

SESSION 3

First Jump, First World

A Beginner-Friendly Traveller Teaching Campaign

REFEREE USE

The Harrier has woken. Now the Travellers must take her beyond Drinax. Their first mission is simple: plot a short route, prepare fuel and systems, survive a week in jump, read their first world profile, and deliver a sealed packet without learning too late that every world has its own rules.

Field	Briefing Detail
Campaign	Book One: The Drinax Training Arc
Session Type	Adventure Session
Target Play Time	Three Hours
Audience	New Traveller players and a new Referee
Rules Goal	Teach route planning, jump preparation, downtime in jump, world profiles, and first starport contact
Campaign Goal	Move the crew from palace-bound agents to Travellers operating in the Trojan Reach

DESIGN NOTE

This is an original teaching session document for personal table use. It is designed to be compatible with the tone and campaign frame of Traveller and The Pirates of Drinax, but it does not reproduce or replace official rulebooks or published adventures.

2. Session Snapshot

Item	Session 3 Detail
Session Number	3
Session Title	First Jump, First World
Target Play Time	Three hours
Primary Teaching Focus	Route planning, fuel awareness, jump preparation, jump downtime, world profile reading, and first starport procedure.
Primary Story Focus	The crew carries a sealed courier packet from Drinax to a nearby world and discovers that arrival is the beginning of new problems.
Main Traveller Mechanics	Astrogation, Pilot checks, Engineer checks, sensor use, downtime actions, UWP interpretation, starport contact, law level awareness, and fail-forward travel complications.
Main Drinax Concept	Drinax gives the Travellers purpose, but the map, local worlds, and their own choices begin to shape the campaign.
Expected Session End-State	The ship completes its first jump, reaches the destination world, and the crew understands how travel creates risk, time, and choice.
Recommended Prep Time	Sixty to ninety minutes.
Difficulty for New Referee	Moderate. The session teaches several travel concepts, but keeps trade, combat, and politics light.
CONTINUITY FROM PRIOR SESSION	
Session 2 should have ended with ship roles assigned, known ship quirks recorded, and a first courier assignment prepared. Before play, check ship status, fuel status, crew roles, repair priorities, and whether Drinax imposed oversight. If Session 2 ended poorly, add one extra launch checklist item or a cautious NPC observer.	

3. Referee Overview

This session teaches the Traveller rhythm of interstellar movement: choose a route, prepare the ship, make the jump, spend a week outside normal space, arrive, read the new world, and deal with local procedures. The session should make the map feel like an active part of play.

The courier mission is intentionally simple. The real lesson is that travel itself is a sequence of choices: where to go, how to fuel, what to do during jump, how to approach arrival, what the world profile suggests, and how local authority responds.

Avoid ship combat, detailed trade, speculative cargo, and complex local politics. Touch those topics lightly as foreshadowing. The players need enough structure to feel competent, not a wall of subsystems.

This session builds from ship orientation by making the Harrier move. It points toward Session 4, where portside trouble and personal combat become possible after the crew has seen that world arrival has consequences.

REFeree NOTE

The first jump should feel like crossing a threshold. The crew is no longer talking about a campaign. They are travelling through one.

4. Teaching Goals

Player Learning Goals

- Understand that route choice matters.
- Learn the basics of jump preparation and fuel awareness.
- See that jump creates a week of downtime, maintenance, and conversation.
- Read a basic world profile and connect it to play.
- Understand that arrival at a starport creates procedures and local authority.

Referee Learning Goals

- Use the map as a decision tool instead of background art.
- Teach UWP and world traits in plain language.

- Run travel without slowing play into engineering minutiae.
- Give every ship role something useful to do during departure, jump, and arrival.
- Make the destination world feel different from Drinax immediately.

Campaign Learning Goals

- Begin the crew's movement through the Trojan Reach.
- Show that Drinax can give assignments but cannot control every world.
- Introduce starports, law levels, and local complications.
- Create the first offworld contact, favor, delay, or rival.

5. Rules Introduced This Session

Rule or Concept	Why It Matters	How It Appears in Play	Teach Detail	Beginner Mistake to Avoid
Route Planning	The map becomes a player tool.	The crew chooses or confirms a short route and checks fuel needs.	Teach jump range, destination choice, and obvious fuel concerns.	Do not explain every map symbol at once.
Jump Preparation	Leaving safely requires more than pressing a button.	Pilot, Astrogator, Engineer, and Sensors each contribute before jump.	Teach the launch checklist and a few key rolls.	Do not turn preparation into a long checklist tax.
Jump Downtime	A week in jump gives characters time to act.	Each Traveller takes one downtime action.	Teach repairs, research, training, social scenes, and logs.	Do not skip jump time every session.
World Profile Reading	UWP and local notes tell players what kind of world they are entering.	Starport, law, tech, population, and atmosphere guide scenes.	Teach only the most useful traits.	Do not require players to memorize code strings.
Starport Procedure	Arrival means authority, fees, questions, docking, and customs.	The crew contacts traffic control and chooses how careful to be.	Teach procedure through roleplay.	Do not make bureaucracy boring unless it creates pressure.

6. Rules Intentionally Avoided

Rules or Subsystem	Why It Is Delayed
Starship Combat	The crew is learning travel and arrival, not fighting in space yet.
Detailed Trade and Speculation	Trade pressure begins soon, but this mission is courier-focused.
Passenger Rules	Passengers are foreshadowed but not central this session.
Full Repair Economics	Use simple repair and maintenance notes. Do not run a full shipyard accounting sequence.
Complex Faction Politics	Local politics appear as color and complication, not a full diplomatic web.
Piracy and Prize-Taking	The crew has not yet earned privateering practice. That comes later.
World Generation	Use a prepared world profile. Do not build a world from scratch during play.

7. What the Players Should Learn

Players should learn that travel is play. A jump is not just a loading screen between adventures. It is a risk, a week of time, a chance to prepare, and a moment when the crew is sealed together with its decisions.

- The map creates meaningful choices.
- Fuel and route planning matter before the ship moves.
- Every crew role can contribute during launch, jump, and arrival.
- World profiles help players predict risks and opportunities.
- Starports and law levels shape what the crew can safely do.

TEACHING MOMENT

When the players see the destination profile, ask: "What worries you about this world before you arrive?" Let the answer guide the first port scene.

8. What the Referee Should Practice

- Present route planning visually and briefly.
- Keep travel procedures structured but not slow.
- Move spotlight among pilot, astrogator, engineer, sensors, captain, and other roles.
- Use downtime to reveal character goals and ship concerns.
- Translate world profile details into immediate table cues.
- Make customs, docking, and law feel like choices, not paperwork.
- End with a local complication that follows naturally from the world.

REFEREE NOTE

A first world visit should teach the players to ask questions before stepping off the ship. What is the law level? Who controls the port? What do we look like to them?

9. Three-Hour Session Timeline

Time	Segment	Purpose	Referee Notes
0:00 to 0:15	Opening recap	Reconnect ship status, courier packet, and crew roles.	Check the ledger before launch.
0:15 to 0:45	Route Planning	Use the map and pick or confirm the destination route.	Teach only what the route needs.
0:45 to 1:30	Launch and Jump Prep	Run departure, fuel review, astrogation, and jump entry.	Give each station one task.
1:30 to 2:15	A Week in Jump	Run downtime actions, maintenance, research, and crew scenes.	Use one ship quirk or personal hook.
2:15 to 2:45	Arrival and World Profile	Read the destination world and contact starport authority.	Turn UWP into table action.
2:45 to 3:00	Courier Complication	Introduce first local problem or delivery complication.	End with choice, not a solution.

10. Required Materials

Checklist	Checklist
■ Character sheets	■ Dice
■ Ship record sheet	■ Basic task check reference
■ Campaign ledger	■ Jump preparation checklist
■ Sector or subsector map	■ Downtime action list
■ Destination world profile	■ Starport procedure notes
■ Courier packet handout	■ NPC cards for port authority and courier contact
■ Ship role cards	■ Scratch paper or index cards
■ Session handout	■ Optional fuel tracker

Use a prepared destination world. It can be a nearby published world or an original teaching world. The exact world matters less than making the profile affect play.

11. Opening Situation

READ OR PARAPHRASE

The Harrier rests under her own power now. The court has withdrawn to observation and the hangar crew has cleared the line. A sealed packet waits in the ship safe, tagged for delivery to a nearby world. The route looks short on the map, almost simple. Then the ship reminds you that there is no such thing as a simple first jump: fuel must be checked, coordinates must be plotted, systems must be trusted, and the crew must decide who gives the word when the stars disappear.

The immediate choice is whether the crew treats departure as routine, ceremonial, cautious, or rushed. The answer should shape the first checks and NPC reactions.

12. Key NPCs

Name	Role	First Impression	Wants	Knows	Helps	Complicates	Skills
Princess Rao	Remote Patron	Composed, exacting, not present for every decision.	Delivery completed without scandal.	The packet matters politically, but she shares only need-to-know details.	Can authorize mission parameters and limited support.	May question delays or recklessness.	Diplomat, Persuade, Admin
Jalen Mor	Shipboard Advisor	Gruff, watchful, practical.	A first jump without crew panic.	The ship still has quirks worth respecting.	Can explain procedure without taking control.	May criticize sloppy station work.	Pilot, Engineer, Mechanic, Vacc Suit
Sella Vorn	Dockmaster	Precise and protective.	A clean launch and no hangar damage.	Fuel and departure records are being watched.	Can clear launch or flag last-minute issues.	May delay departure if the crew ignores checks.	Admin, Engineer, Mechanic
Port Warden Nera Voss	Destination Port Authority	Professional, overworked, suspicious of unusual ships.	Orderly docking, fees, and correct paperwork.	The destination port has local pressure and eyes on newcomers.	Can grant docking and port information.	May demand inspection or delay clearance.	Admin, Advocate, Persuade
Ilan Dresk	Courier Contact	Nervous, formally polite, watching the clock.	The packet delivered quietly.	Someone else may know the packet is coming.	Can confirm mission completion and offer a rumor.	May not arrive on time or may be under pressure.	Investigate, Persuade, Streetwise
Merev Sol	Port Broker	Friendly, curious, opportunistic.	New business and information.	The ship and crew are already interesting gossip.	Can explain local customs and port rumors.	May sell information to others.	Broker, Carouse, Streetwise

13. Key Locations

Location	Description	First Notice	Useful Details	Complications	Relevant Checks	Campaign Connection
Drinax Hangar	Launch point below the palace.	Technicians, clamps, fuel lines, and observers.	Final chance to catch launch issues.	A delay may signal caution or incompetence.	Engineer, Admin, Pilot.	Last controlled Drinax space before the Reach.
The Bridge	Command center during departure and jump.	Stations lit, route displayed, tension obvious.	Run pilot, astrogation, sensors, and command here.	Unclear command flow slows departure.	Pilot, Astrogation, Electronics, Leadership.	Makes crew roles operational.
Engineering	Power and drive monitoring during jump prep.	Vibration, heat, warning lights, old repairs.	Best place for fuel and drive checks.	Existing quirks may resurface.	Engineer, Mechanic.	Shows the cost of moving the ship.
Jump Space Downtime	The week between worlds.	No normal outside contact, only crew and ship.	Use for repairs, study, research, and roleplay.	Tension rises if problems are ignored.	Varies by action.	Teaches time as a campaign resource.
Destination Highport or Downport	First port beyond Drinax control.	Traffic control, fees, local rules, and watchers.	Introduces starport procedure.	Inspection, delay, or misunderstanding.	Admin, Persuade, Advocate, Steward.	Shows that every world has authority.
Courier Meeting Point	A public or semi-private delivery site.	Someone is expected, but the situation feels watched.	Place for first offworld decision.	Contact delayed, pressured, or questioned.	Recon, Investigate, Streetwise.	Turns delivery into local consequence.

14. Scene-by-Scene Outline

Scene 1: Mission Packet and Route**PURPOSE**

Turn the first assignment into a map choice.

SETUP

Rao provides a sealed packet and destination. The map is placed in front of the players.

WHAT THE PLAYERS CAN DO

Study route, ask about fuel, check ship status, confirm crew stations, or request support.

RELEVANT CHECKS

Astrogation 8+, Admin 8+, Engineer 8+, Broker 8+.

LIKELY OUTCOMES

The crew understands the route and what must be prepared.

FAILURE COMPLICATIONS

They miss a fuel, timing, or local-law concern that appears later.

REFEREE ADVICE

Keep this visual. Point to the map. Ask what they check before launch.

TRANSITION

The crew moves to launch and jump preparation.

Scene 2: Launch and Jump Preparation**PURPOSE**

Teach departure as a coordinated ship action.

SETUP

The Harrier clears Drinax under observation. Each station gets one useful task.

WHAT THE PLAYERS CAN DO

Pilot out, plot jump, monitor power, scan traffic, coordinate command, secure cargo, or log mission.

RELEVANT CHECKS

Pilot 8+, Astrogation 8+, Engineer 8+, Electronics 8+, Leadership 8+.

LIKELY OUTCOMES

The ship enters jump cleanly.

FAILURE COMPLICATIONS

A system becomes stressed, a course correction is needed, or a court observer notes sloppy procedure.

REFEREE ADVICE

One check per key station is enough. Do not drown the launch in rolls.

TRANSITION

The stars vanish and the week in jump begins.

Scene 3: A Week in Jump

PURPOSE

Teach downtime, ship maintenance, and crew life.

SETUP

The ship is unreachable, sealed in jump, and the crew has time to act.

WHAT THE PLAYERS CAN DO

Repair a quirk, research the destination, study rules, talk to NPCs, train, maintain weapons, or investigate ship records.

RELEVANT CHECKS

Varies by action: Mechanic, Engineer, Investigate, Streetwise, Carouse, Medic, Admin.

LIKELY OUTCOMES

Each player gains information, progress, or a roleplay moment.

FAILURE COMPLICATIONS

A downtime action creates tension, incomplete information, or a minor ship concern.

REFeree ADVICE

Give each player one focused downtime beat.

TRANSITION

Arrival alarms sound as the ship nears the destination.

Scene 4: Arrival and World Profile

PURPOSE

Teach the players to read a world before acting.

SETUP

The ship exits jump and receives local traffic instructions. The world profile becomes relevant.

WHAT THE PLAYERS CAN DO

Scan, contact port, check law and starport status, prepare documents, or decide how visible to be.

RELEVANT CHECKS

Electronics 8+, Admin 8+, Pilot 8+, Diplomat 8+, Recon 8+.

LIKELY OUTCOMES

The crew understands the world's first risks and enters port procedure.

FAILURE COMPLICATIONS

They misunderstand law, delay docking, or draw extra attention.

REFEREE ADVICE

Translate profile details into immediate impressions.

TRANSITION

They reach the port and prepare to deliver the packet.

Scene 5: Courier Delivery Complication**PURPOSE**

Show that arrival creates local story.

SETUP

The courier contact is delayed, watched, nervous, or not where expected.

WHAT THE PLAYERS CAN DO

Wait, investigate, ask locals, deliver to an alternate contact, conceal the packet, or contact Drinax.

RELEVANT CHECKS

Investigate 8+, Streetwise 8+, Persuade 8+, Recon 8+, Admin 8+.

LIKELY OUTCOMES

The crew makes a delivery decision and learns the world is not passive.

FAILURE COMPLICATIONS

The packet is delivered with suspicion, delayed, or tied to a local debt.

REFEREE ADVICE

End with a choice that matters next session.

TRANSITION

Session 4 begins with portside pressure and possible personal danger.

15. Core Checks and Suggested Difficulties

Situation	Skill	Difficulty	Success	Failure
Plot the first route	Astrogation	8+	Clean route plotted with no delay.	Course needs correction or extra time.
Review fuel and power status	Engineer	8+	Fuel and drive state confirmed.	A stress warning appears during prep.
Clear launch from Drinax	Pilot or Admin	8+	Smooth departure under observation.	Delay or embarrassing correction.
Monitor sensors during departure	Electronics or Recon	8+	Notice local traffic and safe departure window.	Miss a minor contact or traffic warning.
Coordinate stations	Leadership	8+	Crew acts in useful sequence.	Two roles duplicate effort or wait too long.
Research destination world	Admin, Streetwise, or Investigate	8+	Learn one useful local concern.	Receive incomplete or biased information.

Situation	Skill	Difficulty	Success	Failure
Handle jump downtime repair	Mechanic or Engineer	8+	Improve or stabilize one minor issue.	Partial fix or new maintenance note.
Read world profile on arrival	Education, Admin, or Scout skill	8+	Identify one practical risk from the world profile.	Misjudge law, port quality, or local conditions.
Contact traffic control	Comms, Admin, or Diplomat	8+	Docking instructions are clear.	Inspection, fee, or delay increases.
Locate courier contact	Investigate, Recon, or Streetwise	8+	Find the contact or a reliable lead.	Attract attention or lose time.

16. Player-Facing Choices

Choice	Why It Matters	Benefit	Risk	Later Effect
Launch cautiously or confidently	Sets first operational tone.	Caution reduces mistakes. Confidence impresses observers.	Too much caution delays; too much confidence risks errors.	Shapes Drinax trust and crew style.
Use jump week for repairs or relationships	Downtime is limited.	Repair reduces ship risk; roleplay builds crew cohesion.	Ignored problems or tensions may persist.	Affects ship status and character hooks.
Research destination deeply or trust the briefing	Knowledge changes arrival choices.	Research may reveal laws or customs.	Overconfidence may cause local trouble.	Affects port scene and first contact.
Be open about Drinax ties or keep quiet	Identity affects local reaction.	Openness may create authority or fear.	Secrecy may avoid attention but reduce leverage.	Shapes reputation beyond Drinax.
Deliver strictly or investigate complications	Defines mission discipline.	Strict delivery protects the job. Investigation may reveal opportunity.	Curiosity may delay or expose the crew.	Creates Session 4 hooks.

17. Consequences and Branching Outcomes

Clean Success

The crew plans the route, launches cleanly, uses jump week well, reads the world profile, docks without major trouble, and makes contact for the courier delivery. Drinax Trust may increase by 1 if the report is professional. Ship Status remains Operational.

Mixed Success

The crew completes the jump and reaches the world, but creates a delay, minor ship stress, a port fee, or a suspicious local reaction. The courier contact is still reachable, but the situation is more complicated. Add one open question or local rumor.

Complicated Failure

The crew arrives safely, but poor preparation, misunderstood local rules, or weak station coordination creates a ship maintenance issue, port complication, or delivery delay. The campaign continues, but Session 4 begins under pressure.

CONSEQUENCE

Failure should not strand the campaign. In this session, failure creates delays, maintenance notes, local suspicion, or hard choices on arrival.

18. Combat, Conflict, or Crisis Guidance

Combat is not the focus of this session. Use conflict as logistical, legal, social, and procedural pressure. If violence occurs, keep it small and consequential, likely at the destination port after arrival.

- Enemy purpose: none during travel. The opponent is uncertainty, procedure, distance, and local law.
- Enemy morale: not used unless the destination contact is threatened by others.
- When enemies retreat: not emphasized this session.
- Terrain or cover: ship corridors, bridge stations, starport concourse, docking bay.
- Nonviolent exits: wait, negotiate, file paperwork, pay fees, ask for a contact, or delay delivery.
- Consequences of injury: medical delay and port attention.

- How to keep fast: use single-scene stakes, not full tactical combat.

19. Ship, Trade, Law, or Faction Notes

Category	Session 3 Use
Ship Operations	Primary focus. Route planning, launch, jump prep, downtime, arrival, and docking.
Trade	Minimal use. Courier delivery foreshadows freight and paid work.
Cargo	The sealed packet is mission cargo, not speculative cargo.
Passengers	Not used this session, but jump downtime teaches ship life.
Fuel	Important concept. Teach fuel awareness and refueling questions without full economics.
Starport Procedures	Primary arrival focus. Traffic control, docking, fees, and customs can appear.
Law Level	Introduce as a practical question: what can the crew carry, say, or do openly?
Local Authority	Port control and customs matter more than Drinax authority once offworld.
Drinax Reputation	Affected by professional delivery and how openly the crew invokes Drinax.
Imperial Attention	Minimal or none unless the destination is under Imperial influence.
Aslan Attention	Not used unless the selected destination is near Aslan interests.
Pirate Reputation	Not used. The crew is not raiding.
Merchant Reaction	Possible through the courier contact, broker, or port gossip.

20. Campaign Ledger Updates

Update the ledger after play. This is the first session where travel time, world data, and offworld reactions begin to matter.

Checklist	Checklist
■ Route chosen	■ Courier packet status recorded
■ Fuel status updated	■ NPC contact reaction recorded
■ Jump completed	■ Drinax Trust adjusted
■ Jump downtime actions recorded	■ Local reputation started
■ Ship status updated	■ Rumors learned
■ Maintenance notes added	■ Open questions added
■ Destination world profile recorded	■ Next-session pressure recorded
■ Starport fees or delays noted	■ Crew procedures updated

21. End-State of the Session

By the end of Session 3, the following should be true:

- The Harrier has completed its first jump under player command.
- The crew understands basic route planning and jump preparation.
- Each player has seen how their role can contribute during travel.
- At least one downtime action happened during jump.
- The destination world profile has been read and used.
- The crew has contacted or entered its first offworld starport.
- The courier delivery has begun, even if complications remain.
- Session 4 can begin with portside pressure, legal risk, or personal danger.

22. Hooks into the Next Session

Hook Type	Hook
Direct Hook	The courier delivery draws the crew into a portside complication: inspection, theft, angry official, missing contact, or local dispute.
Optional Player-Driven Hook	A downtime action reveals a personal lead connected to the destination world, such as an old contact, debt, rival, or rumor.
Consequence-Based Hook	If arrival was clean, the crew has freedom to explore the port. If arrival was messy, Session 4 begins with customs pressure, port security, or a broker demanding answers.

23. Referee Quick Reference

Item	Reference
Session Goal	Teach first route, first jump, jump downtime, world profile reading, and first offworld arrival.
New Rules	Route planning, jump prep, downtime, world profile reading, starport procedure.
Important NPCs	Rao, Jalen Mor, Sella Vorn, Port Warden Nera Voss, Ilan Dresk, Merev Sol.
Important Locations	Drinax Hangar, Bridge, Engineering, Jump Space, Destination Port, Courier Meeting Point.
Likely Checks	Astrogation, Pilot, Engineer, Electronics, Admin, Leadership, Investigate, Streetwise, Persuade.
Main Complications	Fuel concern, system stress, downtime tension, port inspection, delayed courier contact.
End-State	First jump complete, first world reached, courier delivery in motion.
Ledger Updates	Route, fuel, downtime, ship status, destination profile, port reaction, courier status.
REFEREE NOTE	
The session should end when the players have enough information to choose how they handle the first port complication. Do not solve it for them.	

24. Player Handout Page

PLAYER HANDOUT: FIRST JUMP ORDERS

The Harrier is ready for its first mission beyond Drinax. A sealed courier packet has been placed aboard with instructions for delivery to a nearby world. The route appears short, but the crew must prepare fuel, systems, stations, and procedures before the ship leaves Drinax space.

Known Situation

- 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.

Player Route Checklist

Checklist	Checklist
■ Confirm destination	■ Secure courier packet
■ Check jump range	■ Choose downtime actions
■ Review fuel status	■ Read destination world profile
■ Assign bridge stations	■ Prepare port documents
■ Review ship quirks	■ Decide how open to be about Drinax

What to Ask About the First World

Question	Why It Matters
What is the starport like?	Tells you what support, fees, and procedures to expect.
What is the law level?	Tells you what behavior or equipment may cause trouble.
What is the tech level?	Tells you what services and repairs may be available.
Who controls the port?	Tells you who can delay, inspect, or help you.
Who expects the packet?	Tells you how careful the delivery should be.

25. Appendix: Notes, Tables, and Optional Adjustments

Shorter-Session Adjustment

If time is limited, combine route planning and launch into one scene. Give each player one station action, then move to one downtime action each and arrival.

Longer-Session Expansion

If the table has extra time, let each Traveller run a short downtime scene and reveal one personal goal, fear, or shipboard habit. Add one destination rumor before arrival.

If the Players Choose Violence

Violence should be unlikely before arrival. If it occurs at port, use it as legal trouble, not a full combat showcase. Save formal personal combat teaching for Session 4.

If the Players Avoid Violence

Reward caution. Let careful procedure reduce port suspicion, improve reaction rolls, or reveal a useful detail.

If the Players Ignore the Hook

Have the courier packet time-lock, ping, or require acknowledgement from the destination contact. The mission should invite action without dictating method.

If the Crew Lacks a Key Skill

Use backup roles, ship assistance, NPC advice, or safer procedures. A lack of Astrogation or Engineer skill should create tension, not end the campaign.

If the Referee Wants More Roleplay

Use jump week to ask each player what their character does when no one outside the ship can reach them.

If the Referee Wants More Action

Add a jump-space system warning, a tense port approach, or a courier contact who is being watched. Keep it short and procedural.

Optional Rumors

Rumor	Use
The destination port dislikes surprises.	Foreshadows paperwork or inspection.
A courier went missing on this route last month.	Adds suspicion without forcing combat.
Drinax names still open some doors and close others.	Teaches reputation risk.
The port broker knows everyone, for a price.	Introduces information economy.
A clean arrival is worth more than a fast one.	Rewards procedure.

Optional Complication

OPTIONAL COMPLICATION

During jump, the sealed packet emits a brief status ping that should not occur until arrival. The ping reveals nothing, but it gives the crew a reason to wonder who else might be expecting it.

Optional NPC Reaction

Port Warden Voss respects orderly procedure. Ilan Dresk respects discretion. Merev Sol respects confidence and coin. Let the players decide whose respect matters.