

PLAYER COMPANION - SESSION 0

The Table Before the Stars

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

Before the ship, before the court, and before any promise of a Letter of Marque, the crew has to become a crew. This brief helps you understand the campaign tone, your role at the table, the first rules concepts, and the questions your character should answer before the summons to Drinax becomes real.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	0 - The Table Before the Stars
Target Play Time	Three Hours
Your Focus	Build your character, connect to the crew, understand the tone, and prepare for the Drinax summons.
Rules Focus	Basic task-check vocabulary, crew roles, and campaign tracking.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion is for player use at the table. It summarizes what you need to know, what you should think about, and what to track. It does not reveal hidden Referee material.

2. Starting the Campaign

This is Session 0. The campaign has not fully begun in play yet. This session prepares the table, builds the crew, agrees on tone, and sets up the first story hook: a discreet summons connected to Drinax.

Current Item	Player-Facing Status
Current Location	Before the campaign opens. Each character may be wherever their life has brought them.
What Happened Before	You created or reviewed characters, discussed tone, and started thinking about crew roles.
What Is Happening Now	The group is deciding what kind of crew you are and why your characters would accept a dangerous summons.
What Is Unresolved	Who you trust, why Drinax wants you, and what price comes with the opportunity.
Known Ship Status	No ship is in player hands yet. Ship roles are being discussed so the crew is ready later.
Known Reputation Status	Untested. You have not yet acted in Drinax service.

3. What Your Character Knows

Known Facts

- Traveller is a game where choices, resources, reputation, and consequences matter.
- Your character is not a blank beginner. They have experience, skills, contacts, baggage, and reasons to take risks.
- Drinax is old, proud, diminished, and still important enough to send a dangerous invitation.
- The offer is discreet. Someone does not want this recruitment to be widely discussed.
- You are not being invited into safe work.

Rumors

- A royal summons from Drinax may be absurd, dangerous, profitable, or all three.
- Old powers sometimes pay in promises before they pay in credits.
- Privateering can look a lot like piracy until someone powerful writes the paperwork.
- The Trojan Reach remembers favors, insults, debts, and opportunities.

Open Questions

Player Checklist	Player Checklist
■ Why was I chosen?	■ What trouble follows me?
■ What does Drinax really want?	■ What would make me walk away?
■ What do I want badly enough to take this risk?	■ Can a dead kingdom be trusted?
■ Who on the crew might I already know?	■ What kind of reputation do we want?

4. Player Learning Objectives

By the end of this session, you should understand the basic style of play and what your character brings to the crew. You do not need to master all Traveller rules yet.

Learning Area	What You Should Understand
Rules	Traveller usually uses simple checks when the outcome is uncertain and failure matters.
Gameplay	Describe what you want to do, ask questions, and use your character background creatively.
Story	Drinax is an opportunity and a risk, not a safe employer.
Crew	A Traveller crew needs roles, backup roles, trust, and a way to make decisions.
Campaign Tracking	Debts, favors, contacts, rivals, resources, and reputation will matter later.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What You Decide or Learn	Common Mistake to Avoid
Basic Task Check Vocabulary	Traveller often resolves uncertain actions with 2D plus relevant modifiers.	For now, learn the words: check, skill, characteristic DM, difficulty, and Effect.	Do not worry about every edge case yet.
Crew Roles	The ship and missions need more than a captain.	Choose jobs such as mission lead, pilot, astrogator, engineer, sensors, gunner, medic, broker, or security.	Do not let one player become responsible for everything.
Campaign Ledger	The campaign remembers what happens.	The group will track resources, reputation, contacts, debts, favors, rivals, and open questions.	Do not treat the ledger as homework. It is a memory tool.
Tone Agreement	The group needs shared expectations.	Talk honestly about violence, piracy, prisoners, betrayal, humor, and seriousness.	Do not assume everyone wants the same kind of campaign.
RULES REMINDER			
You do not need to know every rule before play begins. Traveller teaches well when rules appear because the situation needs them.			

6. Gameplay Reminders

- Ask questions before rolling.
- Say what you are trying to accomplish, not just which skill you want to use.
- Use your past careers, contacts, and background.
- Talk as a crew before making risky choices.
- Combat is not always the best answer.
- Failure usually creates complications, not a dead stop.
- Track promises, debts, favors, and enemies.
- Think about the reputation you are building.
- Quiet solutions can be powerful.
- The safest answer, most profitable answer, and most honorable answer may not be the same.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Helps the group decide who speaks for the crew and who makes final calls in a crisis.
Face / Diplomat	Yes	Helps define how the crew handles patrons, court pressure, and negotiation.
Investigator	Possible	Useful for spotting motives, reading situations, and asking good questions.
Pilot	Planning Only	Choose a primary and backup pilot before the ship enters play.
Astrogator	Planning Only	Choose who handles routes and jump planning later.
Engineer	Planning Only	Choose who understands repairs, systems, and ship condition later.
Sensor Operator	Planning Only	Choose who watches contacts, scans, and electronic clues later.
Gunner	Planning Only	Choose who handles ship weapons when combat eventually appears.
Medic	Yes	Helps decide who handles injury, recovery, and medical judgment.
Broker or Trader	Possible	Useful for money, deals, passengers, cargo, and negotiation later.
Security	Yes	Helps define crew caution, weapons discipline, and threat response.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Create or finalize your character	Active	Your character should have skills, history, and at least one reason to accept dangerous work.	
Decide why you would answer Drinax	Active	A discreet summons has reached you through unusual channels.	
Choose crew roles and backups	Active	The ship is not in play yet, but the crew should know who handles what later.	

Objective	Status	What We Know	Player Notes
Agree on campaign tone	Active	The group should discuss piracy, violence, humor, seriousness, and boundaries.	
Create a campaign ledger	Active	The table will track resources, contacts, reputation, debts, rivals, and open questions.	
Prepare for the Drinax summons	Pending	The campaign hook points toward Drinax and a future court test.	

9. Story Reference: What We Learned

This is a pre-session reference. Fill in the blank areas during or after play.

Before This Session	Reminder
Campaign premise	You are preparing to enter a Traveller campaign about risk, patronage, privateering, and consequence.
Drinax	Old, proud, diminished, and still able to reach people through discreet channels.
The crew	Not yet proven. You decide what kind of people you are.
The next step	A summons marked by Drinax gives the crew a reason to enter the story.

After This Session: Fill In

Question	Player Notes
What did we decide about the crew?	
What lines or limits did we agree on?	
What personal goals came up?	
What contacts, rivals, debts, or secrets matter?	
What do we want to ask next session?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Drinax	Fallen royal power	Unknown	Old, proud, diminished, and connected to the summons.
Unknown Drinax Patron	Possible employer	Unknown	The summons offers passage, privacy, and opportunity, but not safety.
The Crew	Player group	Forming	The crew must decide roles, tone, trust, and reasons to work together.
Future Drinax Court	Possible destination	Unknown	You may eventually need to explain why you are useful.
The Trojan Reach	Campaign region	Dangerous opportunity	A place where law, trade, piracy, politics, and reputation can collide.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
When do we roll?	Roll when the outcome is uncertain and failure would matter.
What is a skill?	A skill represents training or experience that helps your character attempt an action.
What is a characteristic DM?	A characteristic modifier reflects natural ability, such as strength, education, or social presence.
What does Effect mean?	Effect measures how strong the success or failure is. This will be explained more once checks begin in play.
Can I use a different skill?	Yes, if your approach makes sense and the Referee agrees. Explain the action clearly.
What if we fail?	The story usually continues. Failure may create cost, delay, suspicion, danger, or a hard choice.
What should I track?	Names, promises, debts, favors, questions, enemies, money, ship issues, and reputation changes.

12. Player Notes and Questions

Use this space during Session 0. These notes will make Session 1 easier.

Prompt	Notes
Who do we trust?	
Who seems dangerous?	
What did we promise?	
What did we learn?	
What changed?	
What do we need to ask next?	
What does my character want now?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
When Session 1 begins, be ready to explain why your character answered the summons and what makes you useful to a dangerous patron.	