Leader	Navigation
7	SOC +1	Small Watercraft	Administration	Field Artillery
<i>DM +1 if</i>	<i>INT 8+</i>	<i>INT 7+</i>	<i>EDU 7+</i>	<i>INT 8+</i>

RANGER

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Blade Combat	Recruiting	Instruction
2	DEX +1	Hunting	Survey	Carousing
3	END +1	Survival	Leader	Combat Engrg
4	Polearm Combat	Riding	Medical	Mechanical
5	Brawling	Recon	Navigation	Medical
6	Gun Combat	Gun Combat	Jack-o-Trades	Prospecting
7	SOC +1	Streetwise	Mathematics	Falconry
<i>DM +1 if</i>	<i>INT 7+</i>	<i>INT 9+</i>	<i>EDU 8+</i>	<i>INT 8+</i>

Blade Combat and **Polearm Combat** are cascade skills and characters must select a specific Blade Weapon or polearm skill. Refer to the table below to determine which Blade weapon is appropriate for each character career:

Career	Blade Weapon	Polearm
Soldier	Dagger or Sword	Pike, Spear, or Halberd (or Bayonet if the character already has Gun Combat)
Sailor	Dagger, Blade or Cutlass	N/A
Merchant	Dagger, Blade or Foil	N/A
Constable	Dagger, Blade or Cutlass	Pike, Spear, or Halberd (or Bayonet if the character already has Gun Combat)
Ranger	Dagger, Blade, Cutlass, Foil, or Sword	Pike, Spear, Halberd, or Tomahawk/War Club (or Bayonet if they already have Gun Combat)

Note: Blade is a specific type of Blade Weapon – essentially a short-bladed cutlass.



Virginia merchants loading hogsheads (450 kg) barrels full of tobacco for shipment to English markets

Image credit: U.S. National Park Service

Gun Combat is a cascade skill and characters must select a specific weapon from the table below:

Soldier	Matchlock Musket – a heavy, smoothbore longarm ignited by a match in trigger-operated clamp.
Sailor	Flintlock Musket – a smoothbore longarm ignited by an improved sparking mechanism more suitable for shipboard use.
Merchant	Flintlock pistol – a smoothbore small arm suitable for self-defense or dueling
Constable	Harquebus – a crude firearm, ignited by hand using a glowing match (rope)
Ranger	Flintlock Rifle – similar to a flintlock musket but with a rifled (spiral grooved) barrel interior for increased accuracy at longer ranges.

Colonists can choose to end their career rather than re-enlist at the end of their 2nd successful term (consistent with the concept of apprenticing). The Colonist may then attempt to Enlist in another career. If successful, they can choose to end their new career rather than re-enlist at the end of any successful term. They may not embark upon a 3rd career.

Servants

Servants earn skills during each term of service. Roll 1D6 twice against the tables below to acquire skills related to the character's career. They do not begin their career with Hunting-1 or Survival-1, but earn Steward-1 instead.

Slaves and American Indians

Enslaved Africans and American Indians have no choice in their career paths; Africans become Slaves at age 4, and Indians become Warriors at age 8. Each term of service is 4 years long. Slave and Warrior characters earn Hunting-1 and Survival-1 prior to beginning their career. Only Warriors can achieve Position, and begin their careers at Rank 0 (zero) "Youth".

	Servant	Slave	Warrior
Enlistment	Auto	Auto	Auto
Survival	5+	7+	7+
	<i>DM +1 if END 8+</i>	<i>STR 8+</i>	<i>DEX 8+</i>
	<i>DM +2 if INT 8+</i>	<i>END 8+</i>	<i>STR 8+</i>
Position	N/A	N/A	8+
	<i>DM +1 if</i>		<i>INT 8+</i>
Promotion	N/A	N/A	7+
	<i>DM +1 if</i>		<i>SOC 5+</i>
Re-Enlistment	3+	3+	Auto

Servants who fail a Survival roll should deduct 2 points from any characteristic other than EDU, or from a combination thereof, to reflect their injury. Servants only need to re-enlist once to reflect their 2 terms of indentured servitude (but must roll for re-enlistment after each term anyway; if a 12 is rolled, the indenture is extended for an additional term. This may be because of extremely unfavorable terms initially, or it may be "voluntary" as a means of accumulating additional savings e.g., to start in business for themselves after finishing the indenture. If, at the end of the second or subsequent term of indenture, the re-enlistment roll succeeds but is not a 12, it is the player's choice whether to continue or terminate the career). Should the character fail the re-enlistment roll, deduct 2 points from any characteristic other than EDU, or from a combination thereof, to reflect an injury.

Slaves end their "careers" if they fail their Survival roll or roll a 12 during re-enlistment. The character survives, but for reasons left to the Player to imagination, the character is no longer a Slave, and is now considered a "Freedman" – a term that may be used either as surname or part of a first name to help identify their status. Injured Freedmen characters should deduct 3 points from any characteristic other than EDU, or from a combination thereof, to reflect their injury. A re-enlistment roll



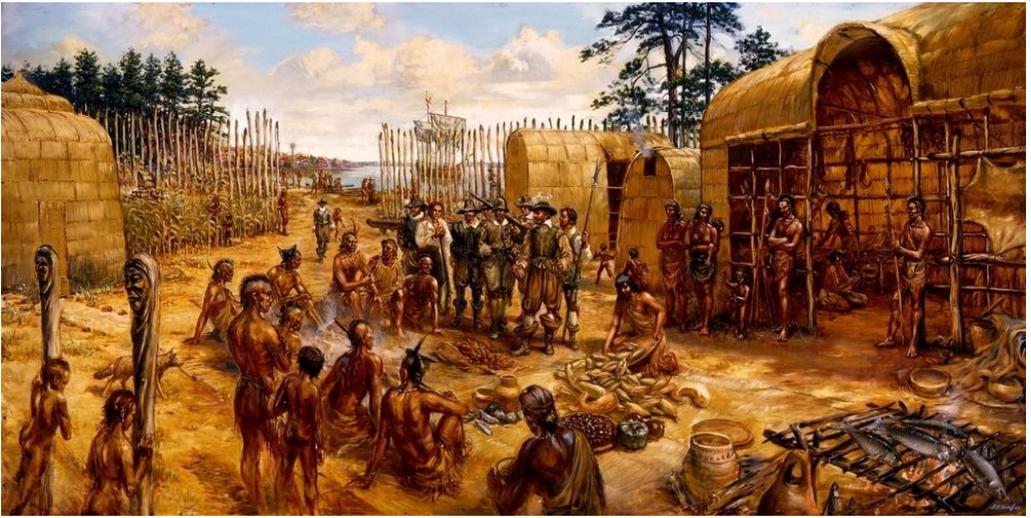
An enslaved African serves an upper-class household in Jamestown during the 1690s.

Image credit: U.S. National Park Service

of 12 means the Slave has been emancipated (granted freedom from their masters); no loss of UPP points occur. In either case, the Freedman can then attempt to begin another career. Their choices are limited to Sailor, Merchant, Ranger and even Warrior, reflecting their possible adoption by an Indian tribe.

Should the player make a re-enlistment roll of 2, it means the Slave has run away from their master; this ends their “career” as a slave but they have not achieved “freedman” status. For game purposes, the character can become a Warrior to further their development, if the player chooses. Being a fugitive slave is a character trait the player will want to conceal as it could have grave in-game consequences. Acquiring forged Freedman’s papers could be a strong motivation for a fugitive slave character. There are no Mustering-out benefits for fugitive slaves.

Warriors who fail a Survival roll should deduct 2 points from any characteristic other than EDU, or a combination thereof, to reflect their injury. Warriors can choose to end their “career” at the end of any term, reflecting the more relaxed nature of native society. Warriors may then become Sailors, Merchants or Rangers.



Native Americans meet with Virginia colonists visiting their 17th century village.

Image credit: U.S. National Park Service

***Note:** Historically, by 1700, freed Africans were required to leave Colonial Virginia; for game purposes, this requirement is waived but with associated penalties when dealing with Colonist non-player characters (NPCs). While they may have been granted their freedom by their masters, by 1700 it was no longer possible for an enslaved person to legally purchase their freedom. This rule set uses the post-American Civil War term of “freedman” rather than the historically accurate terms used during this period: “Free Negro” or “Free Black.”*

Skills

Servants, Slaves and Warriors earn skills during each term of service. Roll 1D6 twice against the tables on the following page to acquire skills related to the character’s career. The total number of skills and skill levels must not exceed the sum of the character’s INT and EDU. For Warriors, Polearm Combat can be either Spear or Tomahawk/War Club.

No character may have more skills (or total level of skills) in excess of the sum of their INT and EDU. For example, a character with INT 8 and EDU 8 cannot have total skill levels greater than 16. Also, in 1700 Virginia there was a high degree of literacy; almost all Colonists could read and write, and it was not yet illegal to teach an enslaved person to read. **For Native Americans, the Reading and Writing skills reflect their ability to do so in English.**

SERVANT

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if EDU 8+)
1	STR +1	Herding	Riding	Instruction
2	DEX +1	Artisan	Survey	Legal
3	END +1	Agriculture	Small Watercraft	Blade (Foil)
4	INT +1	Trader	Survival	Mechanical
5	EDU +1	Artisan	Hunting	Medical
6	Streetwise	Agriculture	Jack-o-Trades	Prospecting
7	SOC +1	Gambling	Mathematics	Falconry
<i>DM +1 if</i>	<i>INT 7+</i>	<i>INT 8+</i>	<i>SOC 8+</i>	<i>INT 8+</i>

SLAVE

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if INT 8+)
1	STR +1	Streetwise	Riding	Jack-o-Trades
2	DEX +1	Herding	Small Watercraft	Survey
3	END +1	Hunting	Sling	Mathematics
4	INT +1	Survival	Instruction	Mechanical
5	EDU +1	Brawling	Leader	Medical
6	Writing	Staff weapon	Writing	Prospecting
7	Mathematics	Recon	Administration	Falconry
<i>DM +1 if</i>	<i>SOC 8+</i>	<i>SOC 8+</i>	<i>INT 8+</i>	<i>EDU 6+</i>

WARRIOR

1D6	Personal Development	Professional Skills	Professional Education	Advanced Education (if INT 8+)
1	STR +1	Polearm Combat	Riding	Jack-o-Trades
2	DEX +1	Herding	Small Watercraft	Writing
3	END +1	Hunting	Sling	Mathematics
4	Reading	Survival	Instruction	Mechanical
5	Dagger	Brawling	Leader	Medical
6	Bow Combat	Recon	Navigation	Interrogation
7	Writing	Streetwise	Writing	Falconry
<i>DM +1 if</i>	<i>SOC 7+</i>	<i>SOC 9+</i>	<i>INT 8+</i>	<i>EDU 6+</i>

Notes about skills:

Agriculture represents farming (crops) or planting (tobacco cultivation).

Artisan is a cascade skill – the player can choose any skill that reflects a skilled labor trade (e.g., carpentry, blacksmith, cartwright, stonemason, etc.) present in 17th century Virginia.

Bow Combat and **Sling** skills were introduced in *Book 4 Mercenary*. In 1700 CE Virginia, only the Short Bow weapon is available. Player with Bow Combat can use and make bow weapons.

Equestrian skill has been renamed **Riding** to reflect the ability to ride more than just horses (donkeys, oxen, etc.); this skill also includes the ability to drive an animal-pulled cart or wagon (teamster).

Herdng and **Falconry** skills were introduced in the article “Animal Handling Skills.” (*Journal of the Travellers’ Aid Society*, issue 19, Game Designers’ Workshop, 1984) **Herdng** is the control of large groups of domesticated animals, while **Falconry** can assist a character with hunting, recon, or even combat.

Watercraft has two subskills: **small watercraft** (boats) and **large watercraft** (ships).

TABLE OF RANKS

Rank	Soldier	Sailor	Merchant	Constable	Ranger	Warrior
0	Conscript	Landsman	Apprentice	Aspirant	Private	Youth
1	Private	Seaman	Laborer	Crier	Lance Corporal	Brave
2	Corporal	Seaman	Freeman	Watchman	Corporal	Leader
3	Sergeant	Boatswain	Mister	Warder	Sergeant	Champion
4	Sergeant Major	Quartermaster	Boss	Yeoman	Sergeant Major	Chief
5	Ensign	2 nd Mate	Squire	Lieutenant	Cornet	Sachem
6	Lieutenant	1 st Mate	Master	Captain	Major	Elder

For Colonists, Position transfers with the character among the Soldier, Constable and Ranger careers, but at one level lower. For example, a Ranger Sergeant (Rank 3) who quits to become a Constable begins his new career at Rank Level 2 (Crier). In this case, the player would not bother to roll to see if the character achieves Position when playing out Constable terms of service.

Rank and Service Skills

Should a character achieve any of the ranks in the table below, they also earn an accompanying skill at level 1; if they already have the skill, the character's skill increases by one level.

Rank	Soldier	Sailor	Merchant	Constable	Ranger	Warrior
1					Pike	Bow Cbt, Tomahawk/ War Club
2				Halberd, Leader		Leader
3	Halberd, Leader	Leader, Sm. Watercraft	Foil		Leader	Tactics
4	Sword	Musket				Tactics
5	Musket, Tactics	Cutlass, Lg. Watercraft	Riding	Pistol	Pistol	
6	Pistol	Pistol, Ships' Tactics				

Musket is always a Matchlock musket; Pistol is always a Flintlock pistol

AGING

Once the character reaches the age of 32 they may begin to feel the effects of aging. Roll 2D6 on the table below; if the roll succeeds (value in parentheses), *do not* apply the indicated aging effect.

Age	32	36	40	44	48	52	56	60
STR		-1 (6+)			-1 (7+)		-2 (8+)	
DEX		-1 (7+)			-1 (8+)		-2 (9+)	
EDU		-1 (6+)			-1 (7+)		-2 (8+)	
INT	No effect before age 64							

Note: Historically, life expectancy rates in 1700 CE Virginia were terrible. Half of all children born in the colony didn't survive to age 20; those that did likely died by age 50. For game purposes, aging and life expectancy reflects the traditional expectations of Traveller players for their characters.

Mustering Out

Colonists earn 1 roll on the Mustering-Out Benefits table for each term of service. They also earn 1 roll for every level of Rank. For example, a 3 term Boatswain (Rank 3) would receive a total of six rolls against the Mustering-Out Benefits table.

Servants do not earn Benefits after completing their 2 terms of Indentured Servitude. Thereafter, they earn Benefits per the rules for Colonists. **Slaves** earn 1 roll on the Benefits table for every term of service. **Warriors** earn only 1 roll on the Benefits table for every level of Rank without regard for the number of terms served.

1D6	Soldier	Sailor	Merchant	Constable
1	Blade <i>or</i> Polearm	Blade <i>or</i> Polearm	Blade <i>or</i> Polearm	Blade <i>or</i> Polearm
2	£10	£50	Gun	£3
3	Gun	Gun	£100	Gun
4	£20	Tools	Riding (Horse)	£5
5	Tools	£100	Small Watercraft (£150 value)	Tools
6	£50	Small Watercraft (£150 value)	£250	£10
7	Riding (Horse)	Riding (Horse)	50 acres of land (£500 value)	Riding (Horse)
DM +1 if	Gambling skill	Gambling skill	Gambling skill	Riding skill
1D6	Ranger	Slave	Warrior	
1	Blade <i>or</i> Polearm	£1	£1	
2	£10	£2	£2	
3	Riding (Horse)	Tools	Riding (Horse)	
4	Gun	£3	£3	
5	£20	£5	£5	
6	Tools	£10	Tools	
7	£50	N/A	Gun	
DM +1 if	Riding skill	Gambling skill	Riding skill	

Note: If the character does not have a Blade/Gun/Riding/Watercraft skill, then the first benefit award is the skill at Level 1, the second award is the item, and subsequent awards increase the character's skill level. If the character already has the skill then the first award is the item and subsequent awards increase the character's skill level. If the character does not have a skill that utilizes tools (e.g., Survey, Mechanical, Artisan, etc.) then the first benefit award is the skill (player's choice) and the subsequent award is the tool kit. If the character already has the skill then the first award is the item and subsequent awards increase the character's skill level.

Resume Writing

Once finished with character generation, the player should consider how the die rolls translate into a life story. Why did the character choose (or was forced?) to leave the Merchants after only one term? How did they muster out with so much cash? What did they do with the land they earned? What does it mean to them to have a SOC of A, or 2? The details will help breathe life into their character and help the player understand their motivations and likely reactions to unanticipated scenarios and encounters during the game.

Some Final Thoughts

While I have a degree in American History (*I wish I knew then what I know now*) and have been an avid reader about this time period and have visited many of America's pre-Revolutionary historic sites – throughout the Chesapeake Bay as well as New England and in other parts of the country, including New Mexico – I do not claim to be an expert. I have tried to maintain the flavor of the times without getting too bogged down in the nuanced details that might make these rules unwieldy.

I have also tried to be sensitive to the issue of Slavery (for example, using the modern term “Enslaved” whenever possible) but I recognize that “Slave” was not a career for African Americans. But “Slave” is, however, a recognized Traveller “career” so my use of that concept and terms are consistent with the game and not meant to disrespect the historical record or offend anyone. Same with Native Americans – I use the term “American Indian” here because during 1700 – and for most of American history – that term was used, and it is the most respectful term used historically when discussing Native Americans. I welcome all feedback to this article and these rules, which I hope to using during TravellerCon/USA 2021; I hope to see you there!

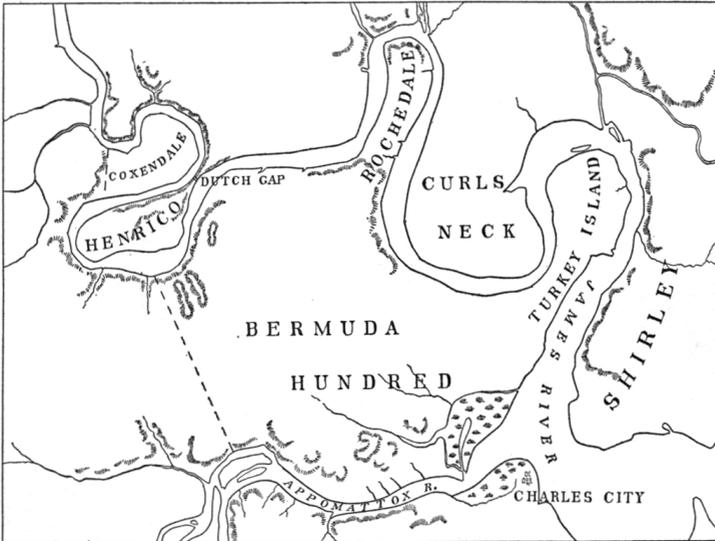


Colonial Ranger Major c. 1700 CE

Adventuring in the World of Traveller:1700

Background

By 1700, after nearly a century of jockeying for position with the other European empires, the English now dominate the East Coast of North America from the Canadian Maritimes south to Spanish Florida and as far west as the Appalachian Mountains; Colonial America remains solidly English and loyal to the crown. Virginia Colony at this time claims a huge swath of continent – from the Atlantic to the Mississippi River, and north to the Great Lakes. The claims overlap with competitive claims from both other colonies and other Europeans; the French, enjoying better relations with the Indians, roam freely even if they do not yet truly rule the interior beyond the mountains. Founding Fathers – Benjamin Franklin – will be born during the latter-half of this decade. America remains a mix of the ancient and the modern – Native Americans run free wherever there is a screen of trees thick enough to protect them from colonial muskets. The Age of Enlightenment is still nearly a generation away; the Renaissance ended just a few decades ago. Sir Isaac Newton published his theories of gravity, energy and motion less than a generation ago, and then a few years after that the first witches were tried in Salem. The Colonies have one foot firmly planted in English Protestantism with a healthy dose of superstition, with just a toe dipping tentatively into modernity. White male supremacy is the order of the day. While in the Southern Colonies they are more common, enslaved Africans are present everywhere in English America. And for perhaps the first time in history, slavery



17th century Virginia Colony settlements along the James River, upriver from Jamestown

extends to children of enslaved people, where before it had been an individual condition, or punishment for a crime. It is perhaps because of this that a small group of people have become Travellers, choosing to explore the land and sea unbound from the suffocating aspects of their homeland and its colonies.



Timeline of Historic Events (*Items in italics occurred outside of Virginia Colony*):

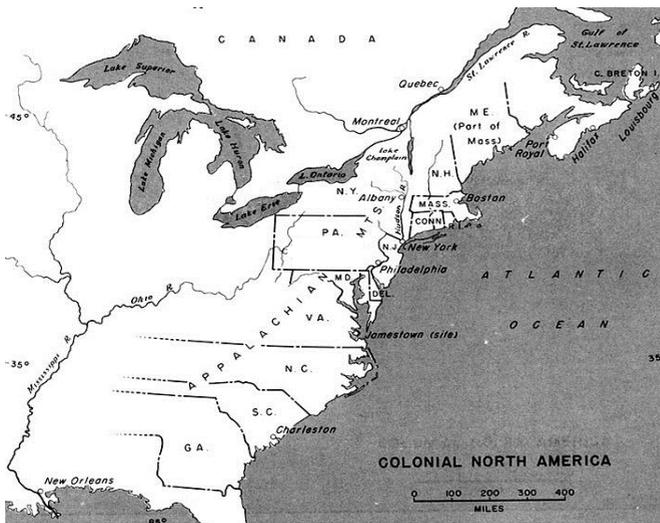
Date (All dates C.E.)	Event
1606	<i>English King James I awards a Royal Charter to the Virginia Company of London with the purpose of establishing colonial settlements in North America.</i>
1607	James Fort (Jamestown), Virginia Colony established by the Virginia Company
1608	Captain John Smith becomes governor of Virginia Colony, but leaves a year later to continue exploring North America.
1609	Baron De Lar Warr (later Delaware) is appointed by the company as Virginia Colony's Governor-for-Life

Date (All dates C.E.)	Event
1609-1610	Jamestown nearly collapses during The Starving Time when poor crop yields caused starvation and some colonists resorted to cannibalism.
1610-1614	1 st Anglo-Powhatan War
1619	The Church of England (Anglicanism) becomes the official church of Virginia. The colony also initiates a limited form of self-rule and representative democracy with the establishment of the Virginia General Assembly. Lastly, the first enslaved African's arrive in Virginia; at the time, slavery was a temporary condition limited to the individual for a limited amount of time.
1620	<i>English Pilgrims found Plymouth Colony in New England.</i>
1622-1626	The Jamestown Massacre (Indian revolt) instigates the 2 nd Anglo-Powhatan War
1624	<i>Due to the colony's establishment of the General Assembly, King James I revokes the Virginia Company's charter, taking possession of Virginia as a Royal Colony and installs Sir Francis Wyatt as governor.</i>
1625	<i>The Dutch found New Netherland colony along the east coast of North America between Virginia Colony and New England.</i> <i>James I dies, Charles I becomes King of England, Scotland & Ireland.</i>
1626	<i>Fort Amsterdam on Manhattan Island becomes the capital of New Netherlands.</i> <i>English Puritans found the town of Salem in Massachusetts Colony.</i>
1630	<i>New Netherland colony director Peter Minuit purchase the island of Manhattan at the mouth of the Hudson River.</i> <i>Puritans found the city of Boston in Massachusetts Colony.</i>
1632	<i>Cecil Calvert, 2nd Baron Baltimore founds the Province of Maryland to the north of Virginia Colony. While intended to be a refuge for Catholics, the province attracts mostly Protestant immigrants who scorn the Calvert family's policy of religious tolerance.</i>
1634	Due to the need to better govern the growing Virginia Colony, a new system of local government is created. Shires – as counties in England where then called – are established; they will be renamed counties in just a few years, and include: Accomac, Charles City, Charles River, Elizabeth City, Henrico, James City, Warrosquayoake and Warwick River.
1635	The General Assembly impeaches Royal Governor Sir John Harvey, but upon arrival in England King Charles I reappoints him and returns to govern Virginia from 1637-1639.
1636	<i>After being expelled from Massachusetts, Roger Williams founds the Providence Plantations, which later becomes the Colony of Rhode Island.</i> <i>Puritan separatists from Massachusetts migrate to the Connecticut River valley to create Connecticut Colony.</i>
1638	<i>At the height of the military power, Sweden establishes the North American colony of New Sweden along the Delaware River.</i>
1639	<i>At long last English King Charles I formally recognizes the authority and legitimacy of the Virginia Assembly.</i>

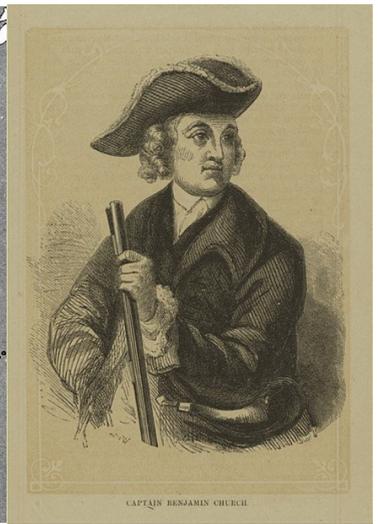
Date (All dates C.E.)	Event
1642	<i>Religious tensions between Catholics and Protestants break out in Maryland Colony. In Virginia, the House of Burgesses – the upper chamber of the General Assembly – is established.</i>
1642-1651	<i>English Civil Wars (three wars within this period) occur</i>
1643	<i>Virginia’s shires are renamed and reorganized; Charles City County, James City County, Henrico County and Warwick County are established.</i>
1644-1646	<i>3rd Anglo-Powhatan War</i>
	<i>The Plundering Time in Maryland, a microcosm of the English Civil War transplanted in North America, as the pro-Parliament Protestant majority rebelled against the pro-monarchy Catholic minority that governed the colony.</i>
1644	<i>Parliament grants charter to establish the Colony of Rhode Island and Providence Plantations.</i>
1646	<i>Nansemond County, Virginia established</i>
1648	<i>Northumberland County, Virginia established</i>
1649	<i>England’s King Charles I is executed after being convicted of treason.</i>
1651	<i>Gloucester County and Lancaster County are established in Virginia. Virginia Colony grudgingly acknowledges the authority of the English Parliament.</i>
1652	<i>Virginia’s population swells with Royalists (Cavaliers) escaping England. Surry county established. Royal Governor William Berkeley is forced to resign as Virginia Colony becomes a “Protectorate.”</i>
1653	<i>Oliver Cromwell becomes the Lord Protector of the short-lived Commonwealth of England, Scotland and Ireland – essentially a military dictatorship as Parliament is abolished.</i>
	<i>In Virginia, Westmoreland County is established.</i>
1654	<i>New Kent County, Virginia established</i>
1655	<i>The Dutch take control of New Sweden.</i>
1656	<i>The First Quakers arrive in North America settling in New England.</i>
1658	<i>Lord Protector Oliver Cromwell dies.</i>
1660	<i>Oliver Cromwell’s son Richard attempts to retain power, but is unable. Charles II, the son of Charles I, restores the monarchy and becomes King of England, Scotland and Ireland.</i>
	<i>The new king reappoints Sir William Berkeley as Royal Governor of Virginia Colony.</i>
1662	<i>Though many early slaves eventually gained their freedom, in 1662 Virginia adopted policies that passed enslaved status from mother to child, and granted slave owners near-total domination of their human property. Freeborn and former slaves were encouraged to leave Virginia, and many did, for fear they would be enslaved regardless of their freedman status.</i>
	<i>In England, Charles II confirms the charters for Rhode Island and Connecticut colonies.</i>

Date (All dates C.E.)	Event
1663	<i>Due to their loyalty and assistance with helping him regain the throne, Charles II rewards eight English noblemen with a grant to Province of Carolina south of Virginia Colony.</i>
1664	Stafford County, Virginia established
1671	<i>As part of the 2nd Anglo-Dutch War, England captures New Netherlands and renames it the Province of New York and the City of New Amsterdam becomes New York City.</i> Accomack County on Virginia's Eastern Shore (the Delmarva peninsula) is established to help protect against encroachment by Maryland Colony to the north.
1673	Middlesex County, Virginia established
1674	<i>East Jersey and West Jersey are chartered</i>
1675	<i>King Philip's War – a massive rebellion by Native Americans in New England – begins.</i>
1676-1677	Virginia colonists, dissatisfied with Governor Berkeley's appeasement policies toward Indian tribes that had attacked white settlements, take up arms first against the colonial government and then go on to attack Indian tribes. Berkeley is recalled for his failure to contain the rebellion. <i>Chief Metacomet defeated ending King Philip's War.</i>
1677	<i>William Penn and the Quakers purchase West Jersey.</i> The Treaty of 1677 – signed by King Charles II and several Indian tribes in Virginia – guarantees homeland territories, hunting and fishing rights, and the right to keep and bear arms amongst other colonial protections so long as the Indians remain obedient to and subjugation by the English crown.
1679	<i>After decades of administration by Massachusetts, the Province of New Hampshire is chartered by King Charles II.</i>
1680	The first printing press begins operation in Virginia. Early versions of newspapers begin to appear in the colony. <i>Charleston city in far southern Carolina province is relocated to a more favorable location.</i>
1681	<i>King Charles II grants provincial charter to Quaker William Penn, who then asks that Pennsylvania be allowed to assume the three "Lower Counties" of Delaware.</i>
1682	<i>Philadelphia founded</i>
1685	<i>James II becomes King of England, Scotland and Ireland</i> <i>The short-lived Dominion of New England is created from the Massachusetts Bay and Plymouth colonies and the provinces of New Hampshire and Maine and brought under direct royal rule represented by the unpopular Sir Edmond Andros as governor.</i>
1687	<i>New Englanders protest for the first time against English rule due to arbitrary taxation.</i>
1688	<i>King James II deposed as part of the Glorious Revolution that sees his cousin and half-sister – King William III and Queen Mary II – become co-rulers of England, Scotland and Ireland.</i>

Date (All dates C.E.)	Event
1689	<p><i>The Dominion of New England is disestablished, reverting back to the provinces of Massachusetts, New Hampshire, Rhode Island, Connecticut, New York and East and West Jersey. Maine becomes part of Massachusetts.</i></p> <p><i>England goes to war with France, beginning the Nine Year's War known as King William's War in North America.</i></p>
1690	<p><i>Massachusetts Bay becomes the first English colony in North America to issue paper money.</i></p> <p><i>Spain begin to colonize the far-off lands of Tejas (Texas).</i></p>
1691	Norfolk County and Princess Ann County, Virginia established
1692	Essex County and Richmond County, Virginia established
1693	<p><i>First of the Salem Witch Trials occurs.</i></p> <p><i>The College of William & Mary – the 2nd oldest university in North America (after Harvard College near Boston in the Province of Massachusetts Bay) – established at Middle Plantation, Virginia</i></p> <p><i>Rice is introduced in the Province of Carolina.</i></p>
1698	<p><i>Sir Francis Nicholson – former Lieutenant Governor of Virginia – returns to Virginia to become its Royal Governor.</i></p> <p><i>Parliament deregulated the importation of enslaved Africans and allowed competition among slave traders. More slave traders competing for the same population resulted in purchase prices for enslaved Africans to increase. The price of enslaved North Americans</i></p>
1699	The capital of Virginia Colony – including the Governor's mansion and the General Assembly – relocates from Jamestown to Middle Plantation, which is renamed Williamsburg.
1700	<p><i>The Wren building is completed on the campus of the College of William and Mary.</i></p> <p><i>Virginia's population reaches 60,000 colonists of English, Scottish, Irish – as well as German and Dutch – descent, supported by another 5,000 or so enslaved Africans and Caribbean islanders. Birth rates begin to exceed death rates for the first time.</i></p>



English Colonies of North America circa 1700 CE.



*Benjamin Church (~1639-1718),
English Colonist & Ranger,
spiritual father of the
U.S. Army Rangers.*

Money

Prior to the mid-late 20th century the English used a currency system that could be confusing, composed of pence (d), shillings (s), pounds (£) and even guineas (gns.), all based on the perceived value of gold and silver. Pence were the smallest unit and in England 12 pence equaled a shilling, but in Colonial Virginia the shilling was devalued and worth only 9 pence. Twenty shillings equaled a pound sterling, but 21 shillings equaled a guinea – a quarter ounce of gold.

For simplicity within the T:17 setting, a pound sterling equals 20 shillings, and each shilling equals 10 pence.

The Spanish dollar – the famous Piece of Eight – is worth 8 shillings and will likely take the form of a gold coin; it is scored so that it can be broken into eight wedge-shaped pieces.

In 1700s Virginia, pounds sterling are most often paper currency notes, while shillings and pence are likely to be silver coins of size and weight reflecting their value.

Amounts are generally written as “£1 7s 6d” or “£1 7/6” for one pound sterling, seven shillings and six pence. For amounts less than £1, “7s 6d” and “7/6” were both used.



£3 colonial note from Virginia



Equipment

Second-hand items can be purchased for 75% of their listed price; characters can attempt to sell second-hand equipment for 50% of their listed price.

Weapons and Ammunition

Item	Price (new)	Weight (kg).	Damage	Description / Notes
Arrow	2s	.1	1D6+3	Wooden missile with sharp and/or pointy stone or metal tip with bird feathers for stability. May be recovered from a target except on a 2D6 roll of 2. Those with Bow Combat skill can make their own for free.
Ball	5s	.35	N/A	Lead missile comes with appropriate gunpowder and flints or matches as necessary. The ball may be recovered from a target except on a 2D6 roll of 2.
Bayonet	15s	.25	3D6	Plug bayonet makes a musket or rifle into a pole-arm; musket/rifle cannot fire with plug bayonet attached. Can be used as a dagger separate from the musket. Comes with scabbard.
Blade	£1 10s	.35	2D6	Comes with scabbard.

Item	Price (new)	Weight (kg).	Damage	Description / Notes
Bow	£2	.5	1D6	1D6 reflects its use as an impromptu melee weapon; if so used, is destroyed on a 2D6 "to hit" roll of 2. Those with Bow Combat skill can make their own for free.
Broadsword	£6	2.5	4D6	Comes with scabbard.
Club or Cudgel	10s (or available for free)	1	2D6	Heavy piece of wood or another object (tavern stool, fire log) that can be used as an improvised weapon.
Cutlass	£3 10s	1.25	3D6	Comes with scabbard.
Dagger	10s	.25	2D6	No weight penalty toward encumbrance
Foil	£2 10s	.5	1D6	Comes with scabbard.
Gunpowder	£5	5	5D6	In these quantities, gunpowder is most often used for demolition purposes. Can make the equivalent of 500 ball-and-power cartridges for pistols, muskets and rifles.
Halberd	£3 10s	2.5	3D6	Long wooden polearm with elaborate metal pointed and bladed metal tip; combination battle ax and pike.
Harquebus	£7 10s	5	3D6	a crude heavy smoothbore firearm, ignited by hand using a glowing match (rope); essentially a subscale cannon. <i>(see Range Chart below)</i>
Musket, Flintlock	£9	6	3D6	a smoothbore longarm ignited by an improved sparking mechanism more suitable for shipboard use. <i>(see Range Chart below)</i>
Musket, Matchlock	£8	9	3D6	a heavy, smoothbore longarm ignited by a match in trigger-operated clamp. <i>(see Range Chart below)</i>
Pike	£2 10s	3	2D6	Long wooden polearm with pointed metal tip. Too unwieldy to be thrown.
Pistol, Rifled Flintlock	£10	1.25	3D6	A small arm with rifled barrel for greater accuracy, preferred for mounted combat. <i>(see Range Chart below)</i> .
Pistol, Smoothbore Flintlock	£8 10s	.9	3D6	a smoothbore small arm suitable for self-defense or dueling. <i>(see Range Chart below)</i>
Rifle, Flintlock	£12 10s	7	3D6	a smoothbore small arm suitable for self-defense or dueling. <i>(see Range Chart below)</i>
Sling	5s	N/A	2D6	Simple leather thong that slings stones, as in the Bible. Those with this skill may make their own

Item	Price (new)	Weight (kg).	Damage	Description / Notes
Spear	10s	2	1D6+3; 1D6 when thrown	Long wooden polearm with pointed stone or metal tip; can be thrown. Those with this skill may make their own for free.
Staff	15s	.75	1D6	A crafted walking stick or shepherd's crook that can be carried without causing alarm but capable of being used as a deadly weapon. Those with this skill may make their own for free.
Stone	N/A	~.1	N/A	Missile for Sling; available literally everywhere
Sword	£3	1	2D6	Comes with scabbard.
Tomahawk or War Club	£2 10s	1.5	2D6+3; 2D6 when thrown	Fearsome wood, stone and sinew weapon/tool; can be thrown. Metal tomahawks are not yet fashioned/fashionable in 1700's Virginia. Warriors and Rangers with this skill can make their own.



Weapon Ranges (*DM affects attacker's ability to hit*)

Weapon	Close (0-1m)	Short (1-5m)	Medium (5-50m)	Long (50-250m)	Very Long (250-500m)	Damage
Arrow	-2	0	+2	+1	No	1D6+3
Bayonet	-1	+2	No	No	No	3D6
Blade	+1	+1	No	No	No	2D6
Bow	+1	0	N	No	No	1D6
Broadsword	-8	+3	No	No	No	4D6
Club	+1	+2	No	No	No	2D6
Cudgel	0	0	No	No	No	2D6
Cutlass	-4	+2	No	No	No	3D6
Dagger	+1	+2	No	No	No	2D6
Foil	-1	0	No	No	No	1D6
Halberd	0	+1	No	No	No	3D6
Harquebus	-4	+1	0	-4	No	3D6
Musket, Flintlock	-4	+2	+1	0	No	3D6
Musket, Matchlock	-4	+2	0	-2	No	3D6
Pike	-4	+4	No	No	No	2D6
Pistol, Rifled Flintlock	+1	+2	-4	No	No	3D6
Pistol, Smoothbore Flintlock	+1	+2	-4	No	No	3D6
Rifle, Flintlock	-4	+1	0	-1	-4	3D6
Sling	-3	+3	+1	No	No	2D6
Spear	-2	+1	0	No	No	1D6+3 or 1D6 when thrown
Staff	+2	+1	No	No	No	1D6
Sword	-2	+1	No	No	No	2D6
Tomahawk or War Club	+1	+2	No	No	No	2D6+3 or 2D6 when thrown

Armor

Item	Price (new)	Weight (kg).	Description
Waistcoat, chainmail (mail)	£3	3	Equivalent to Mesh
Waistcoat, leather	£2	2	Equivalent to Jack
Shield, leather	10s	1.5	Provides protection from stones, arrows, other thrown weapons; destroyed upon receiving 25 points damage (cumulative or simultaneously)
Shield, metal	£1	3	Provides protection from gun weapons; destroyed upon receiving 60 points damage (cumulative or simultaneously)
Shield, wood	15s	2	Provides protection from blade weapons destroyed; upon receiving 40 points damage (cumulative or simultaneously)
Breastplate, metal	£4	2.5	Equivalent to Cloth; protects front only
Cuirass	£7	5	Equivalent to Cloth; protects front and back of torso
Helmet, Leather	12s	.5	Equivalent to Jack
Helmet, metal	£1	1	Equivalent to Cloth

Armor Protection (DM affects attacker weapon's damage)

Weapon	Mail	Leather	Shield, Leather	Shield, Metal	Shield, Wood	Breastplate or Cuirass	Helmet, Leather	Helmet, Metal
Arrow	-3	0	0	-4	-2	-2	0	-2
Bayonet	0	+1	+1	-1	0	0	+1	0
Blade	-4	0	0	-4	-2	-2	0	-2
Bow	-2	0	0	-3	-1	-1	0	-1
Broadsword	+1	+5	+5	0	+3	+3	+5	+3
Club	-2	0	0	-3	-1	-1	0	-1
Cudgel	-2	0	0	-3	-1	-1	0	-1
Cutlass	-2	+3	+3	-3	0	0	+3	0
Dagger	-4	-1	-1	-4	-2	-2	-1	-2
Foil	-4	0	0	-3	-1	-1	0	-1
Halberd	-2	+3	+3	-3	0	0	+3	0
Harquebus	0	+3	+3	-3	0	0	+3	0
Musket, Flintlock	0	+3	+3	-3	0	0	+3	0
Musket, Matchlock	0	+3	+3	-3	0	0	+3	0
Pike	-2	0	0	-2	-1	-1	0	-1
Pistol, Rifled Flintlock	0	+3	+3	-3	0	0	+3	0
Pistol, Smoothbore Flintlock	0	+3	+3	-3	0	0	+3	0
Rifle, Flintlock	0	+3	+3	-3	0	0	+3	0
Sling	-1	+2	+2	-4	-3	-3	+2	-3
Spear	-2	0	0	-2	-1	-1	0	-1
Staff	-2	0	0	-3	-2	-2	0	-2
Sword	-3	+3	+3	-3	0	0	+3	0
Tomahawk/War Club	-2	+2	+2	-3	-2	-2	+2	-2



Supplies

Item	Price (new)	Weight (kg).	Description
Bedroll	£4 10s	1	Hide groundsheet & blankets that rollup into their own carrying bag.
Box	1s	.5 (empty)	Small wooden box can hold up to 3 kg.
Chest	8s	4 (empty)	Large wooden chest can hold up to 24 kg. Usually takes to people 2 carry, and then only short distances.
Lantern	£3	.5	Brass and glass canister with oil reservoir. When lit provides about 6 hours of illumination and warmth. Oil refills cost 10 pence.
Rope, Light	£1	2	30 meters of coiled fiber rope. Can be cut and/or spliced (entwined) with other rope. Holds 200 kg.
Rope, Heavy	£2 10s	5	30 meters of coiled fiber rope. Cannot be cut or spliced. Holds 500 kg.
Satchel	£5 10s	1	General purpose over the should carrying bag.
Tarpaulin	10s	2	Canvas sheet, can be used for shelter or to hold / protect other items.
Tent	£5	3	Two-person shelter made of waterproof hides.
Tinderpouch	15s	.5	Metal striker, flints, tinder, all in waterproof animal gut pouch.
Torch	3s	.25	1-meter-long stick fastened with oil-soaked vegetation. When lit, illumination lasts for about 30 minutes.
Twine	10s	.25	30 meters of balled fiber cord. Can be cut into smaller lengths. Holds 2kg.

Tools

Item	Price (new)	Weight (kg).	Description
Artisan's Toolkit	£6	5	Hand tools and leather bag in which to carry them. Contents at discretion of player based on their skillset with referees' agreement.
Axe, Metal	£2 5s	1.5	If used as weapon, 1D6+3 damage
Boatwright's Tools	£7 10s	10	Set of tools necessary to build boats or perhaps a small watercraft. User needs to possess Naval Architect skill or be supervised by someone who does.
Compass, Magnetic	£2 10s	.25	Points toward magnetic north, may give false readings if near large amount of iron.
Cooking Kit	£1	1	Cutlery & crockery necessary to prepare and serve one-person meals. Comes with catgut mesh bag.
Grooming Kit	£1 5s	1	Brushes, razors, etc. necessary to care for pack animals (donkeys, horses, oxen).
Hammer, Iron	£1 10s	.5	If used as weapon, 1D6 damage
Lockpick set	10s	.3	Requires Streetwise skill and DEX 8+ to use.
Mechanic's tools	£4	5	A set of hand tools – e.g., drills, saws, awls– necessary to build, maintain or repair simple machines (i.e. levers, screws, inclined planes.)
Medical Kit	£6	2.5	Wooden box containing salve jars, glass tincture vials mortar & pestle, rudimentary surgical instruments and crude bandages. Requires Medical skill to use.
Prospecting tools	£3 5s	3.5	Hand tools needed to identify and dig for precious metals
Spyglass	£10	.5	Monocular telescope allowing greater vision at long distances. DM +1 against surprise during encounters.
Surveyors Tools	£8 10s	4	Necessary to conduct land surveys. Can aid with land navigation (DM +1).



Shelter and Sustenance

Item	Price	Weight	Description
Food, Subsistence	10s 5d	5	3 meals a day for 1 person for 1 week; rations consistent of hard tack and dried meat or fish. Each
Food, Ordinary	2s	N/A	A satisfying meal for one person. This is what an
Food, Extraordinary	N/A	N/A	The cost of food, wine & ale that Nobles & Burgesses might serve and enjoy when entertaining.
Lodging, Subsistence	1d	N/A	What a Planter might charge for a night in a barn
Lodging, Ordinary	5d or 1s	N/A	5 pence for a bed in a common room, 1 shilling for
Lodging, Extraordinary	N/A	N/A	An upper-class personal (e.g., Noble, Burgess, etc.) would not charge an esteemed guest. The would also not invite a commoner to stay in their home.





Transport

Item	Price (New)	Speed & Endurance	Notes
Donkey	£3	3 km for 12 hours	Can carry 50kg. Can be ridden without saddle; animal cannot take saddle.
Horse	£9	6 km for 8 hours	Can carry 100kg; Can be ridden with or without saddle; without saddle, rider expends 1 END per hour until fatigue (END 0); rider rest then required
Ox	£6	2 km for 12 hours	Can carry 200kg; cannot be ridden
Saddle	£3	<i>(Avoids END penalty described for Horse)</i>	Comes with all tack (saddle, stirrups, reins, etc.) necessary to ride a horse in the English style.
Cart	£10	2 km for 12 hours	Pulled by donkey; carries 75kg
Coach	£20	5 km for 8 hours	Pulled by horse; carries 150kg (300kg with 2 horses).
Wagon	£30	2 km for 12 hours	Pulled by ox; carries 300 kg (600 kg with 2 nd ox).
Boat, rowing	£40	6 km/hr upstream/ bay/ocean, 10 km/hr downstream	Carries up to 8 people or 1000kg of cargo; weighs 250kg
Ship, Sailing (small)	£200	20 km/hr	Crew of 5, carries 2000 kg cargo, can accommodate 4 steerage & 2 standard passengers.
Ship, Sailing (large)	£420	40 km/hr	Crew of 8, carries 5000 kg cargo, can accommodate 6 steerage & 2 standard & 2 luxury passengers.

Passenger accommodations in sailing ships are as follows:

Steerage: The passenger is permitted a minimal amount of baggage (essentially a bedroll and minimal clothing), which must include his/her own food (or the ship may allow purchase of subsistence meals at additional cost). They are permitted to sleep on the deck in the hold, on the topdeck away from any crew, or in com-

mon areas not needed at night for other purposes (including for dosing crew or Standard passengers).

Standard: The passenger is permitted a limited amount of baggage (clothing and personal effects, perhaps some household goods or tools), most of which will be stored in the hold. Meals are provided from ship's stores and are the same thing that the crew eats. The passenger is provided with a cot and bedroll in a common area for sleeping at night.

Luxury: The passenger is permitted a moderate amount of baggage, most of which will be stored in the hold above any likely level where water damage may occur. Meals are of good (but not spectacular) quality, purchased by the ship, and reserved for the luxury passengers. Passengers are provided with bunks in cabins, but may have to share the cabin with another luxury passenger (not necessarily related).

The Virginia Colony

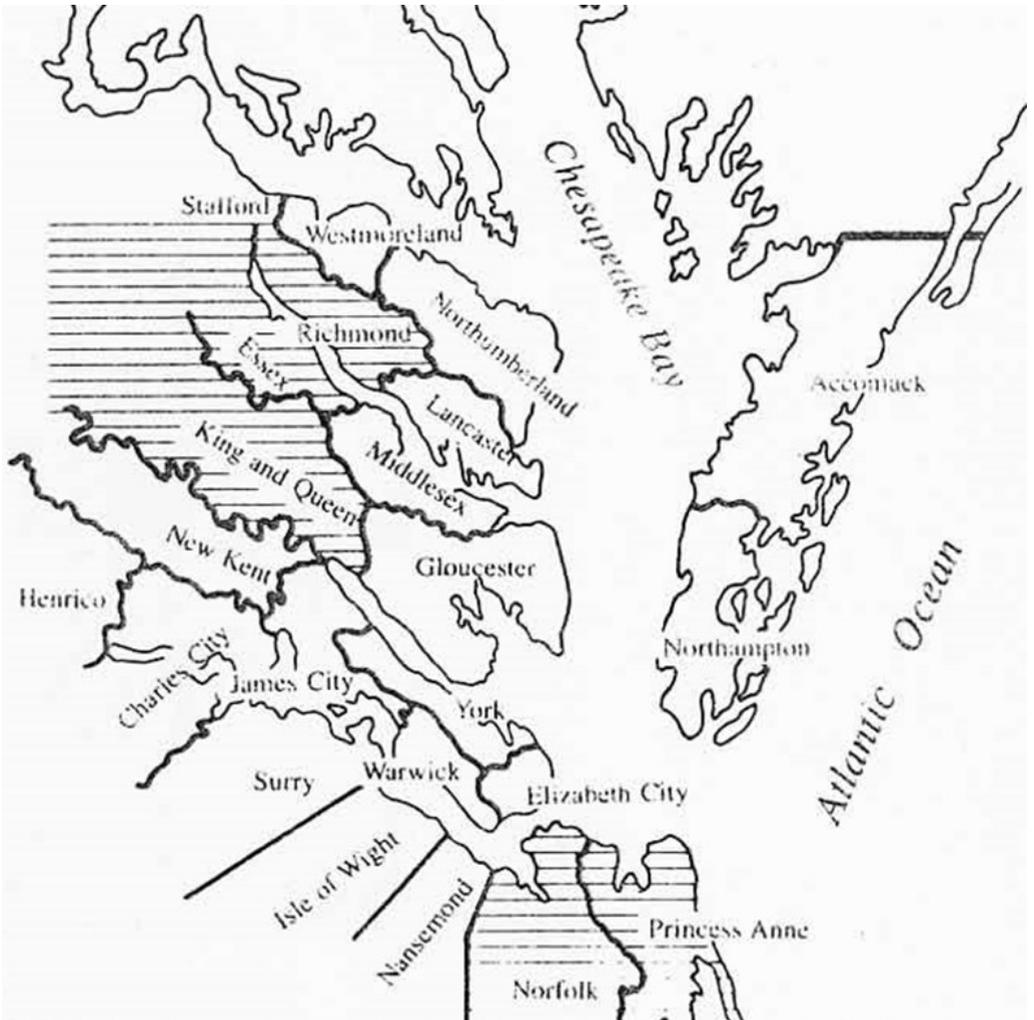
Geography

Virginia's county boundaries are drawn and subsequently modified as necessary. Ideally, the distance from a county's farthest border to its Court (where Justices dealt with property issues and criminal accusations) could be travelled by horse in no more than one day

Virginia Colony is defined by land and water; four peninsulas, four rivers, one bay and one ocean. To the east is the great and terrible *Atlantic Ocean*. The first peninsula is the *Chesapeake*, separating the ocean from the eponymous *Bay*. North of Accomack county is Maryland. Across the bay are four rivers that shape the peninsulas. From north the south those rivers are: the *Potomac*, the *Rappahannock*, the *York* and the *James*. North of the Potomac is Maryland, which also claims the upper Chesapeake Bay. The northernmost peninsula between the Potomac and the Rappahannock is the *Northern Neck*. Between the Rappahannock and the York is the *Middle Neck*. And between the York and the James is the *Virginia Peninsula*, the heart of the colony. Below the James, counties stretch south to the Carolina border in an area called *Southside*. Upriver, a fall line prevents ships from sailing uphill. The western boundary of incorporated counties is defined by this fall line in 1700 CE. Beyond is a vast untamed wilderness where only the brave travel and the bravest dare to settle.

Demographics

Virginia colony circa 1700 CE has approximately 65,000 inhabitants, mostly White Europeans, and about 5,000 enslaved Africans. Of the Whites, there are ~25,000 men over age 16; there are ~35,000 women and children. The colony can muster ~9,500 trained militia, but has never mobilized such a force. No one knows how many Native Americans live in the colony, but those who do rarely inhabit the established counties.



The counties of Virginia Colony, circa 1700 CE (shaded counties added during 1690s)

Law Levels

Laws in the Virginia Colony were derived from English Common Law, and reflected the values and beliefs of English society. Some accommodations were made for different conditions in the Colony, but in general, one should *not* expect to be able to go about indiscriminately armed.

The table below lists several levels of restrictions that may be found in the Colony. It is presented as for the *Traveller* game system; actual law was neither so neatly quantized nor labeled with a “level”. Players experienced with other *Traveller* games should note that the Law Levels listed below are reversed from those other games; that is, an *increasing* Law Level number in T:17 represents a *decrease* in the actual restrictions imposed.

Digit	Description
C (12)	No prohibitions
B (11)	All Natives must be unarmed when moving about settled areas
A (10)	Openly carrying pistols is prohibited
9	Openly carrying long-arms is prohibited
8	Openly carrying polearms is prohibited
7	Openly carrying bladed weapons (except daggers) is prohibited
6	Freed Blacks and Natives must alert Constables to their presence
5	Weapons must remain within one’s residence except for hunting & militia drills
4	Outsiders must alert Constables to their presence
3	All weapons must be surrendered to local Constables

The Counties of the Virginia Colony

The following table lists the Counties that have been established in the Virginia Colony by 1700. Each entry consists of the name, the year the county was established, its approximate population in 1700, an approximate law level as described in the table above, and a small amount of text describing significant aspects of the county.

County	Established	Population (circa 1700)	Law Level
Charles City	1619	4100	7
Oldest and most prosperous county, where homes of wealthy planters are largest,			
James City	1619	3000	5
Williamsburg is Law Level 3 ; Jamestown – now mostly abandoned – is Law Level B			
Elizabeth City	1634	1200	7
With Jamestown now abandoned, the town of Hampton is now the oldest English			

County	Established	Population (circa 1700)	Law Level
Henrico	1634	2400	A
Varina, the county seat, is one of the liveliest towns in Virginia with its courthouse and jail, dunking stool, tavern and horse racetrack.			
Isle of Wight	1634	2700	8
A newly built brick church in the Gothic style – St. Luke’s in Newport parish – is considered by many as the finest in Virginia colony.			
Northampton	1634	2100	B
One of two counties on Virginia’s Eastern Shore (the Chesapeake peninsula across the Bay), is home to the Gingaskin Indians on protected land called a “reservation” where Whites cannot settle but can trade with the natives.			
York	1634	2400	5
The newly established county seat of York is a sleepy little town on the York river that will likely never achieve any renown.			
Warwick	1643	1400	8
An unremarkable county on the north side of the James river.			
Nansemond	1646	2500	B
Home to the Nansemond tribe (~1200 natives, with ~300 braves); the Great Dismal Swamp – a wild place rumored to harbor fugitive slaves – is in the southern part of the county astride the Carolina border.			
Northumberland	1648	2100	8
Another unremarkable county at the mouth of the Potomac river.			
Gloucester	1651	5800	6
The grandest of Virginia counties and the center of the colony’s tobacco industry.			
Lancaster	1651	2200	9
Referred to as the “Athens of the New World” because its collection of rich land-owners dedicated to learning, gentlemanly society, and civic duty. This elite society was economically based on the exploitation of slave labor. This aristocratic society and autonomy of the Northern Neck peninsula created strong antipathies between its counties and other regions of Virginia.			
Surry	1652	2200	8
Farming and harvesting lumber are central to this county, location of the misnamed “Bacon’s Castle” – a grand home occupied by the misguided followers of that Rebel.			
Westmoreland	1653	2700	B
A picturesque backwater; a planter named Washington has recently begun buying waterfront property there.			
New Kent	1654	3400	8
With a new brick courthouse and a new brick church – St. Peter’s – under construction the county is displaying its affluence.			
Stafford	1664	2000	4
Rare for Virginia colony is the Roman Catholic community of Aquia Creek founded by Maryland refugees during the mid-1600s.			

County	Established	Population (circa 1700)	Law Level
Accomack	1671	2899	B
The second of the two counties on Virginia's Eastern Shore. Tangier Island – the largest inhabited Bay island of Virginia colony – is part of this county.			
Middlesex	1673	1600	6
Another county heavily reliant upon the cultivation of tobacco and the enslaved Africans needed to grow and harvest it.			
King and Queen	1691	2800	3
A foiled uprising by indentured servants two generations ago has made the inhabitants suspicious of everyone and unfriendly to outsiders.			
Norfolk	1691	2300	8
Well established area, county recently subdivided from larger county to better govern populace.			
Princess Anne	1691	2100	8
Location of First Landing by Jamestown colonists. Well established area, county recently subdivided from larger county to better govern populace.			
Essex	1692	2400	8
County newly established to provide better governance to inhabitants.			
Richmond	1692	2600	8
County newly established to provide better governance to inhabitants.			
Unincorporated areas	N/A	11,000	C
Anything beyond the established counties is considered untamed wilderness.			



Encounters

Encounters are the life-blood of role-playing games. They occur constantly and help drive the narrative forward. Any type of encounter may occur at the referee's discretion; in addition, certain kinds of encounters should occur as described below.

Traveller has established seven basic types of encounters:

- Routine** These encounters have no real effect on the adventure. They occur when PCs interact with NPCs performing routine tasks like selling goods or providing meals or lodging. They occur when necessary to provide simple solutions to needs.
- Random** These encounters may be integral or irrelevant to the overall adventure, adding color to the game. Throw 5+ on 1D6 each day for a random encounter to occur; if the PCs are separated into different groups in the course of the adventure, each group should throw this check separately. (see *Random and Patron Encounters*)
- Rumor** These can be valuable sources of information to help the PCs succeed or they can be worthless red herrings. Either way they provide intrigue and perhaps amusement to the game. Each player-character should throw 7+ on 2D6 each day to hear a rumor. (see *Rumors*)
- Legal** These encounters occur when PCs are suspected of potentially committing, or are actually conducting, infractions of the law. In areas where laws are restrictive, random harassment by the local constabulary may be more likely; each group of PCs should throw the local Law Level or less on 2D6 to *avoid* being harassed by the constabulary. If a Native or African is with the group, DM +1; if a former Constable is with the group, DM -1.
- Patron** These are essential to most adventures, a person our group who hires the PCs to do a job or solve a problem and rewards them for doing so. Throw 5+ on 1D6 each week to encounter a potential patron. (see *Random and Patron Encounters*)
- Adventure** These encounters that are really scenes within the narrative that are core to the adventure.
- Animal** These encounters typically occur in wilderness settings but may occur in settled areas as well as the referee determines or the adventure needs. Roll twice per day for an encounter based on the terrain (see *Animal Encounters*)

General Rules for Encounters

For any encounter with a person, how well the encounter goes may depend on how the person encountered “feels” about the player-character(s). Roll 2D6 on the table to the right; apply DM +1 if any player-character is SOC 9+, and DM -1 if there is a Free Black or a Native with the player-character(s). The referee may impose any additional DMs he/she feels appropriate to the situation. Actual rolls of 2 or 12 are never modified; if a roll is modified to less than 3, change it to 3; a roll modified to more than 12 is changed to 12.

2D6	Reaction
2	Violent – Immediately attacks
3	Hostile – Attacks on 2D6 roll of 6+
4	Hostile – Attacks on 2D6 roll of 8+
5	Hostile – Attacks on 2D6 roll of 10+
6	Unreceptive
7	Non-committal
8	Interested
9	Intrigued
10	Responsive
11	Enthusiastic
12	Genuinely friendly.

Random and Patron Encounters

You will need two visually-distinguishable dice, for example, one red die and one blue die. When you roll the dice for these encounters, always read them as two separate numbers, and always read the same die first. This is called a ‘D66’ roll.

D66	Patron Encounter	D66	Patron Encounter	D66	Patron Encounter
11	Noble	31	Hunter	51	Prospector
12	Burgess	32	Slave Hunter	52	Artisan
13	Justice	33	Slave Owner	53	Witch Hunter
14	Clergy	34	Slave Trader	54	Rogue
15	Constable	35	Fugitive Slave	55	Doctor
16	Militia Leader	36	Indentured Servant	56	Scientist
21	Merchant	41	Native Chief	61	Planter
22	Ship Captain	42	Native Warrior	62	Victim
23	Naval Officer	43	Freed Black	63	Laborer
24	Privateer	44	Black Slaveowner	64	Slave
25	Pirate	45	Diplomat	65	Surveyor
26	Ranger Leader	46	Spy	66	Prisoner

Patrons need not seek out the player-characters (although this is the most common way of establishing the relationship); it is entirely possible for the player-characters to observe that a potential patron may need help, and approach him/her to offer their assistance.

Random encounters may occur any time the player-characters are “out and about”. The referee decides if the encounter is meaningful or not in connection with the overall adventure, and should feel free to modify the results if they don’t fit the current context (e.g., rolling a massacre in the middle of a quiet day in town).

D66	Random Encounter	Quantity	Notes	Remarks
11	Fugitive Slaves	1D6	L	
12	Slaves being transported	3D6	AGHL	With 1D6 guards LGAH
13	Slaves at work	1D6	L	
14	Laborers	2D6	T	
15	Artisans	1D6	T	
16	Herders	1D6	L	With 3D6 animals
21	Bandits	1D6	GHL	
22	Militia	3D6	AGL	
23	Soldiers	2D6	AGHL	
24	Sailors	1D6		
25	Constables	1D6	AGL	
26	Rangers	1D6	GHL	
31	Hunters	1D6	G	
32	Slave Hunters	1D6	GHL	
33	Falconry party	1D6	T	
34	Scientists	1D6	T	
35	Surveyors	1D6	GT	
36	Religious Group	3D6	LT	
41	Natives	1D6	L	
42	Native War Party	2D6	GHL	
43	Prisoners being transported	1D6	AGHL	With 1D6 guards
44	Captured Slaves	1D6	AGHL	With 1D6 guards
45	Captured Natives	2D6	AGHL	With 1D6 guards
46	Accused witches	1D6	AGHL	With 1D6 guards
51	Witch Hunters	1D6	AGHL	
52	Nobles	1D6	AGLT	With 1D6 Retinue
53	Burgesses	1D6	GLV	
54	Merchants	1D6	GV	
55	Drunkards	1D6	L	
56	Thugs	1D6	L	
61	Runaway horse and carriage	1		1D6 women and children onboard
62	Dead body	1		
63	Dead Blacks	1D6		Enslaved or Free?
64	Dead Natives	2D6		
65	Burning building			1D6 people inside
66	Massacre			2D6 dead, structures burning

Notes: A: wearing armor; G: carrying firearms; H: riding horses; L: leader present; T: transport (animal-pulled cart or carriage. Unless otherwise stated, individuals encountered are on foot and may be armed with blade weapons.

Rumors

Reliable information about anything beyond which a person can have direct contact with is hard to acquire. The Bible is likely the only printed book a Colonist has ever seen and perhaps own. American newspapers won't exist until Ben Franklin's older brother James creates one a few decades hence. Broad sheets – a combination of advertising poster and classified ads – can sometimes be seen posted in the larger towns and cities. Town criers are prevalent – heck, some towns retain them until the early 20th century! – but they only provide official information on behalf of the courts or lawmakers, hardly an unbiased or disinterested source.

But, of course, information wants to be free, and the easiest way to browse the stock in trade is to visit an Ordinary, as taverns were then called. English America might have been culturally repressive and religious, but they drank copious amounts of alcohol, especially Rum* as part of the Triangle Trade that brought enslaved Africans to America. Often this was due to the fact that water was still actually dangerous – even children drank beer – or considered to be so even when clean water was available. As everyone knows drinking and talking go together, so wise characters visit the Ordinary to learn useful information.

The rumor table to the right should be treated as a D66 roll. Use the first die to find the row, then go across to the column indicated by the second die. The letter at the intersection represents which rumor from the list has been learned. Colonist characters can roll once per day to learn a rumor; Africans can roll twice per day when communicating with other Africans – freemen or enslaved – but only once otherwise and only after a successful Reaction roll. Indians can only learn one rumor per day when communicating with other Indians.

	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	U	U	W	W	H
3	I	U	Y	Y	W	J
4	K	X	Z	Z	V	L
5	M	X	X	V	V	N
6	O	P	Q	R	S	T

Rumor List

- A Colonel Aylett on the Middle Peninsula is petitioning for a new county to be formed out of King and Queen county. Could be some money to be made there.
- B Several Scottish merchant families have recently arrived in Middlesex and have begun surveying for what's been described as a new port town along the Rappahannock. Could be opportunity there.
- C The General Assembly is becoming ever more concerned about slave revolts. To keep the slaves down, owners are encouraged to use increasingly harsh punishments to

* Alcohol consumption was so prevalent that during this period Massachusetts Colony was compelled to make it illegal to tap a keg of Rum **during** church services. To be fair, the Puritans treated church services as an all-day affair, even having an intermission for lunch during the eight-hour long event.



those slaves who resist. There is even talk that a master who kills his slave being free from punishment, as if it never happened.

- D On Northern Neck and west of there, along the Rappahannock, Indians are getting restless as settlers encroach on “their” lands.
- E Captain Kidd the Pirate has been arrested in Boston. His financial backers lured him there with false promises of clemency. Doubtful those pious Puritans will show him any Christian mercy.
- F A group of French Protestants refugees (Huguenots) have recently settled in Henrico county. Locals aren’t happy to have those Frenchies about, whether they share the same religion or not. Lock up your daughters! May come to pass that the locals will take the law into their own hands to drive them off.
- G Indians on the Eastern Shore seem to be getting very chummy with the Catholics of Maryland. Could be the French intend to use them to massacre settlers there just as they use them to do the same out on the western frontier. Our people over there are arming up and taking care when they move about or work in the wood or fields.
- H The Quakers are getting tired of the Norsemen of Lower Pennsylvania, and are rumored to have petitioned the King to permit the establishment of Delaware Province.
- I Indian massacre up north in Stafford county! On Dogue Neck along the Potomac. Savages attacked a house and killed the Barton family – eight in all – with arrows and

- tomahawks! They may have been encouraged by the French or perhaps by those Maryland Papists! All the local tribes deny it was their doing. Colonel Mason is investigating and has said it's the "horriblest murder that ever was." Stafford's militia has been called out and are patrolling for the evil doers.
- J Gold is rumored to be found up in Stafford county along the creeks and streams that feed into the Potomac.
- K The General Assembly has begun debating whether to invest public funds in the development of new and better roads and bridges. If it passes, sounds like there may be many ways to get rich, fat and happy connected to that endeavor.
- L Be careful up around Lancaster county. "King" Carter has built himself a new courthouse and jail in Queenstown, and he is itching to show it off.
- M One of the big Indian tribes – the Iroquois I think – have agreed to stop fighting the French. This could mean one or both of them might begin attacking our frontier settlements. Could be a need for mercenaries to protect those folks.
- N With the capitol now moved to Williamsburg, old Jamestown has become a ghost town. Decent folk have all moved away. All manner of rogues have moved in there, and the Constables no longer patrol it. Knowing all the souls that experienced violent death there during the past century I sure wouldn't want to linger about there on a dark and stormy night!
- O Folks around Pungo in Princess Anne county are getting more agitated all the time that there might be a witch in their midst. A woman named Sherwood is accused of bewitching a neighbor's crop that failed. They are considering ducking her, but no one has the guts to do it for fear she'll bewitch them. [Ducking is where the accused is tied and thrown into a body of water – if they float and survive they are guilty; if they drown and die they are innocent of being a witch.]
- P East and West Jersey have petitioned Parliament to allow a merger into one province.
- Q Folks who now have to travel to the new capitol Williamsburg are none too pleased to learn that at the College (William & Mary) there is a school to civilize Indians. Most of those folks live in such settled areas they no longer have to see or deal with Indians, and seeing Indians dressed up like White men is setting them on edge. Some fear these new White Indians will want to marry their daughters. What's next, educating Blacks?
- R An up-and-coming planter named Randolph has purchased the Rebel Bacon's Breemo property on Curles Neck peninsula in Henrico county.
- S Some fool named Morris in King and Queen county is suing his neighbor for defamation after accusing his wife of being a witch. She was tried and acquitted, but the

fool couldn't leave well enough alone. If she is a witch she should turn her husband into a toad to shut him up.

- T Several prominent families – the Blands and the Bollings among them – are agitating to create a new county from Charles City county lands south of the James river. Could be some money to be made in land speculation down there.
- U Take care in New Kent county – they've got a new brick courthouse and they enjoy showing it off – they're very litigious around there.
- V In Westmoreland county there is a court trial ongoing to determine if a man falsely accused a woman of being a witch. The man accused her of bewitching their horse – to do what no one knows – and of teaching her daughter and son-in-law to become a witch and wizard. The woman – named Money – was acquitted but now she wants money from the man for damages she suffered due to the accusations.
- W The French continue to dispute territorial claims across North America. As part of their aggression they've got privateers sailing all along the coast intercepting English merchant ships. Might be money to be made protecting those ships or becoming privateers for Virginia.
- X Raleigh's Ordinary in Williamsburg and the old fort at Jamestown are said to be good places to meet potential patrons.
- Y The Great Dismal Swamp is said to be a haven for fugitive slaves, savages and rogues.
- Z I hear tell that Free Blacks will be expelled from Virginia – having them about unsettles both the slaveowners and the slaves.



Animal Encounters

Due to space limitations here, referees should consult their preferred Rule Book to prepare Animal Encounter tables. The table below will help determine what terrains should be examined, and some equivalent terrains. The Referee should roll for Animals Encounters twice-daily, once during the day and again at night.

Animals commonly found in eastern North America are discussed briefly at https://en.wikipedia.org/wiki/Fauna_of_the_United_States#Eastern_United_States; this page and the pages it links to about specific animals may be useful in helping you create animal encounter tables.

Terrain Type	Terrain Equivalent	Where encountered	Type DM	Size DM
Clear	Road, Field	Any county	+3	n/a
Rough	Hills, Foothills	West of Colony counties	+4	n/a
Forest	Woods	Any county	-4	-4
River	Stream, Creek	Any county	+1	
Swamp	Bog	Southern Surry county	-2	+4
Marsh	Wetland	Any county bordering water	n/a	-1
Beach	Shore, Sea Edge	Any county bordering water	+3	+2
Surface	Ocean, Sea	Chesapeake Bay & Atlantic Ocean	+2	+2
Shallows	Ocean, Sea	Chesapeake Bay & Atlantic Ocean	+2	+3
Depths	Ocean, Sea	Chesapeake Bay & Atlantic Ocean	+2	+2
Bottom	Ocean, Sea	Chesapeake Bay & Atlantic Ocean	-4	n/a
Ruins	Old City	Beyond Colony counties	-3	n/a
Cave	Cavern	Any county bordering water; in hills west of colony	-1	n/a
Chasm	Crevasse, Abyss	In hills west of Colony counties	n/a	-1

Some Final Words

Players and referees should use Personal Combat rules per their preferred *Traveler* rule book, modified to reflect the tech level and realities of 1700 CE North America. Trade & Commerce, shipbuilding, and ship combat are left to the reader's imagination as time and space does not allow in-depth discussion of those topics here; perhaps in a future article. Similarly, the lands and people beyond Virginia will hopefully be described in future articles. Until then, enjoy Travelling amidst 1700 CE Virginia colony!

Appendix

The intent of T:17 is to present a set of rules and a setting that captured the ‘flavor’ of the Virginia Colony for adventuring in a manner that was largely ‘realistic’. This resulted in the omission of equivalents of two aspects of Classic *Traveller* that players and referees might consider useful: the ‘heroic’ drugs that often ‘short-circuited’ the necessity of taking time to heal and recover, and pionscs.

This appendix provides rules for including either in a T:17 campaign, in a way that maintains as much of the seventeenth-century ‘feel’ of T:17 as possible.

Apothecary

While both folk remedies and prepared medicines were known to the colonists in 17th-century America, many of them were of limited efficacy, and many so-called ‘patent medicines’ were either useless or actively harmful. Nevertheless, some people feel that the drugs documented in the *Traveller* core rules (any edition) are an important part of the campaign. We are therefore providing equivalents that may be used in a T:17 campaign.

Item	Price (per dose)	Availability	Description
Awaken	£10	Uncommon (10+)	Antidote to Sleep
Enliven	£10	Uncommon (10+)	Antidote to Sloth
Hasten	£10	Uncommon (10+)	User experiences life 2x faster as non-user.
Heal	£2	Common (6+)	Returns 3 points to an injured PC’s UPP; can be used no more than once per day.
Invigorate	£20	Rare (10+)	Increases a PC’s STR & END by +2 for about 1 hour.
Veritas	£1	Common (6+)	Compels user to speak the truth for a few minutes, but medical skill is necessary for it to be administered effectively.
Recover	£10	Uncommon (10+)	Antidote to Hasten
Sleep	£10	Uncommon (10+)	User experiences life 30x faster, but only while unconscious; helpful when recovering from serious injury.
Sloth	£10	Uncommon (10+)	User experiences life ½ as fast as non-user.
Witchbane	£50	Extremely rare (12+)	Increases witchcraft strength +3 for about one hour
Witchbrew	£100	Extremely rare (12+)	Increases witchcraft strength +6 for about one hour
Youth	£100 per month	Extremely rare (12+)	User avoids Aging rolls, but must be taken continuously each month during years when Aging rolls are required.

Note: DM+1 if PC has Streetwise



*New World plants, herbs, extracts and minerals offer new remedies for Old World illnesses.
Image credit: U.S. National Park Service*

Witchcraft

Exploring the dark arts of witchcraft is a dangerous thing. Witch hunters abound, and local superstitions plays on the fears of an undereducation populace at the edge of civilization. Rumors about accused witches may lead a player to an actual witch willing to train them – or a pious and falsely accused person willing to betray the player’s trust.

If a true witch (or warlock – a male witch – not a wizard) is found and willing to help, the player should roll 2D6 to determine their potential witchcraft strength. The 2D6 roll should be reduced by 1 point for every four years of age over age 18. For example, a 38-year-old PC would subtract 5 points from their 2D6 roll. Any modified roll below zero becomes zero, and means they have no witchcraft talents.

The table to the right lists the available talents, and the roll needed to possess them. The player should choose the order in which to check for talents, and then roll 2D6 in succession for each to determine which talents the PC may possess. Apply a DM of -1 on first roll, -2 on the second, -3 on the third, -4 on the fourth, etc. For example, if the character decides that they want to test for the Special talent, he/she rolls 2D6 looking for a modi-

Talent
5+ Mind reading (Telepathy)
6+ Second sight (Clairvoyance)
7+ Levitation (Telekinesis)
8+ Awareness
9+ Future Telling (Precognition)
10+ Transportation (Teleportation)
11+ Special

fied total of 11 or more. That first roll has a DM of - 1 applied to it. If the character rolls 12 (12-1=11), they have a Special talent. All talents successfully rolled for are possessed by the character; there is no limit on the number of different talents they may have.

Using talents expends Witchcraft strength points. Referees should consult their preferred Rule Book under "Psionics" to extrapolate how Players may use and how Referees should govern the use of Witchcraft talents.



