

## The BITS Task System

MegaTraveller (MT), Traveller: The New Era (TNE), Marc Miller's Traveller (T4) and Mongoose Traveller all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT), GURPS Traveller (GT) and Mongoose Traveller use modifiers to the task rolls instead.

The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

| Table 1: Task Difficulties  |                                 |                           |                             |                           |                            |                           |                           |
|-----------------------------|---------------------------------|---------------------------|-----------------------------|---------------------------|----------------------------|---------------------------|---------------------------|
| <i>BITS Task Difficulty</i> | <i>Mongoose Task Difficulty</i> | <i>T4 Task Difficulty</i> | <i>T4.1 Task Difficulty</i> | <i>GT Target Modifier</i> | <i>TNE Task Difficulty</i> | <i>MT Task Difficulty</i> | <i>CT Task Difficulty</i> |
| <b>Easy</b>                 | +4                              | Auto                      | 1D                          | +6                        | Easy                       | Simple                    | -4                        |
| <b>Average</b>              | +2                              | 2D                        | 2D                          | +3                        | Average                    | Routine                   | -2                        |
| <b>Difficult</b>            | 0                               | 2.5D                      | 2.5D                        | 0                         | Difficult                  | Difficult                 | 0                         |
| <b>Formidable</b>           | -2                              | 3D                        | 3D                          | -3                        | Formidable                 | Difficult                 | +2                        |
| <b>Staggering</b>           | -4                              | 4D                        | 4D                          | -6                        | Impossible                 | Formidable                | +4                        |
| <b>Impossible</b>           | -6                              | 5D                        | 5D                          | -9                        | Impossible                 | Impossible                | +6                        |
| <b>Hopeless</b>             | -8                              | 6D                        | 6D                          | -12                       | Impossible                 | Impossible                | +8                        |

Maria Charles is forging a complex document which the GM rules is a Staggering task. Maria has Forgery-4 (*GT: Forgery-16*) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9). In Mongoose Traveller the INT 10 gives a stat modifier of +1.

**CT:** Task success is normally  $2D + Skill \geq 8$ . Maria requires  $2D + Forgery \geq 12$  (8 + 4 for Staggering difficulty).

Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e.  $2D + 4 - 4 \geq 8$ .

**CT:** Task success is normally  $2D + Skill \geq 8$ . Maria requires  $2D + Forgery \geq 12$  (8 + 4 for Staggering difficulty).

**MT:** Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is  $2D + Skill + (Stat / 5) \geq 15$ . For

Maria this is:  $2D + 4 + 2 \geq 15$ .

**TNE:** Staggering difficulty is equivalent to TNE's Impossible, thus the task is  $d20 \leq (Skill + Stat) \times \frac{1}{4}$ . For Maria this is

$d20 \leq 3$ , i.e.  $(9 + 4) / 4$  rounded down.

**T4:** Maria requires  $4D \leq INT + Forgery$ . (Note that T4's Staggering rating of 3.5D is ignored.)

**GT:** Maria requires  $3D \leq Forgery + Target Modifier$ , i.e.  $3D \leq 16 - 6$ .

**Mongoose Traveller:** Task success is normally  $2D + Skill + Stat Modifier \geq 8$ . Maria requires  $2D + Forgery + 1 - 4$  (for Staggering difficulty)  $\geq 8$ .