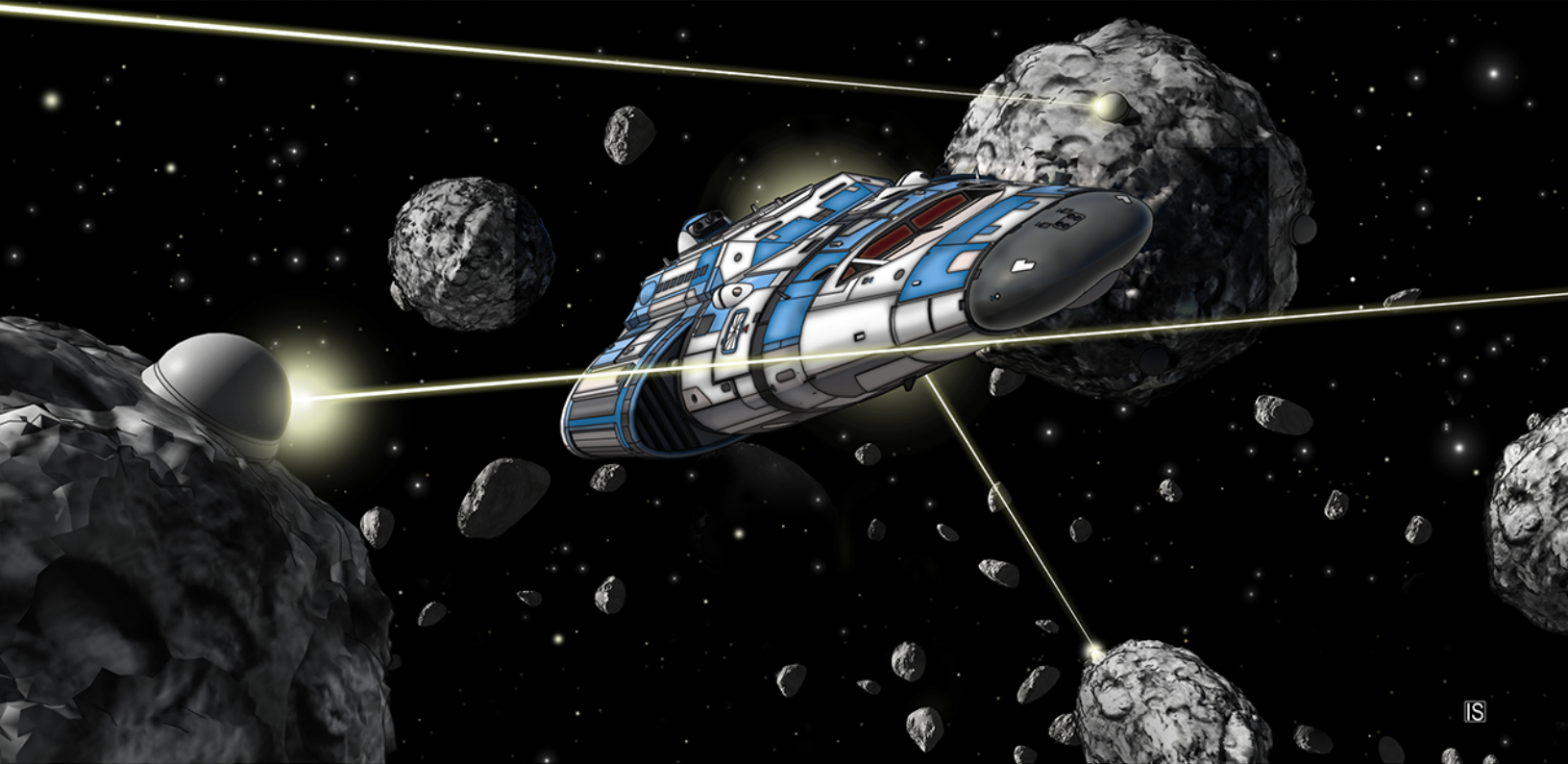


FOREVER WORLDS™

PRELUDE TO WAR ADVENTURE PATH



IS

PLAYER'S GUIDE

BY DALE C. MCCOY, JR.



TRAVELLERS' AID SOCIETY



PRELUDE TO WAR: PLAYER'S GUIDE

**JON BRAZER
ENTERPRISES**



TRAVELLERS' AID SOCIETY

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This book would not be possible without the
work he and many others have done throughout
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PRELUDE TO WAR

GREETINGS TRAVELLER,

WE SPOKE PREVIOUSLY ABOUT HOW ONE DAY THE IMPERIUM WILL NEED YOUR SERVICES. THAT DAY IS TODAY. A SITUATION HAS ARISEN AND WE NEED YOUR HELP. I BELIEVE THAT YOU ARE MOST QUALIFIED TO HELP RESOLVE THIS SITUATION. PLEASE MEET ME AT THE WINKING HIVER BAR ON LAGOON IN THE FOREVEN SECTOR, AND WE WILL DISCUSS THE MATTER FURTHER. TELL NO ONE ABOUT THIS MISSION.

COME QUICKLY. LIVES DEPEND UPON IT.

SINCERELY ,

JULIET KLEIN

Welcome to Lagoon. Is this your first time here? Well, watch yourself. You're not in the safe holdings of the Imperium anymore. Make the wrong person angry here, and you'll still get shot—but don't expect the police to care about it. If they do, they might care too much—and they'll probably arrest you instead of the other guy. Why? Because you're standing right there, and they'd have to go looking for the other guy.

—Bee Dee Seventy-Eight, robotic bartender at The Winking Hiver

PRELUDE TO WAR PLAYER'S GUIDE

The ***Prelude to War Adventure Path*** begins shortly after a passenger transport ship named the *Fresh Air* was captured by a rebel group calling themselves the Army of Unity. Onboard that ship was one Dr. Stareena Rose, a researcher specializing in bioengineered virus treatments. Fearing her research could be turned to nefarious purposes, Imperial Secret Service Agent Juliet Klein—someone your character has met before—pulls from her files people that she feels can handle the situation. Your character is one of those people.

Creating Your Character

Like all campaigns using the *Traveller Roleplaying Game*, it is best to make your characters as a group. This campaign starts off on High Ground Space Station orbiting the watery planet of Lagoon and assumes that you have some kind of loyalty to the Third Imperium. Whether you were born and raised a loyal Imperium citizen, grew up dreaming of life on an Imperium world, a disillusioned Zhodani citizen, or anything in between is entirely up to you.

The race and career you choose are also up to you. All careers will be helpful towards completing your campaign. It all depends on how your group chooses to play through a given situation. Some groups will choose to shoot their way past a problem; others will try to talk their way out (and possibly right into even more

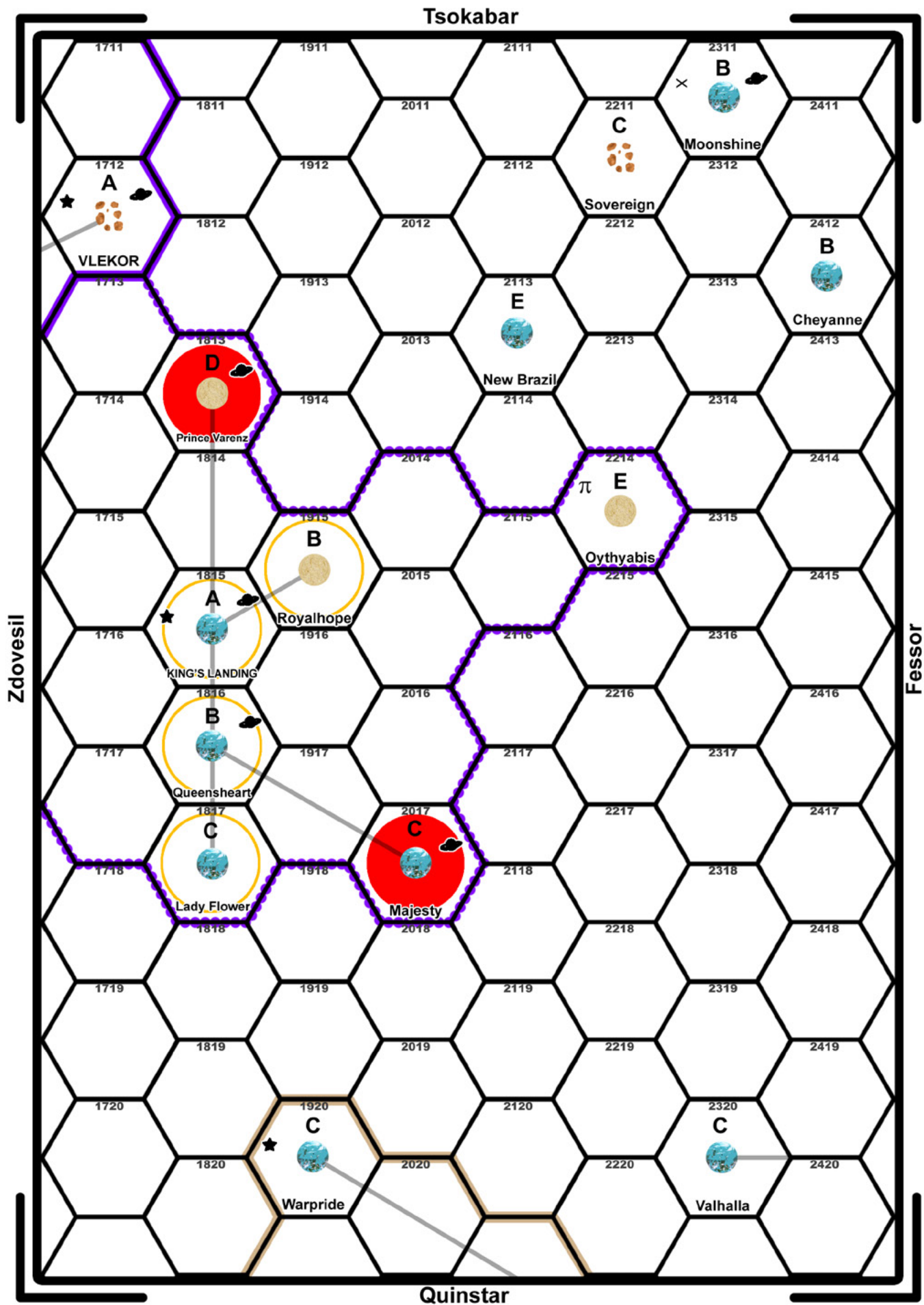
problems). Some groups will sneak their way past the very encounters required to accomplish their missions. It is all up to you.

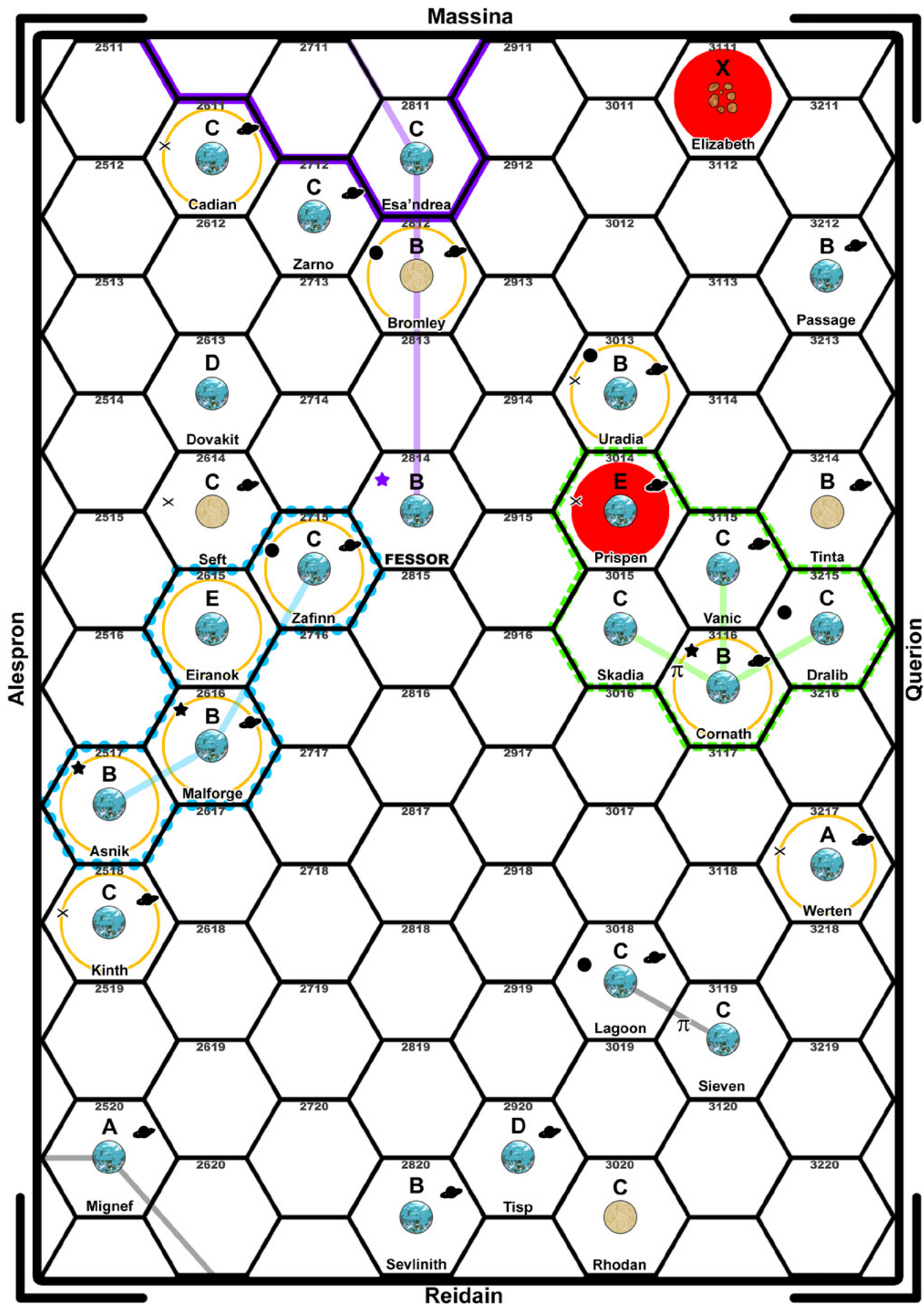
The Connections Rule (*Traveller Core Rulebook* p. 17) still stands, and you are encouraged to use it to make connections between Travellers. In addition to it, you and everyone else in your game also have a connection to Juliet Klein. Describe an event that connects your character to Juliet Klein and you gain an extra skill of your choice. This is above and beyond the two skills you get from a connection to your fellow Travellers. However, all the other rules still apply (i.e., you cannot bring a skill above Level 3 or use this to select Jack-of-all-Trades).

Here are some examples for both character ideas and how you and Juliet Klein know each other. Feel free to use these or come up with your own idea.

Races

Human: Human is an obvious choice for race. Vilani are the most populous race in the Imperium, so a patriotic-but-expendable Imperial agent would most commonly be a member of this branch of humanity. Being a long-removed descendent of Terrans is another good choice. Numerous ships left Earth long ago and braved space to make new homes across a wide swath of star systems, including the Alespron Subsector in Foreven. Many Solomani make their home here, and Zhodani also live in Foreven in large numbers, even outside the Consulate; either would make an excellent addition to this campaign. A Prole with no noble ties who is tired of having his mind altered by the Consulate





Thought Police could quite easily be recruited by an Imperial agent seeking information or an agent without direct ties to the government who can perform covert operations.

Aslan: Many male Aslans who will never inherit land travel the stars, employing a number of Aslan females to actually run the ship. Many of them find a home in the Foreven Sector and want to keep Zhodani psions out of their minds. Other Aslans are born and raised as Imperium citizens; they believe in the righteousness of the Imperium and want to help the people of the Consulate to live free lives. Still other Aslans are just looking for work that promises excitement, danger, and prestige. Juliet Klein's mission to help those in need offers just such an opportunity.

Vargr: If there is any description more befitting of a Vargr, it is that of "loyal friend." A Vargr character would feel compelled to go on a mission to help others just because a friend is going; the Vargr's own connection to Juliet Klein only adds to that compulsion. A Vargr who views their kind as superior to naturally-evolved races would want to go just to show off to the others. In contrast, a Vargr who is looking for daring adventure will want to go before the details are even out of Ms. Klein's mouth.

Minor Races: Various other minor races call this region of space home and will want to assist Klein for a variety of reasons. You should decide their motivation for yourself based on the race's outlook on life as well as your own character concept.

Careers

Agent: As a member of a law enforcement agency or intelligence service, you saved many lives in the past, and you have a proven record of doing whatever it takes to find out what is really going on. You met Juliet Klein after a long investigation uncovered that a suspect was framed and you discovered the real culprit.

Army/Marines: Trained to handle yourself in a firefight, you know how to achieve your

objective with extreme prejudice. All of this is important when protecting a group of people trying to make a difference in their pocket of space, especially when they get in over their heads. Ms. Klein has briefed you and your fellow soldiers on missions before, and you trust her... but only so far.

Citizen: Being a versatile person in a versatile situation is a handy skill. You might not be the best at anything, but you can do a little of everything. That, combined with your can-do attitude, is exactly what Juliet Klein saw in you and why she made you a job offer.

Entertainer: Your face and personality can get you in everywhere. Whether you use sheer star power or a "won't take 'no' for an answer" attitude got you where you are today, you are excellent at putting someone you just met at ease. It is precisely these qualities that Ms. Klein is looking for. In exchange, she promised you the ability to travel to many different places, allowing you to share your content with a much wider audience.

Merchant: If there is one thing that a merchant should always be good at, it is how to sell anything to anyone—which is perfect, since sometimes you will need a good reason to talk to strange people, and what better thing to talk about to someone new than to sell them something that they most definitely need, or do not yet know they need. When you first met Juliet Klein, you tried to sell her whatever was in your cargo hold that day; instead, she sold you on the idea of using your sales abilities for the good of many.

Navy/Scout: Going from a big ship to a small ship, just about every skill you pick up will be needed at some point. From engine specs to fighter maneuvers to a daily regimen of making sure the ship performs optimally, you will be one of the most valuable members of the group. Juliet Klein is well familiar with your record and interviewed you on your last day serving in the navy or scout service.

Noble: Sure, you have a title, and maybe you even have some money, but does that really scratch your itch for excitement? You have known Juliet Klein for a long time because of your status, and you asked her for something thrilling to do. It took you a while to convince her of your seriousness, but ultimately she agreed to put you on a mission.

Prisoner: While you were on the inside, you may not have been a model convict. However, you defended someone far weaker than you—someone that really did not belong in a prison. Juliet Klein got you released and offered you a job. Specifically, she asked you to do what you did for that prisoner many times over for others in bad situations.

Psion: Being a psion in the Imperium is, to put it nicely, difficult. However, you still see yourself as a loyal Imperial citizen. Working on the Imperium's behalf outside of the Imperium allows you to fully be yourself. You once scanned Ms. Klein's mind, so you know that her intentions are honorable—which is why you agreed to work for her. But there is something else you saw that that you don't talk about.

Rogue: Stealing for a living has gotten you in trouble more times than you can count. Now, you are stealing with a purpose and there is someone promising to help you out of a jam that has the ability to actually deliver on that promise—well, so long as your trouble furthers the mission anyway. Otherwise, Juliet Klein may choose to leave you hanging high and dry.

Prelude to War Skills Package

This skills package is designed to handle the various adventures in the ***Prelude to War Adventure Path***.

Astrogation 1, Deception 1, Gun Combat 1, Investigate 1, Persuade 1, Pilot 1, Recon 1, Stealth 1

Scholar: When you visit dangerous areas, doctors tend to be in short supply. Having a doctor who is able to treat not only the ship's crew but those in rebel outposts, or civilians caught in the crossfire, will make a huge difference and save countless lives, just as Juliet Klein promised you.

Benefits

Ship shares as well as small ships are a common benefit in Traveller. Your characters will get their hands on a ship during the first adventure. If your characters hang on to those ship shares, there will be an opportunity to trade them in to reduce the price of the ship. Since your characters will be jumping from system to system, taking a small ship that lacks a jump drive is not recommended.

Lagoon

The players start off on High Ground Station orbiting the planet Lagoon in the Lagoon parsec (Foreven 3018). Since your characters will be returning to the space station to meet Ms. Klein over and over again, it might be a good idea to spend some time getting to know the station when you are not on a job. You can easily see out of the windows of the space station that Lagoon is a water world with only a few islands of green and yellow to break up the varying shades of blue.

While your characters will be visiting a number of parsecs throughout this adventure path, only a few are given any significant detail. For a more thorough overview of both subsectors, check out *Foreven Worlds: Fessor Subsector* and *Foreven Worlds: Alespron Subsector*, available exclusively at **DriveThruRPG** and **RPGNow**.

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