**TRAVELLER 2020: SKILLS OVERVIEW**

The following is a quick synopsis of the non-combat Skills used in Traveller and how they compare with skills we use in other game systems, to help aid in familiarity.

***Using the Core Rulebook, pages 56-69 govern the rules for usage of Skills.***

* Skill Checks: On pages 56-57.
* Task Difficulties: On page 58 (more for the GM than for players).
* Boon & Bane: On page 59 – will not be used very often.
* Skill Roll Effects: On page 59. Important for ascertaining the result of a skill check.
* Timeframes & Task Chains: On page 60 – useful information for complex tasks.
* Skill Descriptions: On pages 62-69. These are important – please be familiar with what your Skills do.

**Skill Comparisons and Common Examples:**

Athletics – an enhancement to a specific physical characteristic (STR, DEX, or END).

In D&D terms, think of it as the physical-based skills (balance, climb, jump, swim, etc.).

Admin – In D&D terms this would encompass Knowledge skills relating to Local, Nobility, and Politics. In d20 game systems this would cover Bureaucracy, Politics and Seneshcal.

Broker – In D&D terms this would encompass the Appraise skill. In d20 game systems this could cover Commerce.

Deception – In D&D terms this would encompass physical Bluff, Disguise, and Forgery.

In the d20 game systems this would encompass Larceny, Legerdemain, Sleight of Hand and Subterfuge.

Stealth – In D&D terms this would include Hide and Move Silently skills. In d20 game systems this would also cover Stealth.

Carouse, Diplomacy and Persuation

Carouse – In D&D terms this would be Gather Information and Sense Motive skills. In d20 game systems this might include Empathy, Expression and Socialise. This is an informal and up-close social interaction without the social niceties. It involves talking.

Diplomat – In most ways this Skill is similar to the D&D counterpart (Diplomacy). In d20 game systems this might include Etiquette or Performance. It would apply during discussions in which the characters are polite, careful and/or methodical in their approach – especially where they are looking for the most positive reaction possible or to establish a *longer-term* relationship with a person or group.

Persuade – In contrast to Diplomat, this Skill would operate when a character wants or needs a quicker reaction/result, or one that is less open and polite. Social niceties are not involved. For example, having a quick conversation with a customer at a bar where you are trying to get that person to tell you something you need to know now and you have a short time to gain the information. Or haggling over the price of typical goods in stores or bazaars. This Skill may get you what you want, but unlike Diplomat it will not necessarily establish any long-term social relationship with the target. In D&D terms this would encompass usages of Bluff where actual physical disguises are not being relied upon, as well as most instances of Intimidation. In d20 games this would include uses of Manipulation and Performance.

Carouse = chit chat, make casual friends, perceive moods, and learn stuff.

Persuade = get someone to quickly do something for you or get what you want.

Diplomat = establish positive and longer-term relationship with a person or entity.

Investigation and Reconnaissance

Investigate – In D&D terms this Skill would be most similar to Search. In d20 game systems this would cover Investigation. Covers most anything involving observation taking many minutes to hours of time or that require detailed analysis. For example, being at a bar and spending time to visually locate all security cameras in the place and ascertain their field of view would fall under this Skill. So would using various forms of information to piece together clues to a mystery of some sort – such as doing computer research. (Contrast with Carouse – in a bar setting, for example, if you were looking to pick up rumours and get to know a few folks there, Carouse would be your Skill. But if you were there quietly observing some aspect of the place (whether person or object) over a long period of time, then Investigate is your Skill to use. Carouse involves a lot of talking and socialising. Investigate involves lot of observing.

Recon – In D&D terms this Skill would be most similar to Spot. In d20 game systems this may cover Alertness and Awareness. Covers most checks to find, see, or spot a potential threat or benefit – whether in a room or out in the open. It takes less time (minutes or seconds) than an Investigate roll. (In the example above of the bar scene, a Recon roll might be used if you were looking to find a specific person across the room, or to quickly ascertain whether the place has a security camera in one area. To carefully observe the locations of ALL security cameras would require a careful visual search of the room, so you would use Investigate for that. Classic Search vs Spot rolls.

Streetwise and Survival

Streetwise – This skill encompasses working knowledge of actual social structures among the majority of the population within a given area (town, city, starport, etc.). It can be contrasted with Admin, which covers the actual bureaucracies (small percentage of population) and how they work. Streetwise is the unlofty, down-and-dirty knowledge of what is really going on outside of the ivory towers and red tape. It can operate as a “Survival” skill for finding suitable places to stay (or hide) in an urban environment. In D&D terms this may encompass the Knowledge (Local or Area) skill. In d20 game systems this would cover Lore and of course Streetwise.

Survival – In D&D terms this Skill covers Survival (and Wilderness Lore in older editions). It is similar to Streetwise but applies only to rural and wilderness environments. If there are no buildings, towers, walls, and city streets, then Survival is the Skill needed to survive. If in doubt, Streetwise is for cities and civilization, and Survival is for the wilderness.