

PLAYER COMPANION - SESSION 2

The Harrier Wakes

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

The court has decided you are useful enough to continue. Beneath the palace, a sleek old ship waits in restraint clamps. It is not fully yours, not yet. This session is about waking the ship, claiming crew roles, learning stations, and proving that you can work together before Drinax sends you beyond the palace shadow.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	2 - The Harrier Wakes
Target Play Time	Three Hours
Your Focus	Enter the Harrier, choose shipboard roles, inspect systems, and practice crew coordination.
Rules Focus	Ship roles, routine versus risky checks, task support, system condition, and emergency drill play.
Spoiler Status	This document contains no Referee secrets.

PLAYER NOTE

This companion helps you use the ship-orientation session well. It does not reveal hidden faults, consequence branches, or Referee-only notes.

2. Where We Are Now

You passed the first court test well enough to continue. The next test is practical: can the crew handle the ship as a shared responsibility instead of treating it like a prize to admire?

Current Item	Player-Facing Status
Current Location	A restricted Drinax hangar beneath the palace.
What Likely Happened Before	The crew arrived at Drinax, met the court, and proved useful enough to be shown the ship.
What You Are Dealing With Now	A valuable old ship that is politically sensitive and not yet fully entrusted to you.
What Is Unresolved	Who takes each ship role, how the crew makes decisions, and whether Drinax can trust your procedures.
Known Ship Status	Valuable, old, guarded, and not yet fully yours. It may have quirks.
Known Reputation Status	Provisional. The court is still watching.

3. What Your Character Knows

Known Facts

- You are being shown the ship after the court's first test.
- The ship is valuable, old, politically sensitive, and not yet fully entrusted to you.
- Every Traveller should claim a shipboard role and a backup role.
- This session is about stations, systems, procedures, and teamwork.
- A shipboard drill or system fault may test the crew before launch.

Rumors

- Some court factions may not want outsiders touching Drinax's ship.
- The ship has outlived better crews than this one.
- A clean inspection may matter more than a grand speech.
- A crew that panics around ship systems may lose trust before launch.

Open Questions

Player Checklist	Player Checklist
■ Who commands in a ship crisis?	■ Who watches sensors?
■ Who pilots?	■ Who speaks for the crew?
■ Who handles astrogation?	■ What do we report immediately?
■ Who owns engineering problems?	■ What ship issues should go in the ledger?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How ship roles, routine checks, risky checks, task support, and system condition work in play.
Gameplay	How to act as a crew when more than one station matters at the same time.
Story	The Harrier is opportunity, responsibility, and political risk.
Crew	Every major role should have a primary Traveller and a backup Traveller.
Campaign Tracking	Ship status, known quirks, repair priorities, and crew procedures should be tracked.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Shipboard Roles	Each station gives a Traveller a way to contribute.	Choose a primary and backup role.	Do not assume only the pilot matters.
Routine vs Risky Checks	Some ship tasks are automatic, but pressure or danger can make them checks.	Ask whether the task is routine or under pressure.	Do not roll for every button press.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Task Support	One station can help another by setting up better conditions.	Sensors may help the pilot, engineering may stabilize power, command may coordinate.	Do not wait silently if another role is acting.
System Condition	Ship systems may be healthy, stressed, damaged, or unreliable.	Record known quirks and repair needs.	Do not ignore small problems. They may matter later.
Emergency Drill	A drill lets the crew practice under pressure without full combat.	Take one clear action from your station when alarms sound.	Do not panic or grab another player's role.

6. Gameplay Reminders

- Ask what your station can see, hear, or control.
- Say what your character is trying to accomplish before naming a skill.
- Let the captain or mission lead coordinate, but do not go silent.
- Offer support from your station when another role is acting.
- Track ship quirks and maintenance needs.
- Do not treat the ship as indestructible.
- A calm report is often better than a dramatic speech.
- Talk about procedures before an alarm sounds.
- The ship belongs to the whole crew, not one character.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Coordinates station actions and makes calls during the drill.
Pilot	Yes	Learns helm station, control response, and future maneuver duties.
Astrogator	Yes	Claims route-planning responsibility for next session.
Engineer	Yes	Inspects power, drive response, and system condition.
Sensor Operator	Yes	Checks scans, ghost readings, contacts, and station support.
Gunner	Planning Only	Claims weapons station and safety procedure, but combat is not used yet.
Broker or Cargo Lead	Possible	Inspects cargo bay, storage, freight potential, and future prize space.
Medic	Possible	Monitors crew stress, safety, and injury risk during drill.
Security	Yes	Watches access, airlocks, restricted spaces, and escalation.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Be shown the Harrier	Active	The crew has earned provisional access to the ship.	
Choose shipboard roles	Active	Every Traveller should claim a primary and backup role.	
Inspect ship systems	Active	The ship is old and may have quirks or maintenance needs.	
Establish command procedure	Active	A drill or fault may require quick coordination.	
Record ship status	Active	Known quirks, repairs, and procedures should go into the ledger.	
Prepare for first assignment	Pending	A simple courier task may follow once the crew proves basic readiness.	

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
Session 1	The court tested the crew and allowed the process to continue.
Drinax	The court is proud, watchful, and not handing over trust for free.
The ship	The Harrier is valuable, old, and politically sensitive.
The next step	Claim roles, inspect systems, survive the drill, and prepare for a first mission.

After This Session: Fill In

Question	Player Notes
Which role did each Traveller claim?	
What ship quirks or concerns did we learn?	
What procedure did we agree on?	
Who impressed Rao, Jalen, or Sella?	
What should we ask before launch?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Princess Rao	Royal strategist	Cautious	Wants discipline and proof that the crew can be trusted.
King Oleb	King of Drinax	Interested	Wants bold agents worthy of Drinax.
Jalen Mor	Old spacer advisor	Practical	Knows ship discipline and expects competence.
Sella Vorn	Dockmaster	Protective	Protects the ship and hangar.
Varris Sen	Court functionary	Professional	Watches procedure and responsibility.
The Harrier	Ship	Not yet fully entrusted	Valuable, old, politically sensitive, and central to the campaign.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
Do all ship tasks require rolls?	No. Routine tasks usually work unless pressure, danger, or uncertainty matters.
Can I help another station?	Yes, describe how your station supports the other action.
What is system condition?	A plain-language way to track whether a ship system is healthy, stressed, damaged, or unreliable.
What if the drill goes badly?	The story continues, but the crew may create repairs, oversight, delays, or trust issues.
Is this starship combat?	No. This session teaches station roles and shipboard response before combat appears.
What should we track?	Roles, backups, procedures, known quirks, ship status, repair needs, and NPC reactions.

12. Player Notes and Questions

Use this space during Session 2. These notes will make Session 3 easier.

Prompt	Notes
Who do we trust around the ship?	
Who seems protective, skeptical, or dangerous?	
What did we promise?	

Prompt	Notes
What did we learn about the ship?	
What changed after the drill?	
What do we need to ask before launch?	
What does my character want from this ship?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
After this session, be ready to plan a route, discuss fuel, review the ship ledger, and make the crew's first real departure from Drinax.	