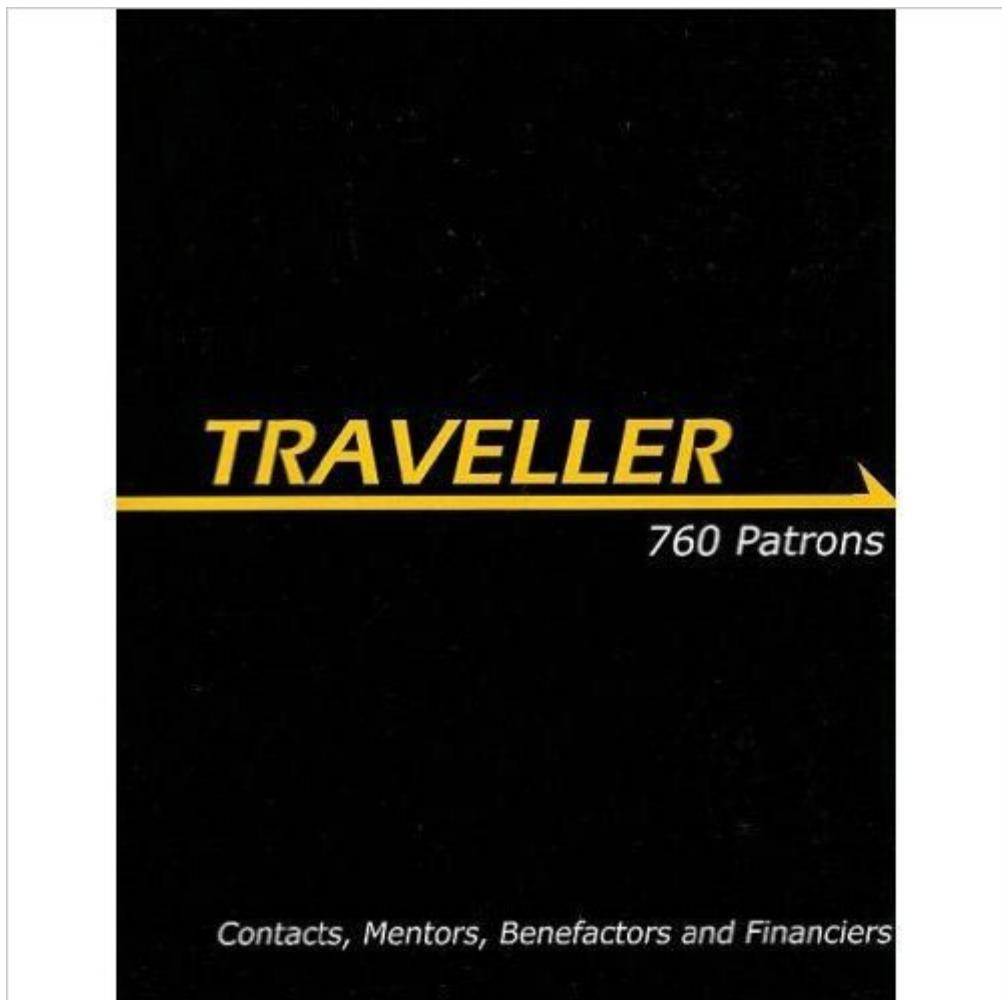


The book was found

Traveller: 760 Patrons (Traveller Sci-Fi Roleplaying)



Synopsis

Throughout the universe there are people who want jobs done using 'irregular' channels. Government agencies, corporations, individuals and criminal gangs all need to hire specialists from time to time. These patrons are the people who provide work for groups of travellers and mercenary formations. Inside this sourcebook will be enough adventure seeds for a Games Master to expand upon to keep a campaign running for years.

Book Information

Paperback: 160 pages

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Average Customer Review: 4.5 out of 5 starsÂ See all reviewsÂ (2 customer reviews)

Best Sellers Rank: #2,911,437 in Books (See Top 100 in Books) #64 inÂ Books > Science Fiction & Fantasy > Gaming > Traveller #987808 inÂ Books > Literature & Fiction

Customer Reviews

Like the original TRAVELLER supplement, 760 Patrons is a godsend for the TRAVELER REFEREE/GM. If you want to create an instant Traveler adventure or if you're party of role-players has wandered out of you're prepared scenario and you're not prepared for it, or if you just want some quick inspiration, THIS IS THE SUPPLEMENT FOR YOU!!! 760 Patrons has some really interesting (and some recognizable) pre-fab characters both good and bad guys, adventure hooks, character jobs and missions. Never have to struggle to make opposition or NPCs again! 760 Patrons has just that, loads of opportunities for player characters, jobs and missions to begin instantly. I loved the original supplement and this homage....you get NPC reactions tables and many other random generation tables, enough to create a whole campaign with and much more that you will find useful...if you play Traveler, if your plan on GameMastering or refereeing Traveler....YOU NEED THIS ONE!!

I own the original from GDW, and the two from BITS, so I know what I'm talking about when I say, they could have cut the number in half, and give all the detail of the old books. HUGE selection, but

fairly vague. I have used these books for everything from Shadowrun to Serenity, any game where the characters are freelancers will work great. Enjoy!

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