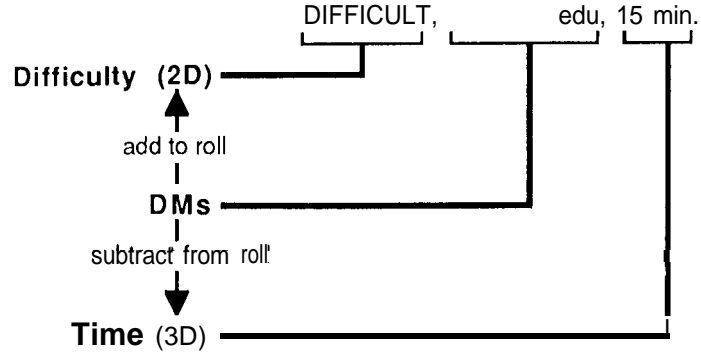


# UTP: Universal Task Profile-handling tasks in *Traveller*

FORMAT:

To repair major damage to an Air/Raft:



Difficulty...Roll 2D for success. The success roll needed for each difficulty level is shown on the DIFFICULTY table, below.

For example, a roll of 11+ is needed to succeed at a DIFFICULT task.

DMs...Add to difficulty roll (improves chances)

Subtract from time roll (shortens task duration)

DMs are typically listed as *crucial skill(s)* and *crucial characteristic(s)* (represents skill(s) and characteristic(s) judged most crucial to task success).

-*crucial skill(s)*: use skill level as DM.

-*crucial characteristic(s)*: characteristic+ 5 (drop fractions; DM range is 0 to 3).

E.g., gravitics-3 (skill DM of 3) and edu 9 (characteristic DM of 1) = total DM of 4.

NOTES: if no skill (not even skill level-0) in the crucial skill, make task harder (at least DIFFICULT, perhaps even IMPOSSIBLE). Ref's option: (int + edu)+5 can substitute for lack of skill (represents all the intellect, knowledge, and experience brought to bear); or use a related skill (at a handicapped level).

If a task is hazardous, it should be declared as such. Hazardous tasks have a higher risk of mishap when unsuccessful.

If a hasty attempt is desired, make task harder (at least ROUTINE, perhaps even IMPOSSIBLE); double DMs before subtracting from time roll (hasty attempt takes less time).

Time...Task is assumed to take an average of ten UTP time periods.

The actual time duration of the task attempt (successful or not) is:

TIME x (3D - DMs) (absolute minimum is 3 time periods)

E.g., a roll of 14 (with a DM of 4 subtracted from the roll) would give a modified roll of 10. For a UTP time period of 15 min., the duration would be 150 minutes (2.5 hours). The absolute minimum would be 45 minutes.

NOTES: if time is omitted from the UTP, the task is assumed to be instant.

## UTP Procedure Summary

	when attempt fails	when mishap
Die	Difficulty	Failure
2	Automatic Failure	reroll
3+	SIMPLE	retry
7+	ROUTINE	check determination
11+	DIFFICULT	Mishap (21)
15+	FORMIDABLE	Mishap (3D)
		Mishap
		reroll
		SUPERFICIAL (1 D)
		MINOR (2D)
		MAJOR (3D)
		DESTROYED (4D)

Failed Task Attempts...

*Ordinary Task*: roll 2D on the FAILURE table, above.

*Hazardous Task*: roll 3D on the FAILURE table, above.

**Failure table results:**

Retry: failed task, but can retry with no penalty.

Check determination: failed task, and must stay determined to retry the task without penalty. Staying determined is a special task which has a UTP of:

DIFFICULT, end, int (end + int represents character's force of will)

...if successful at staying determined, can retry the failed task with no penalty;

...if not successful at staying determined, have two choices...

1. retry immediately, but task difficulty increases *one* level

2. retry task at no increase in difficulty by waiting 10 times the duration of the-failed task *before* retrying.

NOTES: a FORMIDABLE task increased in difficulty becomes IMPOSSIBLE, i.e. failure is permanent: no more retries are possible until circumstances change enough to allow a new UTP to be defined for the task.

JOT skill provides one free retry per level of skill (represents character's resourcefulness).

Mishap (2D): failed the task, roll 2D on the MISHAP table, above. After correcting the effects of the accident, the task reverts to check determination, should a retry be desired.

Mishap (3D): as above, except roll 3D on the MISHAP table.

**Mishap table Results:**

SUPERFICIAL(1 D): impose superficial damage on a device or vehicle and/or 1 D wounds at random.

MINOR(2D): As above, except impose minor damage and/or 2D wounds.

MAJOR(3D): As above, except impose major damage and/or 3D wounds.

DESTROYED(4D): As above, except destroyed damage and/or 4D wounds.

## Damage and Repair

Damage Level	Operate?	Repair Task (shop)	Repair Cost (shop)
SUPERFICIAL	Yes	SIMPLE	1 D% of new price
MINOR	No	ROUTINE	1 Dx 1 D% of new price
MAJOR	No	DIFFICULT	2Dx 5% of new price
DESTROYED	No	FORMIDABLE	2Dx 2Dx 5% of new price

To *perform repairs*: diagnose the problem--the standard diagnosis difficulty is ROUTINE; the referee must determine DMs & time. Once the diagnosis has succeeded (required to proceed with repairs), perform the repair task using the difficulty as indicated, above. Optionally, when in the shop, repairs can be made without successful diagnosis at an additional cost multiplier of 1 D (just replace the entire assembly if you don't know what's wrong).

NOTES: For repairs in the field (away from shop facilities of an adequate TL) increase the task difficulty *one* level. Lack of tools, increase difficulty *one* level; Lack of spare parts, increase difficulty *one* level.

Any task involving a vehicle or device with MAJOR damage that was repaired in the field is *hazardous* (high risk of accidental breakdown). This lasts until the original MAJOR damage is totally repaired in the shop.

Special Cases... A UTP may immediately be followed by a paragraph labeled REFEREE which lists any special conditions that apply to the task attempt.

E.g., REFEREE: This task is NON-REPEATABLE; only one attempt allowed.

The UTP system is designed to be comprehensive, but not overly complex. After using the system a while, you should find it easy to remember and use.