

PLAYER COMPANION - SESSION 3

First Jump, First World

A Beginner-Friendly Traveller Teaching Campaign

PLAYER USE

The Harrier is ready to leave Drinax. Your first mission is simple on paper: plot a short route, check fuel and systems, survive the week in jump, read the first world profile, and deliver a sealed packet. The lesson is bigger: travel is part of play, and every world has its own rules.

Field	Player Brief Detail
Campaign	Book One: The Drinax Training Arc
Session	3 - First Jump, First World
Target Play Time	Three Hours
Your Focus	Plan the first route, prepare the ship, use jump downtime, read a world profile, and handle first starport contact.
Rules Focus	Route planning, jump preparation, downtime actions, world profile reading, and starport procedure.
Spoiler Status	This document contains no Referee secrets.
PLAYER NOTE	
This companion helps you handle the first real voyage. It does not reveal hidden complications, future consequences, or Referee-only notes.	

2. Where We Are Now

The ship has been awakened and the crew has claimed shipboard roles. Now the Harrier leaves the palace shadow and becomes a travelling ship. You have a sealed courier packet, a short route, and your first chance to operate as Travellers beyond Drinax.

Current Item	Player-Facing Status
Current Location	Aboard the Harrier, preparing to depart Drinax.
What Happened Before	The crew inspected the ship, practiced station work, and received provisional trust.
What You Are Dealing With Now	A first jump, fuel and route decisions, jump downtime, and a new world with its own port rules.
What Is Unresolved	How careful the crew is before departure, how downtime is used, and how the crew presents itself offworld.
Known Ship Status	Use the ship ledger from Session 2: roles, quirks, repairs, fuel, and restrictions.
Known Mission Status	A sealed courier packet must be delivered to a nearby world.

3. What Your Character Knows

Known Facts

- The crew has a sealed courier packet to deliver.
- The ship must make its first jump under your command.
- Every station should have a job during route planning, jump prep, and arrival.
- A week in jump gives time for repairs, research, training, and crew scenes.
- The destination world has its own starport, laws, customs, and authorities.

Rumors

- Some ports dislike surprises, strange ships, or crews that act above local law.
- Drinax names may open some doors and close others.
- A clean arrival can be worth more than a fast one.
- Port brokers often know more than officials, but rarely for free.

Open Questions

Player Checklist	Player Checklist
■ What is our exact destination?	■ What do we do during the week in jump?
■ How much fuel do we need?	■ What does the world profile warn us about?
■ Who gives the jump order?	■ How open should we be about Drinax?
■ What does each station do before jump?	■ Who expects the courier packet?

4. Player Learning Objectives

Learning Area	What You Should Understand
Rules	How route planning, jump preparation, downtime, world profiles, and starport contact work at the table.
Gameplay	Travel is not a loading screen. It creates choices, time, risk, and preparation.
Story	The crew is moving from palace-bound agents to Travellers operating in the Trojan Reach.
Crew	Pilot, astrogator, engineer, sensors, captain, broker, medic, and security can all matter during travel.
Campaign Tracking	Route, fuel, downtime actions, ship status, destination profile, port reaction, and courier status should be recorded.

5. Rules You Will Use This Session

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Route Planning	The map becomes a player tool.	Confirm route, jump range, and obvious fuel concerns.	Do not ignore the map or assume travel is automatic.
Jump Preparation	Leaving safely needs coordinated ship work.	Pilot, astrogator, engineer, sensors, and command each contribute.	Do not turn prep into endless checklist talk.

Rule or Concept	Plain-English Explanation	What Players Do	Common Mistake to Avoid
Jump Downtime	A week in jump gives characters time to act.	Choose one downtime action such as repair, research, training, or a crew scene.	Do not skip downtime every session.
World Profile Reading	A world profile tells you what kind of place you are approaching.	Ask about starport, law, tech, population, atmosphere, and local notes.	Do not memorize codes. Translate them into risks.
Starport Procedure	Arrival means traffic control, docking, fees, laws, and local authority.	Contact port, prepare documents, decide how visible to be.	Do not assume Drinax authority applies everywhere.

6. Gameplay Reminders

- Before launch, ask what the route, fuel state, and ship status look like.
- Use your ship role even when the scene is not combat.
- During jump, choose a downtime action that matters to your character or the ship.
- When you see a world profile, ask what it means in plain language.
- Before entering port, ask about law level, port authority, and how visible Drinax should be.
- Tell the Referee what your character is trying to accomplish, not just the skill name.
- Track promises, fees, delays, rumors, and local reactions.
- If a plan fails, the story usually continues with cost, delay, or suspicion.

7. Crew Roles This Session

Role	Useful This Session?	How It May Help
Captain / Mission Lead	Yes	Confirms mission priorities, gives final launch and arrival decisions.
Pilot	Yes	Handles launch, approach, and ship movement during departure and arrival.
Astrogator	Yes	Plots or confirms route and jump readiness.
Engineer	Yes	Checks fuel, power, drive state, and ship quirks before and during jump.
Sensor Operator	Yes	Monitors local traffic, departure window, arrival scan, and port approach.
Broker or Cargo Lead	Possible	Tracks courier packet, port fees, and potential local contacts.
Medic	Possible	Uses downtime, monitors crew stress, and prepares for portside complications.
Security	Possible	Secures the packet, watches port surroundings, and prepares for local risk.
Face / Diplomat	Yes	Handles traffic control, port authority, and first local contact.

8. Current Objectives and Quest Status

Objective	Status	What We Know	Player Notes
Prepare the Harrier for departure	Active	The ship must leave Drinax under crew command.	
Plot or confirm the first route	Active	The destination is nearby, but fuel and jump readiness still matter.	
Deliver the sealed courier packet	Active	The packet should reach the correct contact or authority.	
Use jump downtime well	Active	Each Traveller should choose one useful downtime action.	
Read the destination world profile	Active	The world profile should shape arrival decisions.	
Handle first starport contact	Pending	Traffic control, docking, fees, law, and local authority may matter.	

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 crew passed a court test and earned provisional interest.

Before This Session	Reminder
Session 2	The crew entered the Harrier, claimed roles, and began tracking ship status.
The Harrier	The ship is a shared responsibility, not just transportation.
Current Mission	Deliver a sealed packet after the crew completes its first jump.

After This Session: Fill In

Question	Player Notes
What route did we take?	
What did we do during jump downtime?	
What did the world profile teach us?	
How did port authority react to us?	
What complication or question remains?	

10. NPC and Faction Reference

Name or Faction	Known Role	Current Attitude	Notes
Princess Rao	Remote patron	Careful	Wants the delivery completed without scandal.
Jalen Mor	Shipboard advisor	Practical	May help the crew think through first jump discipline.
Sella Vorn	Dockmaster	Protective	Wants a clean launch and no careless damage.
Destination Port Authority	Local authority	Unknown	Controls traffic, docking, fees, and procedure.
Courier Contact	Mission contact	Unknown	Expected to receive or confirm the sealed packet.
Port Broker or Local Guide	Possible contact	Unknown	May explain local customs, rumors, and port business.

11. Rules Clarifications, Table Rulings, and Errata Notes

Topic	Player-Facing Clarification
Official Errata	No official errata are included in this player brief.
Is jump just a scene change?	No. It includes preparation, a week of downtime, and consequences on arrival.
What should I do during jump?	Pick one useful action: repair, research, train, talk, study the destination, or investigate a ship concern.
Do I need to know every world code?	No. Ask what the profile means in plain language.
Does Drinax authority apply everywhere?	Not automatically. Local ports and laws still matter.
What if we fail a travel check?	The story continues, usually with delay, stress, suspicion, extra cost, or a harder arrival.
What should we track?	Route, fuel, downtime, ship status, destination profile, port reaction, courier status, rumors, and open questions.

12. Player Notes and Questions

Use this space during Session 3. These notes will help when portside trouble begins next session.

Prompt	Notes
Who do we trust at Drinax before launch?	
Who seems useful at the destination port?	
What did we promise or imply?	
What did we learn during jump?	

Prompt	Notes
What changed after arrival?	
What do we need to ask next?	
What does my character want from the first world?	
What should the crew track?	
What rules confused us?	
What should we remember next session?	
NEXT SESSION REMINDER	
Session 4 is expected to bring portside pressure and possible personal danger. Arrive knowing your local status, ship status, courier status, and what the destination world seems to value.	