



Traveller® Player Forms designed by:

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GOOD AFTERNOON, TRAVELLERS

Traveller Players' Forms is not a stand-alone product. It is only intelligible when used with other Traveller: The New Era products, namely the Traveller: The New Era rulebook (TNE for short) and Brilliant Lances: Traveller Starship Combat.

Each form is intended to record and/or organize a particular type of data generated using the TNE rules in conjunction with the imagination of players and referees.

VERY NICE, BUT THERE ARE STAPLES IN THE MIDDLE...

To free your players' forms from their rude confines, first open the book to its centerspread so that its staples are showing. Then get yourself a butter knife, paint scraper, or other thin, non-lethal instrument to pry open the staples. Once the staples are bent to the full upright position, the form pages may be lifted out. The Interstellar Trade Ledgers are used in the large 11×17 inch format, but you may wish to separate the other forms by cutting along the spine fold with a scissors, knife, or razor blade. Please be careful when cutting.

OVERVIEW OF FORMS

This booklet contains several copies each of 14 different forms.

Character Generation Worksheet

This is used during the process of character generation, **TNE** pages 14-57. It allows players to record the many incremental changes, additions, and details that take place during character generation. These are then finalized and transferred to the Character Sheet.

Character Sheet

This is used to present the finalized character data, as taken from the Character Generation Worksheet. Good penmanship is a plus, and some referees might give extra credit for calligraphy. Impress your friends.

Character Possessions Record

This allows players to record important equipment and weapons, along with weapons performance. Crucial combat task tables conveniently located next to the weapon data allow you to get into action in a hurry. This page also allows players to keep a running record of the character's history, plus status and details of solid contacts and all experience points. Blanks are provided for players who wish to track experience points by specific skills (TNE page 134).

Global Map

This displays all of the surface features of a world, resolved into a 20-sided solid overlaid with a hex grid. This map's grid is identical to the more detailed grid of the Continental Map.

Continental Map

This takes a portion of the Global Map and expands it, allowing its illustration with greater resolution.

Local Map

This breaks each hex from the Global or Continental Maps into smaller hexes, allowing more precise definition of geographic and social features. For more detail, these smaller hexes can, in turn, be expanded by using another local map to "zoom in" on them.

NPC Records Page

This page can be used by a referee to record the details of template NPCs for use in combat or other circumstances, or by players who control NPC troops or employees (TNE pages 58-72).

Ammo Record Form

This page is used by players to keep track of ammunition expenditure during combat (TNE page 277). Each magazine includes an ID line to record the magazine's owner so that multiple characters can be tracked on one sheet.

Ship Design Worksheet

This is used to record the particulars and calculate the performance of starships and spacecraft designed in conjunction with the ship design rules in **Brilliant Lances**. This information, collected here in rough form, is transferred to the final Ship Data Profile.

Ship Damage Table Worksheet

This is used with the design evaluation rules in Brilliant Lances to assign damage values to a ship's components, and to lay them out into ship-specific damage tables. Defining the damage capacity of various systems is simple, but laying out the actual hit location tables requires the designer to visualize the internal and surface layout of the ship. Use the worksheet to determine the amount of area or volume of each numbered hit location, and then determine the space required by the ship's systems. Compute how many entire hit locations and fractional hit locations (each hit location is divided into 20ths) are taken up by each system, and then allocate systems to surface and internal hit locations until the ship is filled. Naturally, the systems placed on the surface and interior of a given hit location must correspond, i.e., antennae must be on the surface of hit locations which are filled with electronics, cargo hatches must be places on the surface of hit locations with cargo holds, etc. The damage values and tables calculated here are transferred to the final Ship Data Profile.

Ship Data Profile

This form presents the final details of a ship's equipment and performance, along with its damage tables, as worked out on the Ship Design and Ship Damage Table Worksheets. Note that the damage table box includes damage value lines for the most common ship's systems. Any which are not used on the ship in question, such as JD or FPP, are simply lined out. Blanks are included for writing in other more unusual systems.

Subsector Data Form

The subsector map, world UWPs for all of the worlds of the subsector, and subsector notes are recorded on this one convenient page (TNE pages 180-195).

Animal Encounters Table

Each page is filled out using the animal encounter rules (TNE pages 210-217). The completed table is an animal encounter table custom-made for specific ecosystems on specific worlds, and ready for use.

Interstellar Trade Ledger

Using the trade and commerce rules (TNE pages 230-240), Traveller ship owners use this ledger to calculate their trade transactions, cargo by cargo, world by world. Each horizontal block represents one world-to-world voyage. Working from left to right, record the passengers, cargo, and freight taken on for the voyage, and keep a running total of earnings or payouts at the bottom. Total the income and payouts across the bottom from left to right to get the net earnings from each voyage, and add this total to the ship's running balance in the right-hand column. When a cargo is retained instead of sold at the destination world, it should be recopied down into the data block for the following voyage. For tax purposes, all records should be retained for at least 10 years.

WELL, I GUESS I'D BETTER BE GOING

With all of this data at your fingertips, you are probably feeling a new sense of power, of control over your own destiny, in fact, over the destiny of scores, nay, *hundreds* of star systems, all trembling before the merest gesture of your mighty hand.

When destiny is your toy, and eternity your servant, it is easy to lose all sense of proportion, which can be bad for an interstellar hegemon such as yourself. Be careful to eat right, and brush after meals. Posture and good grooming are always important. Obey all posted speed limits, and please drive gently.

	RAVELLER: NEW ERA
TRIBUTES	Starport Size Atmosphere Hydrographics Gravity Population Government Law Level Tech Level
Charisma (CHR)	Weight Load Weight Load Throw Unarmed Throw Combat Damage Damage IT CAPACITY (Base) Current Scratch Slight Serious Critical
# Type # Type	Head Chest Abdomen Abdomen Left Arm Left Arm Left Arm Left Arm Left Leg Left Leg
	TRIBUTES Education (EDU) Education (EDU) Education (EDU) Education (EDU) Education (EDU)

Character Possessie	ons Record
	ISUAL I.D.
	Cash \$
—Recoil— Weapon ROF Dam Pen Blk Mag SS Brst Rng	Task Difficulty LevelsDifficultyAssetEasy×4Average×2Difficult×1Formidable×1/2Impossible×1/4Firing Range DifficultiesRangeAlmed ShotQuick ShotShortShortAverageDifficultFormidableLongFormidableImpossibleImpossibleExtremeImpossibleNotAllowed
CONTACTS	Experience Points Skill Points Skill Points

 Character Player Gender Homeworld Age Universal Personality Profile STR AGL CON INT EDU CHR PSI Initiative Rank 		RAVELLER: NEW ERA
Strength (STR)	TRIBUTES Education (EDU)	Starport Size Atmosphere Hydrographics Gravity Population Government Law Level Tech Level Tech Level Weight
Constitution (CON)	Charisma (CHR)	Throw Unarmed Combat Damage
	Psionic Strength (PSI) # Type	Chest + Abdomen + Right Arm + Left Leg +



 Character Player Gender Homeworld Age Universal Personality Profile STR AGL CON INT EDU CHR PSI Initiative Rank 		RAVELLER: NEW ERA
Strength (STR)	TRIBUTES	Starport Size Atmosphere Hydrographics Gravity Population Government Law Level Tech Level
Constitution (CON)	Charisma (CHR)	Weight Load Weight Load Throw Unarmed Throw Combat Damage Damage IT CAPACITY (Base) Current Scratch Slight Serious Critical Head Head Head
	# Type	
		Right Leg Left Leg + +

Character Possessio	ons Record
	Cash \$
—Recoil— Weapon ROF Dam Pen Blk Mag SS Brst Rng	Task Difficulty LevelsDifficultyAssetEasy×4Average×2Difficult×1Formidable×1/2Impossible×1/2Impossible×1/4Firing Range DifficultiesRangeAimed ShotQuick ShotShortShortAverageDifficultFormidableLongFormidableImpossibleImpossibleExtremeImpossibleNot Allowed
CONTACTS	Experience Points Skill Skill Skill Points Skill Skill Skill Skill

 Character Player Gender Homeworld Age Universal Personality Profile STR AGL CON INT EDU CHR PSI InitiativeRank 		RAVELLER: NEW ERA
Strength (STR)	TRIBUTES Education (EDU)	Starport Size Atmosphere Hydrographics Gravity Population Government Law Level Tech Level
Constitution (CON)	Charisma (CHR)	Weight Load Unarmed Combat Damage
Intelligence (INT)	Psionic Strength (PSI)	Current Scratch Slight Serious Critical Head Chest Abdomen Hight Arm
	# Type	Left Arm Right Leg Left Leg Left Leg Left Leg Left Leg



Character Player Gender Homeworld Age >Universal Personality Profile STR AGL CON INT EDU CHR PSI InitiativeRank		AVELLER: NEW ERA
Strength (STR)	Education (EDU)	Starport Size Atmosphere Hydrographics Gravity Population Government Law Level Tech Level Tech Level Weight Load Unarmed Throw Combat
Constitution (CON)	Charisma (CHR)	Range Damage
	Psionic Strength (PSI)	

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	SHIP	DESIGN	WORKSHE	ET	
Name: Hull Form and Configuration:		TL:	p Performance: J	Rate (Displacement T	ons):
Hull Shell		Jum	p Performance: J	Maneuver Performan	ce: Gs
Total Hull Volume (m ³): Final Material Volume (m ³): FN	(Vol fro MV ×	m Hull Size Table) MVM ×	Base Material Volume _Ht × AF =	(m ³): (MV f	rom Hull Size Table)
				ull thickness in cm; AF = Airframe rials Table mber) Ts = Toughness from H ; Lm = Length multiplier from Hull F	
Surface Area (m ²): Sa Length (meters): Lg	= FMV × 1	00 =m ²	- Length from from Hull Size Table	I me Longth and Selection for a 11-11	
Hull Price (MCr):		Sm ×	Mp = MCr	, cm = cengui mulupiler irom Huil F	
Internal Structure	in - streamining price	nuiupilei Irom nuii romi	and configuration rable; Mp = r	Material price from Hull Material	Table
IS Material Volume (m ³): ISV IS Material Mass (tonnes): Iw					Mp =MC
ltem: Quarters (m ³):	Mass (tonnes			Surface Area (m ²):	Price (MCr):
Hull (Material) Internal Structure (Material)			NA NA	+ NA	
Life Support (Basic/Extensive) Airlock(s)				NA	
Artificial Gravity/G-Compensators Low berth(s)			-	NA	
Staterooms (Large/Small)			and the second	NA NA	
			-	 	
Engineering (m ³): Jump Drive			NA	NA	
MWPower Plant, TL Ignition Chamber forThMW		and the second s	+	NA 	
C-G Lifters, TL			-	NA -	
			and a second		
Engineering Workstations Hold (m ³):				NA	
Jump Fuel () Reactor Fuel ()			NA	NA	NA
Reaction Mass (Hours)			NA NA	NA	NA NA
Cargo			NA	NA	NA
				Terrent to an and the second second	
Electronics (m ³): TLControls			-	NA	
TL Avionics				NA NA	
				÷	
			Ē	-	
Bridge/Flight Deck Workstations					
Weapons				ina.	
				-	
				- <u> </u>	
Totals	Loaded: Empty:	tonnes		Wm ² tandard Design Price (–10%	MCr
PERFORMANCE Thrust megawatts = 0.5 × Hull Dis Reaction mass = ThMW × 0.25 m ³	placement × maneuv	ver Gs = Acce	leration Rating Gs = (ThM	W × 2)+Hull Displacement F	
Crew Requirements (see rules Engineering (Ce): (P×Cp)+30 = Maintenance Crew (Cr): Mp+50 = Mp = Maintenance points = Ship's Troops (Ct): As desired =	for abbreviation Electronics (C Im +Em Flight Cre	ns) cl): (C+S)×Cp = + Wm + Pr w (Cf): Ox8 (repeat 0	Maneuvering (Cm): D = n + Mm + Sm)×(i	Gunnery (Cg): FD 0.1×Cp) = 0 =	+ Wm =
Command (Cc): Z+6 (but at least 1 Stewards (Cs): [(Cc + Ph Medical Crew (Cd): [(Z+ Total Crew: Bridge/Flight D)+8] + {[(Z + _ Cc +Cs +	Pm)+50] × Cp Ph + Pm)] =)} =		ed) =

Internal Explosions	m ³ per hit location, +20= per 20th o	f a hit location
Area m ³	Locations	a nit location
Electronics	+ /20 All sensors, communicators, E	CM, ECCM, computers, control systems, bridge or flight deck ors, and non-turret or barbette-mounted screens.
Hold		labs, and shops.
Quarters	+ /20 All life support systems (inclu accomodations, sick bays and	ding artificial gravity/G-compensators), hull material volume,
Engineering	+ /20 All power plant, maneuver (or	other sublight) drive, jump (or other FTL) drive, CG lifters, fuel
Weapon	 processing equipment, and en + /20 Each individual weapons mour 	
Weapon	+ /20 Each individual weapons mour	at
Weapon	 + /20 Each individual weapons mour 	DAMAGE TABLES
Weapon	+/20 Each individual weapons mour	nt. Systems Sys Tonnes Dma
Surface Hits		Sys Tonnes Dmg Electronics
Hull Surface Area + 20 =	m^2 per location, +20 = m^2 per 20th of a loc	ation Sensor
Antennae:	m ² = location(s), plus 20ths of a loca	tion Sensor
Air Locks:	m ² = location(s), plus 20ths of a loca	Commo
EMM Radiator:	m ² = location(s), plus20ths of a loca	ition
(Other):	m ² = location(s), plus 20ths of a loca	
(Other) :	m ² = location(s), plus 20ths of a loca m ² = location(s), plus 20ths of a loca	
(Other)::	$m^2 = $ location(s), plus 20ths of a location(s), plus 20ths 2	
· · · · · · · · · · · · · · · · · · ·		Cmp (11) Cmp (11)
Area Surface I	Hits Internal Explosions	MFD^(11)
1		MFD
2		
3		
5		Hold
5		Hangar Total tonnage+20 = H
6		Grapple
7		lab
8		Shop
9		Shop
5		Cargo Space (assume 1 tonne per m3) Varies
10		by contents
11		
10		Quarters
12		
13 14		
15		LSR Total number of Lg SR =X1H LS (LS+Hull Mass)×2/3 =
15		ELS (LS+Hull Mass)×2/3 =
16		
17		AG LBth Total number of LowBth = ×(1h)
18		LBth Total number of LowBth =×(1h)
19		
20		Engineering and Weapons
L	Surface Locations	JD
nui	Surface Locations	PP
		MD
10		CG
		FPP
		All Others 20 tensor as loss (th)
		All Others 20 tonnes or less (1h)
		List only those systems with seaster that (11)
1		List only those systems with greater than (1h) damage on the final Ship Data Profile.
1		Not all ships will fill out all lines included above.
		not an ships will fill out all lifes included above.

	SHIP	DESIGN	WORKSHE	ET	
Name: Hull Form and Configuration:		TL:	p Performance: J	Rate (Displacement T Maneuver Performan	ons):
Hull Shell		jum	p Performance: J	Maneuver Performan	ice: Us
Total Hull Volume (m ³): Final Material Volume (m ³): FM	V = (Vol fro	m Hull Size Table) MVM ×	Base Material Volume Ht × AF =	e (m ³): (MV f	rom Hull Size Table)
M Hull Mass (tonnes): Hm Armor Rating: Ar =	VM = Material volume =FMV × = Ht ×	multiplier from Hull Form Ms = ton Ts = (rour	and Configuration Table; Ht = H nes Ms = Mass from Hull Mat nd to the nearest whole nu	tull thickness in cm; AF = Airframe erials Table umber) Ts = Toughness from	e modifier (1.3 if applicable) Hull Materials Table
Surface Area (m ²): Sa Length (meters): Lg Hull Price (MCr): Hp	= FMV×1 =L×	$\overline{OO} = \underline{m^2}$ $Lm = \underline{m}$	L = Length from from Hull Size Tabl	e; Lm = Length multiplier from Hull F	orm and Configuration Table
Sr	n = Streamlining price	multiplier from Hull Form	and Configuration Table; Mp =	Material price from Hull Material	Table
Internal Structure IS Material Volume (m ³): ISV IS Material Mass (tonnes): Iw =	= (MV × =ISV ×N	MVM × Gmax)+Ts =m ³ IS Price Gmax = Maximum maneuver pe	(MCr): Ip = ISV ×	Mp =MCr
Item:	Mass (tonne	Volu	me Power	Surface Area (m ²):	Price (MCr):
Quarters (m ³): Hull (Material)	•		NA	+	
Internal Structure (Material) Life Support (Basic/Extensive)			NA	NA NA	
Airlock(s) Artificial Gravity/G-Compensators Low berth(s)				NA NA	
Staterooms (Large/Small)			-	NA NA	
Engineering (m ³):			-	-	
Jump Drive MWPower Plant, TL			NA +	NA NA	
Ignition Chamber forThMW C-G Lifters, TL				NA	
Engineering Workstations Hold (m ³):				NA	
Jump Fuel () Reactor Fuel ()			NA NA	NA NA	NA
Reaction Mass (Hours) Cargo			NA NA	NA NA	NA NA
					
Electronics (m ³):					
TLControls TLAvionics			-	NA NA	
xTL Std/Fib Computer(s)					
			-		
Bridge/Flight Deck Workstations				NA	
Weapons					
			-		
			-	-	
Totals	Loaded:	tonnes			MCr
PERFORMANCE Thrust megawatts = 0.5 × Hull Dis Reaction mass = ThMW × 0.25 m ³	Empty: placement × maneu per hour =m	ver Gs = Acc	eleration Rating Gs = (Thi	Standard Design Price (-109 VIW × 2)+Hull Displacement 2 = G-Turns	20168
Crew Requirements (see rules Engineering (Ce): (P×Cp)+30 = Maintenance Crew (Cr): Mp+50 =	Electronics (ons) Cl): (C+S)×Cp =	_ Maneuvering (Cm): D	= Gunnery (Cg): Fl	D + Wm =
Maintenance Crew (Cr): Mp+50 = Mp = Maintenance points = Ship's Troops (Ct): As desired = Command (Cc): Z+6 (but at least 1	(]m + En Flight Cr	ew (Cf): OxR (repeat	for each type of craft carri	ed) =	
Stewards (Cs): [(Cc +Ph Medical Crew (Cd): [(Z+ Total Crew: Bridge/Flight D	$+8] + \{[(Z + $	Pm)+50 × 0	[p] =		red) =

Internal Explosions	3		and Doth of	a hit laastis			
Ship's volume in m ³ +20=		ion, +20=	per 20th of	a hit locatio	'n		
	Locations			MECCM	computare co	ntrol systems, bridge	or flight dock
Electronics						atte-mounted screens	
Hold			pace, hangars, la				
Quarters	+ /20 A	Il life support	systems (includi	ing artificial	gravity/G-con	npensators), hull ma	terial volume,
	ac	comodations	, sick bays and lo	w berths.			
Engineering	+/20 Al	Il power plant,	ipment, and engi	her subligh	t) drive, jump (or other FTL) drive, (CG lifters, fuel
Weapon	(00 F		weapons mount.		restations.		
Weapon Weapon	+/20 E		weapons mount.				
Weapon	+/20 E	ach individual	weapons mount.			AMAGE TABLES	
Weapon	/00 E		weapons mount.	5)	/stems		
				2	Sys	Tonnes	Dmg
Surface Hits Hull Surface Area + 20 =	m ² par location	20 2.	our 20th of a local		Electronics		
Antennae:	$m^2 = location, +$	20 = 11-1	20ths of a locati		Sensor		
Air Locks:	$m^2 = location location$	on(s), plus	20ths of a locati	00	Sensor		
EMM Radiator:				00	Commo		
(Other):			20ths of a locati	on			
(Other) :				on	Sensor ant		
(Other)		on(s), plus	20ths of a locati		Commo ant		
(Other)				on	Cmp	_	×(1h)
A					Cmp		×(1h)
Area Surface I	Hits	Internal Ex	plosions	1 5	MFD		
1					MFD		
2							
3							
4					Hold		
5					Hangar	Total tonnage+20	- н
					Grapple	reta ternage ze	
6					Lab		
7					Shop		77-72
8							
9					Shop		Vienter .
					Cargo Space	(assume 1 tonne per m ³)	
10							by contents
11				- 10 g			
12					Quarters		
13					SSR Tota	al number of Sm SR :	=×(2h)
14					LSR Tota	al number of Lg SR =	×1H
15					LS (LS+Hull M	Aass)×2/3 =	
					ELS (LS+Hull	Mass)×1/3 =	
16					AG	· —	
17						number of LowBth =	×(1h)
18							
19							
20					Engineering a	and Weapons	
					JD		
Hul	I Surface Loc	ations			PP		
					MD		
					CG		
10					FPP		
		me	10	1 . J. 1	FFF		
	11	112		, 11 S			
	13	$\cap \mathbb{N}$	10 16				
	17	() (°)	¹² / ¹⁶ / (
	U N		20				
		\ / <i>)</i> /\					
$ \langle \bigvee_{s} \rangle \rangle $	/"/		14 18				
4 9/1	s//	IF			All Others	20 tonnes or less	(1h)
	/	NI	"				
						e systems with grea	
				da	amage on the fi	inal Ship Data Profile	
						vill fill out all lines inclu	
					anato ave construction VIC		

	SHIP	DESIGN	WORKSH	EET	
Name:			p Performance: J	Rate (Displac	ement Tons): rformance: Gs
Hull Form and Configuration:		Jum	p Performance: J	Maneuver Pe	formance: Gs
Hull Shell Total Hull Volume (m ³): Final Material Volume (m ³): FMV	(Vol fro = MV × _	m Hull Size Table) MVM ×	Base Material Volu _Ht ×AF =	me (m ³): ^{m³}	(MV from Hull Size Table)
NAV/	M - Material volume	multiplier from Hull Form	and Configuration Table: Ht	- Hull thickness in cm. AF	= Airframe modifier (1.3 if applicable
Surface Area (m ²): Sa = Length (meters): Lg =	FMV×1	00 =m ² _Lm =m	L = Length from from Hull Size T	able; Lm = Length multiplier	from Hull Form and Configuration Tab
Hull Price (MCr): Hp =	= Streamlining price	Sm × multiplier from Hull Form	Mp = MCr and Configuration Table; M	p = Material price from Hu	ll Material Table
Internal Structure	(MV ×	MVM x Gmax	$+Ts = m^3 IS Pri$	ce (MCr): lp =	ISV × Mp =MC
Item:	Mass (tonne	Volu	me Power	Surfac	
Quarters (m ³): Hull (Material) Internal Structure (Material)			NA NA	+NA	
Life Support (Basic/Extensive) Airlock(s)				NA	
Artificial Gravity/G-Compensators Low berth(s)				NA NA NA	
Staterooms (Large/Small)			-		
Engineering (m ³): Jump Drive MWPower Plant, TL	<u></u>		NA	NA NA	
Ignition Chamber forThMW C-G Lifters, TL				NA	
Engineering Workstations					
Hold (m ³): Jump Fuel ()			NA	NA	NA
Reactor Fuel () Reaction Mass (Hours) Cargo			NA NA NA NA	NA NA 	NA
Electronics (m ³): TLControls					
TLAvionics XTLStd/Fib Computer(s)				NA NA	
Minedal Provide The					
Bridge/Flight Deck Workstations Weapons				NA	
Totals	Loaded:		m3 +	MW	m² MCr
PERFORMANCE Thrust megawatts = 0.5 × Hull Displ Reaction mass = ThMW × 0.25 m ³ p	Empty: acement × mane er hour =m	uver Gs = Acc	eleration Rating Gs = (neuver Gs for hou	ThMW × 2)+Hull Disp	rice (–10%): MCr acement Rating =
Crew Requirements (see rules f Engineering (Ce): (P×Cp)+30 = Maintenance Crew (Cr): Mp+50 =	Electronics	(CI): (C+S)×Cp =			
Mp = Maintenance points = (Ship's Troops (Ct): As desired =	Jm + Er Flight C	rew (Cf): Q×R (repea	t for each type of craft ca	Arried) = Ct +Ct + 6 =	
Stewards (Cc): 2+6 (but at reast 1) Stewards (Cs): [(Z+Ph)- Medical Crew:Bridge/Flight De	+8] + {[(Z + Cc +Cs + ck Workstations:	Pm)+50] ×0 Ph +Pm)] = : Cl+Cm+Cc+FD =	Cp} = Other Workstation	ns: Ce (+ others optio	nally desired) =

Internal Explosi	ons				
Ship's volume	in m ³ +20=	m ³ per	hit location, +20= per 20th of a hit	location	
Area	<i>т</i> 3	Locations			
Electronics		+	workstations, master fire directors, a	nd non-turret or barbette-mounte	ns, bridge or flight deck
Hold		+	/20 All fuel, cargo space, hangars, labs.	and shops.	
Quarters		+	/20 All life support systems (including accomodations, sick bays and low b	artificial gravity/G-compensators), hull material volume,
Engineering		+	/20 All power plant, maneuver (or other	sublight) drive, jump (or other FT	L) drive, CG lifters, fuel
Weapon		+	/20 processing equipment, and enginee /20 Each individual weapons mount.	ing workstations.	
Weapon		+	/20 Each individual weapons mount.	a Anna California	- (a)
Weapon			/20 Each individual weapons mount.	DAMAGE T	ABLES
Weapon		+	/20 Each individual weapons mount.	Systems	
Surface Hits				Sys Tonn	es Dmg
Hull Surface Ar	rea + 20 =	m ² per lo	cation, $+20 = _$ m ² per 20th of a location	Electronics	
Antennae:		m² =	location(s), plus 20ths of a location	Sensor	
Air Locks:	_	m2 =	location(s), plus 20ths of a location	Sensor	
EMM Radiator	: _	m2 =	location(s), plus 20ths of a location	Commo	
(Other)	:	m2 =	location(s), plus 20ths of a location	Sensor ant	
(Other)	:	m2 =	location(s), plus 20ths of a location	Sensor ant	
(Other)		m ² =	location(s), plus 20ths of a location	Commo ant	
(Other)	:	m ² =	location(s), plus 20ths of a location	Cmp	×(1h)
Area	Surface	Hits	Internal Explosions	Cmp	×(1h)
1			internal Explosions	MFD	
				MFD	
2					
3					
4			1		
5				Hold	
				Hangar Total ton	nage+20 = H
6				Grapple	
7				Lab	
8				Shop	
9				Shop	
·				Cargo Space (assume 1 tor	ana na ana ana ana ana ana ana ana ana
10				Cargo Space (assume 1 tor	
11					by contents
12				Quarters	
13					0.00
14				SSR Total number of	Sm SR =(2h)
15				LSR Total number of	Lg SR =X1H
				LS (LS+Hull Mass)×2/3 =	
16				ELS (LS+Hull Mass)×1/3	=
17				AG	
18				LBth Total number of I	LowBth =×(1h)
19					
20				P	
				Engineering and Weapor	15
	Hul	Surface	e Locations	JD	
		Juliuci	Locations	PP	
				MD	
	0			CG	
Im	$\langle \rangle$			FPP	
2/		11			
$ 1 \cap $	1 7 1	3 \ \	\bigcirc $\mathbb{P}(\mathbb{Z})$		
$ \rangle$	1 1	17	6 12/ 16		
IN' L		И			
	T	7.1			
$ \langle \nabla \rangle$	1 1	/19/			
	9 /15	11		All Others 20 tonnes	or less (1h)
	11	/		Lo torifico	and the
	1			List only those systems w	with greater than (th)
				damage on the final Ship Dat	a Profile
				Not all ships will fill out all I	inos included chours
				Not an ships will fill out all I	mes included above.

	SHIP	DESI	GN M	VORKSHE	ET	
Name:			TL:	erformance: J	Rate (Displacement To	ons):
Hull Form and Configuration:			Jump Po	erformance: J	Maneuver Performance	:e: Gs
Hull Shell Total Hull Volume (m ³): Final Material Volume (m ³): FMV =	(Vol fro	om Hull Size Ta MVM ×	ble) B	ase Material Volume	(m ³): (MV fr m ³ Ill thickness in cm; AF = Airframe	om Hull Size Table)
Hull Mass (tonnes): Hm = Armor Rating: Ar = Surface Area (m ²): Sa =	= Material volume FMV × Ht × FMV × 1	$\frac{Ms}{S} = \frac{Ms}{S}$	tonnes tonnes (round to n ²	Ms = Mass from Hull Mater o the nearest whole nur	ill thickness in cm; AF = Airframe i ials Table mber) Ts = Toughness from H	ull Materials Table
Length (meters): $Lg = _$ Hull Price (MCr): $Hp = _$	FMV ×	Sm ×	m L=Le	ngth from from Hull Size Table; $p = \ MCr$	Lm = Length multiplier from Hull Fo Naterial price from Hull Material 1	rm and Configuration Table
Internal Structure	MV ×1	_MVM ×ton	Gmax)+Ts nes Gmax	=m ³ IS Price (= Maximum maneuver perf	(MCr): Ip = ISV × _ ormance in Gs	Mp =MC
ltem: Quarters (m ³):	Mas (tonne		Volume (meters ³)		Surface Area (m ²):	Price (MCr):
Hull (Material) Internal Structure (Material) Life Support (Basic/Extensive) Airlock(s)				NA 	+NA NA	
Artificial Gravity/G-Compensators Low berth(s)					NA NA NA	
Engineering (m ³):	200					
Jump Drive MWPower Plant, TL Ignition Chamber forThMW C-G Lifters, TL				NA 	NA NA - <u>NA</u>	
Engineering Workstations				-	 NA	
Hold (m ³): Jump Fuel () Reactor Fuel ()				NA NA	NA NA	NA
Reaction Mass (Hours) Cargo				NA 	NA NA	NA NA
Electronics (m ³): TLControls TLAvionics XTLStd/Fib Computer(s)					 NA NA NA	
Bridge/Flight Deck Workstations					 NA	
Weapons				-		
				-		
Totals	Loaded:	tonnes			1Wm ²	MCr
PERFORMANCE Thrust megawatts = 0.5 × Hull Displace Reaction mass = ThMW × 0.25 m ³ per	Empty: cement × mane hour =n	uver Gs =	_ Acceler s = maneuv	ation Rating Gs = (ThM	tandard Design Price (-10% W × 2)+Hull Displacement = G-Turns	
Crew Requirements (see rules fo Engineering (Ce): (P×Cp)+30 = Maintenance Crew (Cr): Mp+50 = Mp = Maintenance points = (Ship's Troops (Ct): As desired = Command (Cc): Z+6 (but at least 1) = Stewards (Cs): [(Cc+Ph)+8 Medical Crew (Cd): [(Z+Ch)+8	r abbreviation Electronics Jm +El Flight C (Z =Ce +	ons) (CI): (C+S)×Cp m + Wm + rew (Cf): Q×R CI +	= Pm + (repeat for Cm +	Maneuvering (Cm): D = Mm +Sm)×(each type of craft carrie Cg +Cr +Ct	= Gunnery (Cg): FD	9 + Wm =

Medical Crew (Cd): [(___Z+___Cc + ___Cs + ___Ph + ___Pm)] = ____ Total Crew: _____ Bridge/Flight Deck Workstations: Cl+Cm+Cc+FD = _____ Other Workstations: Ce (+ others optionally desired) = _____

Internal Explos	lons						
Ship's volume	in m ³ +20=		hit location, +20=p	er 20th of a hit lo	cation		
Area	m ³	Locations					
Electronics		+	/20 All sensors, communi workstations, master f				
Hold		+		hangars, labs, ar	nd shops.		
Quarters		+		ns (including art	ificial gravity/G-com	pensators), hull ma	terial volume,
			accomodations, sick b				
Engineering		+		uver (or other su	blight) drive, jump (d	or other FTL) drive, (CG lifters, fuel
14/		G1			g workstations.		
Weapon		+	/20 Each individual weapo	ons mount.			
Weapon		+	/20 Each individual weapo		D	AMAGE TABLES	
Weapon		+	/20 Each individual weap	ons mount.	Systems		
Weapon		+	/20 Each individual weap	ons mount.	Sys	Tonnes	Dma
Surface Hits					Electronics	Tonnes	Dmg
	102 + 20 -	m2 nor k	pocation, $+20 = m^2 \text{ per } 20t$	h of a location			
Antennae:	100 + 20 =	m2 =	_ location(s), plus20ths	of a location	Sensor		
		m2 =		of a location	Sensor	_	
Air Locks:		m2 =			Commo		
EMM Radiato	r:	m =		of a location	Sensor ant		
(Other)	;	m2 =		of a location	Sensor ant	-	
(Other)	;	m2 =		of a location			
(Other)	:	m ² =		of a location	Commo ant		
(Other)	:	m ² =	location(s), plus 20ths	of a location	Cmp		×(1h)
A	0. 4	1124-			Cmp		×(1h)
Area	Surface	HIIS	Internal Explosio	ns	MFD		
1			·		MFD		
2							
3							
4							
5					Hold		
J					Hangar	Total tonnage+20	= H
112					Grapple		
6					Lab		
7						1 <u>111111111111111111111111111111111111</u>	
8					Shop		
9					Shop		
					Cargo Space (assume 1 tonne per m ³) Varies
10							by contents
10							by contents
11							
12					Quarters		
13					SSR Tota	I number of Sm SR -	= ×(2h)
14						I number of Lg SR =	
15						lass)×2/3 =	
					ELS (LS+Hull	Mass)×1/3 =	
16					AG		
17					LBth Total	number of LowBth =	×(1h)
18							
19							
			3				
00					-		
20					Engineering a	nd Weapons	
					JD	· · · · · · · · · · · · · · · · · · ·	
1	Hu	I Surtac	e Locations	1 1	PP		
				1 1	MD		
	10				CG		
	~	0			FPP		
	$< \rangle$	11	10				
21	1 1						
		13		6 121			1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-
	1	17	// \ (° ' ² /				
IN1 L			H I NH-H-	20			
		HTI					
		19		° \ ∕ / /			
1 X s	1, 1	is / /		///	All Others	20 tonnes or less	(1h)
	/ '/	//	11		111 011010	201011100 01 1000	1.09
			PC		Line and the		1
	11					systems with grea	
				1 1		nal Ship Data Profile	
					Not all ships wi	ill fill out all lines inclu	uded above.
1							- 18 10 M - 19
							1

















(In Regency, one stateroom per High and Middle Passage. Low Berths Passenger Staterooms Elsewhere one stateroom per High Passage, one stateroom per two Middle Passage) Beginning 15 16 14 13 10 11 12 Balance Cr Cargo Sale Trans Purchase Other Revenue Sale Price Other Expenses Cost Del Cost Broker Cost (Describe) Fuel Cr Cr_ Cr_ Cr_ Cr Maint Cr Cr Cr_ Cr Cr_ Cr plus net Repair Cr Cr_ Cr_ Cr Сг revenue Salary Cr Cr_ Cr Cr Cr below Cr_ Fees Cr Cr Cr Cr_ Cr Cr_ Other (Cr Cr. Cr Cr_ Cr Cr +Cr -Cr _Cr_ -Cr +Cr Cr New Balance = Cr_____ Cargo Sale Trans Purchase Other Revenue Sale Price Other Expenses Cost Del Cost Broker Cost (Describe) Cr_ Fuel Cr Cr_ Cr Cr_ Cr_ Maint Cr Cr_ Cr Cr Cr_ plus net Repair Cr Cr Cr Cr Cr revenue Salary Cr Cr Cr Cr Cr Cr_ below Cr_ Fees Cr Cr_ Cr Cr_ Other (Cr_ Cr Cr Cr_ Cr Cr _____Cr_____ Cr -Cr -Cr +Cr -Cr +Cr New Balance = Cr____ Purchase Trans Cargo Sale Del Cost Broker Sale Price Other Expenses Other Revenue Cost Cost Cr_ (Describe) Cr_ Cr Cr Fuel Cr Cr_ Maint Cr Cr Cr Cr Cr_ Cr_ Cr_ Cr Repair Cr Cr plus net Cr_ Cr_ Salary revenue Cr Cr Cr Cr_ Cr Cr Cr Fees Cr Cr below Other (Cr Cr Cr Cr Cr_ Cr_ +Cr_ Cr -Cr_ _Cr_ +Cr -Cr -Cr_ New Balance = Cr Purchase Trans Cargo Sale Sale Price Other Revenue Del Cost Broker Cost Other Expenses Cost Cr_ Cr_ Fuel (Describe) Cr Cr___ Cr Cr_ Cr_ Cr Cr_ Maint Cr Cr_ Cr_ Repair Cr plus net Cr Cr Cr_ revenue Cr Cr Salary Cr Cr Cr Cr_ below Cr_ Cr_ Cr Cr Fees Cr Other (Cr_ Cr Cr_ Cr_ Cr Cr = Cr -Cr -Cr_ +Cr -Cr_ +Cr -Cr_ New Balance = Cr Cargo Sale Trans Purchase Sale Price Other Expenses Other Revenue Cost Del Cost Broker Cost Cr_ (Describe) Fuel Cr Cr_ Cr_ Cr_ Cr_ Maint Cr Cr Cr Cr plus net Cr_ Repair Cr Cr_ Cr Cr Cr_ revenue Cr_ Salary Cr Cr Cr Cr below Cr_ Fees Cr Cr Cr Cr Cr Other (Cr_ Cr_ Cr Cr Cr_ Cr Cr_____ +Cr_ -Cr_ +Cr Cr -Cr -Cr

New Balance = Cr_

ø

Checklist: The following are the tables from Traveller: The New Era (pages: table #'s) which are used to fill the indicated columns. 1: 236:1,2. 2,3: 236:3. 4: 232, 236:4. 5: 236:4. 6: 237:7,8, 238:9. 7,8,9: 237:6. 10: 239:1,2,3 (upper). 11: 239:4. 12: 240:4. 13. 240:4,6 14: 239:1,2 (lower), 240:3,4,5,6,7. 15: 222 16: Other transactions at discretion of players and referee.

INTERSTELLAR TRADE LEDGER Name of Ship ______ Owner ______ Cargo Hold Tonnage ______

Sourceworld	Passengers High Passage	xCr	Revenue	Mail
		xCr 10,000 =	Cr	tons
Pop_TL_TZ_	Mid Passage		1.00	
Destination		×Cr_000 =	Cr	×Cr5000
	Low Passage	1. A. S. S. S. S.	and the start	per ton =
Pop_TL_TZ_	5 S 10 10000	×Cr1000 =	Cr	
Date				
VOYAGE TOTAL	S		+Cr	+Cr

<i>Freight</i> Available Lots and Tonnage	Cargo Purchase Nature	SP	TL	Trade Class
Maj Min			_	
Inc		_	_	
Freight Shipped ×Cr1000 per ton =	1000 - 1000 - 1000 - 1000	_		
+Cr				

	Passengers High Passage	xCr	Revenue	Mail	Fr
Sourcewond	myn rassage	×Cr 10,000 =	Cr	tons	M
Destination	Mid Passage	×Cr_000 =	Cr	×Cr5000 per ton =	MIN
Pop_TL_TZ_	LOW Passage	×Cr1000 =	Cr	per ton -	
Date VOYAGE TOTALS			+Cr	+Cr	

Freight	Carg Natu
Available Lots and Tonnage Maj	
Min	
Inc	-
Freight Shipped ×Cr1000 per ton =	_
+Cr	

Cargo Purchase Nature	SP	TL	Trade Class
		_	
	_		
	-		

8 9

Sourceworld	Passengers High Passage	xCr	Revenue	Mail
Sourcewond	nigh rassage	×Cr 10,000 =	Cr	tons
Pop_TL_TZ_ Destination	Mid Passage	×Cr_000 =	Cr	×Cr5000 per ton =
Pop_TL_TZ_		×Cr1000 =	Cr	
Date VOYAGE TOTALS			+Cr	+Cr

	(
Freight	1
Available Lots and Tonnag	е_
Maj	
Min	-
Inc	ι.
Freight Shipped	-
×Cr1000 per ton =	-
+Cr	

Cargo Purchase Nature	SP	TL	Trade Class
		-	
		-	

						Cargo Purchase			Trade
	Passengers	xCr	Revenue	Mail	Freight	Nature	SP	TL	Class
Sourceworld	High Passage				Available Lots and Tonnage			_	
		×Cr 10,000 =	Cr	tons	Maj		_	_	
Pop_TL_TZ_	Mid Passage				Min				
Destination		×Cr_000 =	Cr	×Cr5000	Inc		-		
	Low Passage		6.6	per ton =	Freight Shipped				
Pop_TL_TZ_	240 The	×Cr1000 =	Cr		×Cr1000 per ton =				<u> </u>
			-						
Date	ŝ		+Cr	+Cr	+Cr				

Passengers	xCr	Revenue	Mail	Freight	Cargo Purchase Nature	SP	ΤL	Trade Class
Sourceworld High Passage		NEVENUE	man	Available Lots and Tonnage				
Pop_TL_TZMid Passage	×Cr 10,000 =	- Cr	tons	Maj Min				
Pop_TL_TZ_ Mid Passage Destination	×Cr_000 =	Cr	×Cr5000	Inc			_	
Pop_TL_TZ_ Low Passage	×Cr1000 =	Cr	per ton =	Freight Shipped ×Cr1000 per ton =			_	
Date VOYAGE TOTALS	ACTION -	+Cr	+Cr	+Cr				

Abbreviations: Pop = world population; TL = world tech level; TZ = world travel zone; SP = world starport, Del Cost = delivery cost for arrival earlier than 4 days; Broker = Marketing skill of broker used; Trans Cost = Cost of sale transaction, includes fee paid to broker, bribes, etc. Under "Other Expenses," fees include landing and berthing fees, import licences, etc.



Traveller [®] Cha	aracte	r Ger	erati	on V	Vorł	kshe	et	
1. Name	6th Term			7. In	itiative			
	Scndry Act				1D6, Civili	an=1D6+2,	round down.	
2. Race	Scndry Act Contact			+1 Bonu	s from som	e careers.		
3	Spec Assign	mt	DM	8. A	ae			
3. Basic Attributes (2D6–1 each, assigned as desired. If attributes total less	Promotion	Ship	DM	=17+(Terms×4)	See Effects t	able below.	
than 36, you may add points as desired to	6. Skills			0				
bring the total up to 36. Aging,	Skill Name		Level	J. H	it Capaci	ty	R+CON)×3,	
homeworlds, and/or activities may raise				neau-	Other=(STR+CON	(+CUN)×3,	
or lower certain attributes.)				10				
Attribute Roll Mods Final				10.	Weight	00.10	cr 11	
Strength (STR)							65 if female]	
Agility (AGL)				11.	Load			
Constitution (CON)				11. Load =(STR+CON)×3				
Intelligence (INT)				12. Throw Range				
Education (EDU) Charisma (CHR)				1 4	=STR×4			
				12		151 - F		
Additional Attributes				15.	Unarme	d Comba	at Damage	
Psionic Strength (PSI)				-l lnam	ed Martial A	rtsySTR+10), round down.	
Psionic strength is only rolled upon examina- tion (see page 246).				2002 I 1 1 102 I			• - A	
tion (see page 240).).			14.	Starting	Money		
Social Level (SOC)				For e	ach eligible	e term, mu	Itiply SOC or ish base value.	
				Garriolii				
Roll: Roll/allocation; Mods: Modifications				Tech L		Base Valu	es Cash	
4. Homeworld SP					dustrial (0-3	3)	Cr10	
Sz Atm Hyd Grv				Indust	rial (4-5)		Cr100	
Pop Gov Law TL					ellar (6-8) itellar (9-A)		Cr500 Cr1000	
5					ced Stellar		Cr5000	
5. Careers	-	;						
1st Term Scndry Act						rld Conta		
Contact				Region Type		Vonspecial Term	Term with Special Duty	
Spec Assignmt				Regen		4+	2+	
Promotion Ship DM					panses	6+	4+	
2nd Term Scndry Act				Wilds	Empire	8+	6+ 10*	
Contact					roll (refere	e's discretio		
Spec Assignmt								
Promotion Ship DM		Cons	olidated Eff	fects of A	Age Tabl	e		
3rd Term	Star		FT/CD+	CTO		sses	19.07	
Scndry Act Contact	Term Age		ST/SD*	STR	AGL	CON	INT	
Spec Assignmt	2 21	25	4	-	-	-		
Spec Assignmt Ship DM	3 25		3			-	-	
4th Term	4 29 5 33		2		Y Y		_	
Scndry Act	6 37	41	1	Y	Y	_	- 1 - 1	
Contact Spec Assignmt	7 41 8 45		1	Y	Y	Y		
PromotionShip DM	9 49		1	Ŷ	Y	Y		
SthTerm	10 53		1	Y	Y	Y	-	
Scndry Act	11 57	61	1	Y	Y	Y	-	

Contact ______ Spec Assignmt _____ Promotion ______Ship DM __

* ST/SD = Number of Subsequent Term/special duty skills.

1

Y Y

Y

Y

Y Y

Y Y

65

12 61 (all subsequent terms)



Traveller [®] Ch	aract	ter	Gen	eratio	on \	Norl	kshe	et	
1					7.				
• Name	6th Term	Act			/ • II	nitiative	an-1D6+2	round down.	
2. Race	Contac	ACL			+1 Bon	us from som	e careers.	round down.	
2. Race	Spec A	ssianmt							
3. Basic Attributes (2D6–1 each, assigned as desired. If attributes total less	Promo	tion	Ship I	DM	ð. A =17+	(Terms×4)	See <i>Effects</i> t	able below.	
than 36, you may add points as desired to	6. skil	ls			Q .		ñ		
bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)	Skill Nam			Level	Head	Other=(Chest=(STI STR+CON	(+CON)×3,)×2	
Attribute Roll Mods Final	11				IO. =[4×(S	Weight TR-AGL)]+[80 if male,	65 if female]	
Strength (STR)									
Agility (AGL) Constitution (CON)		[5]					TR+CON)×3		
Intelligence (INT)					10	A.802 50	**************************************		
Education (EDU)					12.	Throw F	Range		
Charisma (CHR)	<i>a</i>					5	STR×4		
Additional Attributes					13.	Unarme	d Comba	at Damage	
Psionic Strength (PSI)	24		-		Lines	ا امثله ما الم	te CTD 10	and all and all and all all all all all all all all all al	
Psionic strength is only rolled upon examina-), round down.	
tion (see page 246).					14.	Starting	Money	Halv COC an	
Social Level (SOC)					FOR	each eilgibl	e term, mu	Itiply SOC or ash base value.	
Roll: Roll/allocation; Mods: Modifications						Cash	Base Valu	65	
Now. Nonvanocation, wous. Wouncations					Tech	Level	Jase vara	Cash	
4. Homeworld SP						ndustrial (0-3		Cr10	
Sz Atm Hyd Grv						trial (4-5)		Cr100	
Pop Gov Law TL						tellar (6-8) Stellar (9-A)		Cr500 Cr1000	
5	-					nced Stellar		Cr5000	
5. Careers									
1st Term	-				1000		rld Conta		
Scndry Act				<u></u>	Regio			Term with	
Contact Spec Assignmt					Type		Term	Special Duty	
PromotionShip DM					Reger	xpanses	4+ 6+	2+	
2nd Term						et Empire	8+	6+	
Scndry Act					Wilds		_	10*	
Contact					*Or n	o roll (refere	e's discretio	on).	
Spec Assignmt						-			
PromotionShip DM				lidated Eff	ects of				
3rd Term	Term	Start Age	End Age	ST/SD*	STR	AGL	con	INT	
Scndry Act	1	17	21	4	211	AUL	CON	1141	
Contact Spec Assignmt	2	21	25	4	_		-	-	
PromotionShip DM	3	25	29	3	-		-		
4th Term	4	29 33	33 37	2		Y Y	-	-	
Scndry Act	6	37	41	1	Y	Ý	Ē		
Contact	7	41	45	1	Y	Ý	—	-	
Spec Assignmt	8	45	49	1	Y	Y	Y		
PromotionShip DM	9 10	49 53	53 57	1	Y	Y	Y		
SthTerm	11	57	61	1	Y	Ŷ	Y	-	
Scndry Act	12	61	65	1	Y	Y	Y	Y	
Spec Assignmt		sequent te		1	Y	Y	Y	Y	
PromotionShip DM	• ST/	SD = Num	ber of Sub	sequent Term/	special du	ity skills.			


Traveller [®] Cha	aract	er (Gen	eratio	on V	Vorl	kshe	et
1. Name	6th Term				7. In	itiative_		
• Name	Scndry	Act			Military=	1D6, Civili	an=1D6+2,	round down.
2. Race	Contac	t			+1 Bonu	is from som	e careers.	
-	Spec A	ssignmt _		DM MC	8 .	ge		
3. Basic Attributes (2D6–1 each,	Promot	tion	Ship [DM	-17+(Ge	See Efforts t	able below.
assigned as desired. If attributes total less	6. skill	1-			-	8 B		
than 36, you may add points as desired to bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)	Skill Name			Level	Head	=CON×2, Other=(STR+CON	(+CON)×3,)×2
Attribute Roll Mods Final					10. =[4×(\$7	Weight [R-AGL)]+[80 if male,	65 if female]
Strength (STR)					11.	Load _	R+CON)×3	
Intelligence (INT)	<u></u>				12.		Range	
Additional Attributes					13.	Unarme	ed Comba	nt Damage
Psionic Strength (PSI)					=Unarm	ed Martial	Arts×STR+10	, round down.
Psionic strength is only rolled upon examina- tion (see page 246).					122			
tion (see page 240).					14.	Starting	Money	Itiply SOC or
Social Level (SOC)								ish base value.
Roll: Roll/allocation; Mods: Modifications						Cash	Base Valu	85
					Tech L	evel dustrial (0-		Cash
4. Homeworld SP						dustrial (0-) rial (4-5)	3)	Cr10 Cr100
Sz Atm Hyd Grv						ellar (6-8)		Cr500
Pop Gov Law TL						Stellar (9-A)		Cr1000
5. Careers					Advan	ced Stellar	(B+)	Cr5000
1st Term						Off.W/o	rld Conta	acts
Scndry Act					Region		Vonspecial	
Contact					Type		Term	Special Duty
Spec Assignmt Ship DM					Regen	cy (panses	4+ 6+	2+
2nd Term						t Empire	8+	6+
Scndry Act					Wilds		-	10*
Contact					*Or no	o roll (refer	ee's discretio	on).
Spec Assignmt								
PromotionShip DM				lidated Eff	ects of a			
3rd Term	Term	Start	End Age	ST/SD*	STR	AGL	con	INT
Scndry Act	1	Age 17	21	4	211	AUL	CON	
Contact Spec Assignmt	2	21	25	4		-		
PromotionShip DM	3	25	29	3	—			
4th Term	4	29 33	33 37	2		Y	-	
Scndry Act	6	37	41	147 B 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Y	Y	_	
Contact	7	41	45	1	Ŷ	Ŷ	<u> </u>	
Spec Assignmt	8	45	49	1	Y	Y	Y	
Promotion Ship DM	9 10	49 53	53 57	1	Y	Y	Y	
SthTerm	11	57	61	1	Y	Y	Y	-
Sendry Act	12	61	65	1	Y	Y	Ý	Y
Contact	(all sub	sequent te	rms)	1	Y	Y	Y	Y
Spec Assignmt Ship DM	* ST/	SD = Num	ber of Sub	sequent Term/	special du	ty skills.		



Traveller [®] Ch	arac	ter	Gen	erati	on \	Norl	kshe	et
1. Name	6th Term				7. 1	nitiative_		
	Scndr	Act			Military	=1D6, Civil	ian=1D6+2,	round down.
2. Race	Conta	ct			+1 Boni	us from som	e careers.	
2	Spec A	Assignmt		DM	ο.			
3. Basic Attributes (2D6–1 each,	Promo	otion	Ship	DM	O. A	ge	C C((able below.
assigned as desired. If attributes total less	6				=17+((Terms×4)	See Effects ta	able below.
than 36, you may add points as desired to bring the total up to 36. Aging, homeworlds, and/or activities may raise or lower certain attributes.)				Level	Head	=CON×2, Other=	Chest=(STR (STR+CON)	+CON)×3,
Attribute Roll Mods Final					10.	Weight	00 if male	
Strength (STR)					=[4×(S	TR-AGL)]+[80 if male,	65 if female]
Agility (AGL)					11	Load		
Constitution (CON)						=(ST	R+CON)×3	
Intelligence (INT)					10		· · · · · · · · · · · · · · · · · · ·	
Education (EDU)					IZ.	Throw I	Range	
Charisma (CHR)						=	=STR×4	
Additional Attributes					13.	Unarme	ed Comba	t Damage
Psionic Strength (PSI)	<u> </u>			·	=Unam	ned Martial	Arts×STR+10	rounddown.
Psionic strength is only rolled upon examina- tion (see page 246).								
don (see page 2 ro).					14.	Starting	Money	
Social Level (SOC)					For e	each eligible	e term, mul	tiply SOC or sh base value.
Roll: Roll/allocation; Mods: Modifications							Base Value	s
4. Homeworld SP					Tech L	evel dustrial (0-:		Cash
Sz Atm Hyd Grv					Indust	trial (4-5)	5)	Cr10 Cr100
Pop Gov Law TL					Pre-St	ellar (6-8)		Cr500
-						Stellar (9-A)		Cr1000
5. Careers					Advan	ced Stellar	(B+)	Cr5000
1st Term					10.00	Off Ma	ald Canto	-1-
Scndry Act					Region		rld Conta Nonspecial	
Contact					Type			Special Duty
Spec Assignmt					Regen		4+	2+
PromotionShip DM						panses t Empire	6+	4+
2nd Term Scndry Act					Wilds	Empire	8+	6+ 10*
Contact						o roll (refere	e's discretion	
Spec Assignmt								
Spec AssignmtShip DM			Conso	lidated Eff	ects of /	Age Tabl	e	
3rd Term		Start	End				sses	
Scndry Act	Term	Age	Age	ST/SD*	STR	AGL	CON	INT
Contact	1	17 21	21 25	4	-	-		
Spec Assignmt	3	25	29	3	_	_	_	
Promotion Ship DM 4th Term	4	29	33	2	1	Y	-	-
Scndry Act	5	33	37	1		Y		- 1
Contact	6	37 41	41 45	1	Y Y	Y	-	
Spec Assignmt	8	45	49	NO 1 40 80		Y	Y	
Spec Assignmt Ship DM	9	49	53	1	Y	Y	Y	
5thTerm	10	53 57	57		Y	Y	Y	
Scndry Act	12	61	61 65	1	Y	Y	Ŷ Ŷ	Y
Contact		sequent te		1	Ŷ	Ŷ	Ŷ	Y
Spec AssignmtShip DM				sequent Term/	special dut	y skills.		
					1	·		

Tumo					
Туре					
Hull Armor: Volume: Target Size: Tech Level:					
	Defe	nsive:			
	Mast	er Fire Director:			
	Weapon	Short	Medium	Long	Extreme
	Life S Crew Crew	Support: /: / Accommodations:			
DAMAGE TABLES	Passe	7	s:		
Internal Explosion	<u>Systems</u> JD- PP-				
	 MD- CG- FPP- AG- LS- ELS- SSR-(2h) LSR-1H 		aunch Facilities	::	
	-	Notes			
	-				
	Volume: Target Size: Tech Level:	Volume: Target Size: Tech Level: Armame Offer Defe Mast Weapon Mast Weapon Mast Crew Crew Crew Passe DAMAGE TABLES Internal Explosion Systems Internal Explosion PP- MD- CG- FPP- AG- LS-	Volume: Target Size: Tech Level:	Volume: Target Size: Tech Level:	Volume: Target Size: Tech Level:

SHIP DAT	A PROFIL	E			
Name					
Class	Туре				
General Data Displacement: Length: Price: MCr Configuration: Mass (Loaded/Empty):	Hull Armor: Volume: Target Size: Tech Level:				
Engineering Data Power Plant:		Armamen Offer			
Jump Performance:					
G-Rating:		Defe	nsive:		
G-Turns:		Mact	er Fire Director:		
Maint:		Wast	ernie brector.		
Electronics Computer:		Weapon	Short	Medium	Long Extreme
Commo:					
Avionics: Sensors: ECM/ECCM: Controls:		Accomm Life S Crew	Support:		
Controls.		Crew	Accommodations:		
		Passe	enger Accommodations:		
Area (1D20) Surface Hits	DAMAGE TABLES Internal Explosion	Systems	Other Facilities:		
		JD- PP- MD- CG-	Cargo:		
		FPP- AG- LS- ELS-	Small Craft and Laur	nch Facilities:	
		SSR-(2h) LSR-1H	Air Locks:		
			Notes		
		All Others-(1h)			

SHIP DAT	A PROFIL		
Name			
Class	Туре		
General Data Displacement: Length: Price: MCr Configuration: Mass (Loaded/Empty):	Hull Armor: Volume: Target Size: Tech Level:		
Engineering Data Power Plant:		Armament Offens	
Jump Performance:			
G-Rating:		Defens	ive:
G-Turns:			
Maint:		Master	r Fire Director:
Electronics			
Computer:		Weapon	Short Medium Long Extreme
Commo:			
Avionics:			
Sensors:		Accommo Life Su	
ECM/ECCM:		Crew:	
Controls:		Crew A	Accommodations:
		Passen	ger Accommodations:
Area (1D20) Surface Hits	DAMAGE TABLES Internal Explosion	Systems JD-	Other Facilities:
		PP- MD- CG-	Cargo:
		FPP- AG- LS- ELS-	Small Craft and Launch Facilities:
		SSR-(2h) LSR-1H	Air Locks:
			Notes
		All Others-(1h)	
]

SHIP DAT	A PROFIL	E	
Name			
Class	Туре		
General Data Displacement: Length: Price: MCr Configuration: Mass (Loaded/Empty):	Hull Armor: Volume: Target Size: Tech Level:		
Engineering Data Power Plant:		Armamen Offen:	
Jump Performance:			
G-Rating:		Defen	sive:
G-Turns:		Marta	r Fire Director:
Maint:		Maste	r Fire Director.
Electronics Computer:		Weapon	Short Medium Long Extreme
		mapon	Diot inclaim Long Dirent
Commo:			
Avionics: Sensors:		Accommo Life Su	upport:
ECM/ECCM:		Crew:	
Controls:		Crew	Accommodations:
		Passer	nger Accommodations:
Area (1D20) Surface Hits	DAMAGE TABLES Internal Explosion	Systems JD-	Other Facilities:
		PP- MD- CG-	Cargo:
		FPP- AG- LS- ELS-	Small Craft and Launch Facilities:
		SSR-(2h) LSR-1H	Air Locks:
			Notes
		l <u></u>	
		All Others-(1h)	

World:		UWP:			Terrain Type:	Ï		Other Information:	rmation:							
													DateP	Date Prepared:		
Die Category	Туре	Name	Quantity	Special Attributes	Weight (kg) Hits	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of Melee Attack	Init	Armor	Behavior	Speed
1 Herbivore								_			-					
2 Herbivore															F	L
3 Herbivore															FA	L
4 Herbivore															FA	L
5 Herbivore															FA	L
6 Herbivore															F_A_	L
7 Herbivore															F_A_	L
8 Herbivore															F_A_	L
9 Herbivore															FA	Ļ
10 Omnivore																Ļ
11 Omnivore																Ļ
12 Omnivore															1	Ļ
13 Omnivore															 	L
14 Carnivore															A_F_	L
15 Carnivore															A_F_	L
16 Carnivore															A_F_	L
17 Carnivore															A F	L
18 Scavenger															 	L
19 Scavenger																L
20 Scavenger																L

animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; Speed: animal's walking/trotting/running speed of Melee Attack: type of melee combat attack used to resolve animal attack; Init: animal's initiative; Armor: Number is overall body armor value, a slash followed by H and another number by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; Penetration: penetration of weapon; Range: range of attack in melee combat terms; Type or less indicates the animal has hit; Damage: Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done T = triphibian; Weight: in kilograms; Hits: animal has two rows of hits, each equal to this number; Weapon: weapon used for attack; To Hit: when resolving animal combat a roll of this number in meters per combat turn indicates armor over the head; Behavior: rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates Standard Abbreviations and Notations: Category: dietary category; Type: behavioral niche; Quantity: number appearing; Special Attributes: A = amphibian, F = flyer, S = swimmer,

Checklist: The following are the tables from Traveller: The New Era pages 215-217 which are used to fill the indicated blanks.

of Melee Attack: Table 8; Initiative: Table 9 with mods from Table 7; Armor: Table 11 with mods from Table 7; Flee: Table 12; Attack: Table 12; Speed: Table 12. Table 7; Weapon: Table 8; To Hit: Table 10 with mods from Table 8; Damage: Table 8 with mods from Table 7; Penetration: Table 8 based on size roll from Table 7; Range: Table 8; Type Terrain: Table 3; Type: Table 5 with mods from Table 3; Name: as chosen by referee; Quantity: Table 5; Special Attributes: Table 6; Weight: Table 7 with mods from Tables 3 and 6; Hits:

World:

UWP?

Terrain Type:

Other Information:

Hetbivore Image: mark display="black: light display: lig	Die Category Type Herbivore Herbivore Herbivore	e Name	Quantity	Attributes	Weight (kg)	Hits W	Weapon	To Hit	Damage I	Penetration	Range	Melee Attack	tock	Int	tack Init Armor Behavior
Herbivore Image: constraint of the constrate of the constraint of the constraint of the constraint	Herbivore														
Herbivore Image: mark of the state of the s	Herbivore														
Herbivore Image: mark of the state of the s	Herbivore									10 0					
Herbivore Image: mark of the structure Image: mark of the	Herbivore														
Herbivore Image: Control of the control o	Herbivore									_					
Omnivore Image: Construct on the construct on	Herbivore									-					
Omnivore Image: Construct on the state of t	10 Omnivore							-		+-					
Omnivore	11 Omnivore									_					
Omnivore Image: Carrivore	12 Omnivore									_					
Carnivore Image: Carnivore	13 Omnivore									_					
Carnivore Carnivore Carnivore Image: Carnivore Carnivore Image: Carnivore Carnivore Image: Carnivore Scavenger Image: Carnivore Scavenger Image: Carnivore	14 Carnivore									_					
Carnivore Carnivore Scavenger Scavenger	Carnivore														
Scavenger Scavenger	17 Carnivore														×
Scavenger										-					
	19 Scavenger														

T = triphibian; Weight: in kilograms; Hits: animal has two rows of hits, each equal to this number; Weapon: weapon used for attack; To Hit: when resolving animal combat a roll of this number animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; Speed: animal's walking/trotting/running speed indicates armor over the head; Behavior: rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates of Melee Attack: type of melee combat attack used to resolve animal attack; Init: animal's initiative; Armor: Number is overall body armor value, a slash followed by H and another number by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; Penetration: penetration of weapon; Range: range of attack in melee combat terms; Type or less indicates the animal has hit; Damage: Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done in meters per combat turn Standard Abbreviations and Notations: Category: dietary category; Type: behavioral niche; Quantity: number appearing; Special Attributes: A = amphibian, F = flyer, S = swimmer,

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Table 7; Weapon: Table 8; To Hit: Table 10 with mods from Table 8; Damage: Table 8 with mods from Table 7; Penetration: Table 8 based on size roll from Table 7; Range: Table 8; Type of Melee Attack: Table 8; Initiative: Table 9 with mods from Table 7; Armor: Table 11 with mods from Table 7; Hee: Table 12; Attack: Table 12; Speed: Table 12. Terrain: Table 3; Type: Table 5 with mods from Table 3; Name: as chosen by referee; Quantity: Table 5; Special Attributes: Table 6; Weight: Table 7 with mods from Tables 3 and 6; Hits:

Norld:	UVVr:	1	i												
												Dater	Date Prepared:		
		Outputity	Special	Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of Melee Attack	Init	Armor	Behavior	Speed
Die Category Type	e ivane	Contract	THE PARTY			-								F A	
														F	
		+			T		_							F_A	LL
														FA	
4 Herbivore														Ā	
					T		-							FA	
														F	
1					T							-		FA	
					T							-		FA	
					T										
10 Omnivore					T										
					T										
1					1		_			_		-		1	
							_					_		A_F_	
14 Carnivore							_							A_F_	LL
												_		A_F	L
16 Carnivore					T							-		A F	
17 Carnivore					T							+		Î	- 1
18 Scavenger					T		-					+		1	- 1
19 Scavenger					T							+	1	1	
					-							-		1	l

or less indicates the animal has hit; Damage: Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done in meters per combat turn animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; Speed: animal's walking/trotting/running speed indicates armor over the head; Behavior: rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates of Melee Attack: type of melee combat attack used to resolve animal attack; Init: animal's initiative; Armor: Number is overall body armor value, a slash followed by H and another number by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; Penetration: penetration of weapon; Range: range of attack in melee combat terms; Type T = triphibian; Weight: in kilograms; Hits: animal has two rows of hits, each equal to this number; Weapon: weapon used for attack; To Hit: when resolving animal combat a roll of this number Standard Abbreviations and Notations: Category: dietary category; Type: behavioral niche; Quantity: number appearing; Special Attributes: A = amphibian, F = flyer, S = swimmer,

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World:

UWP: ___

Terrain Type:

Other Information:

Die Category Type 1 Herbivore 2 Herbivore 3 Herbivore 4 Herbivore 5 Herbivore 5 Herbivore 5 Herbivore 7 Herbivore	Name	Quantity	Quantity Attributes	Weight (kg) Hits	Weapon	To Hà	Damage	Damage Penetration	Range	Range Type of Melee Attack	Type of Melee Attack	Type of Melee Attack
lerbivore lerbivore												
Herbivore												
Herbivore						+						
0 Omnivore						\rightarrow						
1 Omnivore												
2 Omnivore						\rightarrow						
						-						
						-						
						-						A
o scavenger 9 Scavenger						_	-					
0 Scavenger						-	_					

in meters per combat turn animal flees; note that all carnivores roll for attack first, all herbivores roll for flight first, omnivores and scavengers vary at referee's discretion; Speed: animal's walking/trotting/running speed of Melee Attack: type of melee combat attack used to resolve animal attack; Init: animal's initiative; Armor: Number is overall body armor value, a slash followed by H and another number or less indicates the animal has hit; Damage: Numbers listed are the number of D6 damage done by a hit; p = poison damage in the format XpN, where X is the damage (in points) done indicates armor over the head; Behavior: rolls to see whether animal(s) flees or attacks when encountered; roll less than or equal to A indicates animal attacks, less than or equal to F indicates by the poison delivery weapon, and N is the number of D6 rolled for poison damage each turn; Penetration: penetration of weapon; Range: range of attack in melee combat terms; Type T = triphibian; Weight: in kilograms; Hits: animal has two rows of hits, each equal to this number; Weapon: weapon used for attack; To Hit: when resolving animal combat a roll of this number Standard Abbreviations and Notations: Category: dietary category; Type: behavioral niche; Quantity: number appearing; Special Attributes: A = amphibian, F = flyer, S = swimmer

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TPPG: Travel Zone (A = Amber Zone, R = Red Zone, B = Balkanized World), Population Multiplier, Planetoid Belts, Gas Giants.

Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), -- = No Population

Notes



Asteroid, Ba = Barren, De = Desert, FI = Fluid Oceans, Hi = High Population, Ic = Ice-Capped, In = Industrial, Lo = Low Population, Na = Nonagricultural, Ni = Nonindustrial, Po = Poor, Ri = Rich, Va = Vacuum, Wa = Water World, Cm = Cernetery World, Cp = Capital, Rs = Research Station, Xb = Xboat Station

TPPG: Travel Zone (A = Amber Zone, R = Red Zone, B = Balkanized World), Population Multiplier, Planetoid Belts, Gas Giants.

Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), — = No Population

Notes



TPPG: Travel Zone (A = Amber Zone, R = Red Zone, B = Balkanized World), Population Multiplier, Planetoid Belts, Gas Giants.

Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), — = No Population

Notes



Alg: Political Allegiance; Wi = Wilds (no off-planet allegiance), — = No Population

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Notes

PC RECORD FORM

NPC:	NPC:
NPC:Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
	Other Assets:
Other Assets:	Other Asses:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
	Seriously wounded: -3 Initiative, STR X 1/2
Seriously wounded: -3 Initiative, STR X 1/2	All boxes filled = dead or unconcious (See TNE page 288-289)
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead of unconcious (see five page 200-209)
	NIPC-
NPC:	NPC: Experience Level:
Experience Level:	Physical Attributes:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
	Initiative: Unarmed Cbt Dmg:
Initiative: Unarmed Cbt Dmg:	
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
NPC	NPC:
NPC:Experience Level:	Experience Level:
	Physical Attributes:
Physical Attributes:	Combat Assets:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Other Assets:	
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
	Secondary:
Secondary:	Weapon:
Weapon:	Magazines:
Magazines:	
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)

\swarrow PC RECORD FORM	1
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NPC:	NPC:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
	Combat Asses.
Other Assets:	Other Assets:
Other Assets:	Other Assets:
Individual University Chit Danas	Initiation Unserved Cht Dens
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
NPC:	NPC:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
Par boxes miles - dead of anconclose (see this page 200-207)	
NING	LINC
NPC:Experience Level:	NPC: Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Seriously wounded: - 3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)

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PC RECORD FORM

NIDC	NPC:
NPC: Experience Level:	NPC: Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Combat Assets.	
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
	Weapon:
Weapon: Magazines:	Magazines:
	Special Notes:
Special Notes:	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
	Seriously wounded: -3 Initiative, STR X 1/2
Seriously wounded: -3 Initiative, STR X 1/2	All boxes filled = dead or unconcious (See TNE page 288-289)
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes lined - dead of directicious (see this page 200 207)
NPC:	NPC:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Other Abreat	
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
	Weapon:
Weapon:	Magazines:
Magazines:	Special Notes:
Special Notes:	Wounds
Wounds	Slight Wound: -1 Initiative
Slight Wound: -1 Initiative	
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2 All boxes filled = dead or unconcious (See TNE page 288-289)
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead of unconcloud (see this page 200-203)
NPC:	NPC: Experience Level:
Experience Level:	
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
	Weapon:
Weapon: Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
	Seriously wounded: -3 Initiative, STR X 1/2
Seriously wounded: -3 Initiative, STR X 1/2	All boxes filled = dead or unconcious (See TNE page 288-289)
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes lilled = dead of unconcious (see that page 200-209)

Cbt Dmg: _ tiative -ee TNE page 288-289) Cbt Dmg: _ tiative — tive, STR X 1/2 ee TNE page 288-289) Cbt Dmg: _ itiative –

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PC RECORD FOR	M
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NPC:	NPC:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	
	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
NPC:	NPC:Experience Level:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
comparises.	
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary
	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
NPC:	NPC:
Experience Level:	Experience Level:
Physical Attributes:	Physical Attributes:
Combat Assets:	Combat Assets:
	Combat Assets:
Other Assets:	Other Assets:
Initiative: Unarmed Cbt Dmg:	Initiation Unserved Cht Deres
Mativation Drimony	Initiative: Unarmed Cbt Dmg:
Motivation Primary:	Motivation Primary:
Secondary:	Secondary:
Weapon:	Weapon:
Magazines:	Magazines:
Special Notes:	Special Notes:
Wounds	Wounds
Slight Wound: -1 Initiative	Slight Wound: -1 Initiative
Seriously wounded: -3 Initiative, STR X 1/2	Seriously wounded: -3 Initiative, STR X 1/2
All boxes filled = dead or unconcious (See TNE page 288-289)	All boxes filled = dead or unconcious (See TNE page 288-289)
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With a universe of data to keep track of, travellers trying to work their way up to powerful rulers, corporate magnates, or star admirals have got their work cut out for them. What, with one's own personal qualifications, possessions, and associates—not to mention starships, mapping and trade information—it's a full time job just keeping records, forget about all that adventuring stuff. What's a poor space dog to do?

Well, we won't pretend that landing yourself in one of the big comfy chairs is exactly easy, but we would like to present a few items to take some of the strain out of your book-keeping. For the young, idealistic starfarer, the wily, crotchety merchant, the devious claimant to the vacant throne, we present

Traveller: The New Era Players' Forms

This booklet contains 14 new forms for organizing, compiling, and sorting data for the maximum effectiveness.

For the Player

- •New Character Generation Worksheet incorporating useful charts
- •New Character sheet with a Possessions and Personal History Register on the back

For the Explorer

Three scales of maps that allow explorers to map worlds on a global, continental, or close-up scale. Because all of these use a common nested hex grid framework, maps can be used to zoom in for unlimited detail.

For the Trader

The Trade Record Ledger allows records of every cargo and passenger run undertaken, with the kind of detail that will make your auditor weep. There's even a space for recording bribes.

Not just for Players...

Because we're crafty, we even threw in stuff that referees will love—so you players let them have some too, okay?

•NPC pages: for keeping track of those nefarious foes that dog your player characters' every step •Ammo pages: for keeping track of all the lead and photons you send zinging around

•Animal Encounter Forms: because sometimes 80 tonnes of charging, slimy, pointy-toothed fury is more fun than player characters should be allowed to have

Just be careful, because if you have too much fun with this stuff the players won't share with you anymore.

For the Naval Architect

•The Starship Design Worksheet and Hit Location Worksheet help designers to keep their thoughts and designs organized in a common format. Once they are done, the designs can be recorded on Ship Data Profile forms, complete with space for an illustration.

There you have it. Now that we've helped you take care of the little stuff, what are you waiting for? Get back to conquering the universe.



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