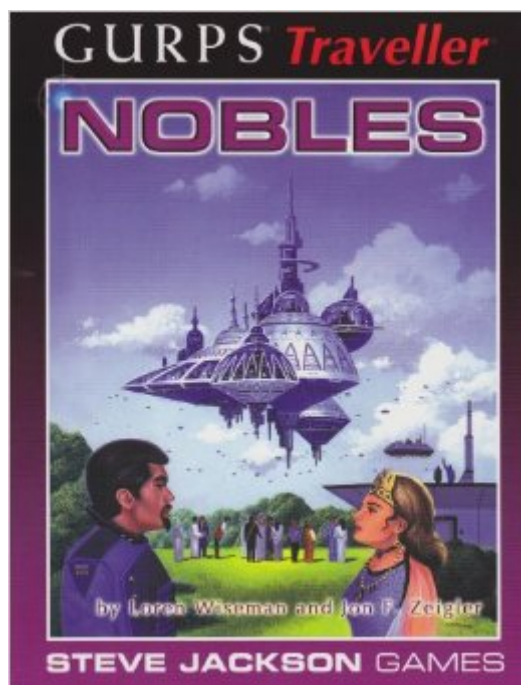


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GURPS Traveller Nobles



Synopsis

Lords of the Stars From the Imperial family to the lowest knight; from the fantastically wealthy duchess on her private estate world to the impoverished baronet who barely has a Free Trader's bunk to call his own; from the archduke who governs hundreds of worlds to the knight with no formal duties - in Traveller, the aristocracy plays a major role in society, in government, and in the military. Would you like to serve one of the Imperium's nobles . . . or be one? GURPS Traveller: Nobles details the lifestyle, fortunes, duties, and responsibilities of the nobility in the Third Imperium, the Vilani ruling class at the height of the Ziru Sirka, and the Darrian and Zhodani systems. Nobles contains: A close-up look at the most powerful people in the GURPS Traveller universe, with complete GURPS stats for 13 major characters - including Emperor Strephon and Empress Iolanthe - and capsule biographies of many others. Deck plans for the Wanderer-class yacht, the Midas-class courier, and the Condor-class racing yacht - all new starships. Plus floor plans of mansions and private getaways. Details on life in the Imperial Palace . . . wealth, power, danger, and intrigue. If your Traveller campaign aims for real power, here's where it will climax.

Book Information

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Customer Reviews

The Imperium is composed of 11,000 worlds. Give or take client states, disputed borders and spheres of influence. There is no "subspace communication" and a message can only travel at the speed of the fastest ship. The Imperium is kept together by an "interstellar culture". The center of that culture is the nobility, a caste of great princes that exist to be the Imperium's nerves. The Emperor must know that the policy enacted at the farthest reaches of his domain will be roughly

what he desires and that it will be carried out competently. There is no time to give orders, it must be known that the man on the spot will do so. This is the theoretical justification for the Imperial Nobility. And it more or less works out that way. More or less. The Imperium is neither a good empire nor an evil empire. It is a reasonably efficient state that manages to work relatively well-and the GM can make it suit his game. The Imperium is so large that whatever the GM wants will be somewhere. This book covers the life of the Imperial Nobility. How they play, how they work, how they compete for power. It shows the different classifications of the Nobles and the varying dynasties. But perhaps just as important it gives information about the Imperium as a state and how it is organized. It gives things I did not understand before and helped me to comprehend the system. Nobles is a good book and worthy of a Traveller fan's time.

This supplement for GURPS Traveller covers the Imperial nobility, and the background for an interstellar feudalistic government system. The book explains the historic basis for feudalism, various systems of nobility that have existed in the Traveller timeline, and the current state of the Imperial system. The book is well written, adequately illustrated (SJG standard), and is a good overall description of what most players and GM's will need to incorporate nobles into their campaign worlds. Tantalisingly, some specific details of administration at the subsector level (some contradicting previous Traveller material), missing bio's on the Empress Iolanthe and others, and more description of the Rule Of Man and Cleon's Campaign are not present. These are my only beefs with an otherwise good supplement.

Excellent book, full of information and definitely worth having! Good- tons of information on Royalty, everything from lifestyles to behind the scenes nuts and bolts "Duties and Responsibilities". Biographies on major players, History and Campaign and also info for running both good/bad Imperials. Bad-very little. The Deckplans were disappointing and not all of the "major players" had character info (most notable is Archduchess Isis of Ilelish" as she is pretty much needed in one of the adventure seeds and never fleshed out.

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