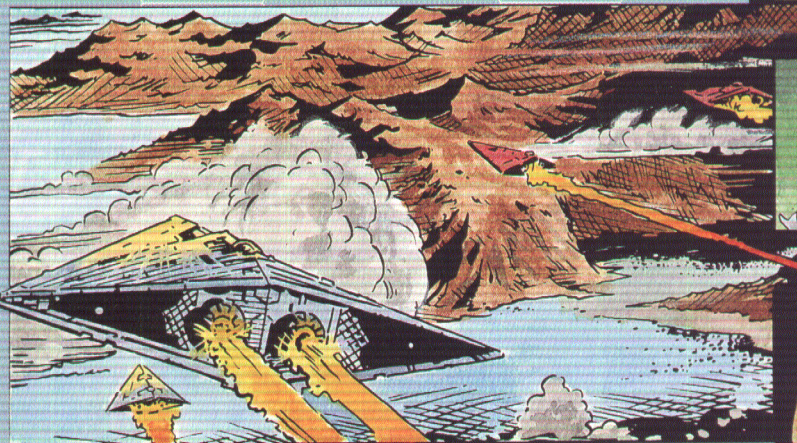
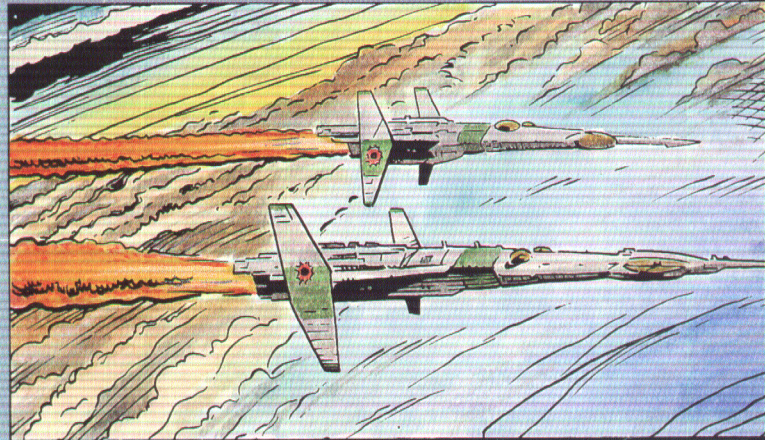
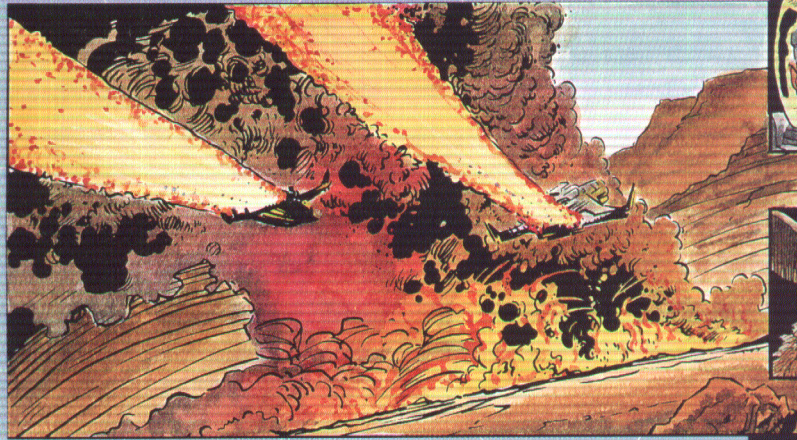


TRAVELLER[®]
The New Era

TRAVELLER PLAYERS' FORMS



GDW

TRAVELLER
The New Era

TRAVELLER PLAYERS' FORMS



SPACE

IS FULL OF STUFF

Traveller® Player Forms designed by:

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and Steve Bryant

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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.

- STR AGL CON INT EDU CHR PSI SOC

#	Type
---	------

Character Possessions Record

▶ VISUAL I.D.

□ □ □ □ □ □ □ □

▶ HISTORY

▶ EQUIPMENT

Cash \$ _____

□ □ □ □ □ □ □ □

Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x $\frac{1}{2}$
Impossible	x $\frac{1}{4}$

Firing Range Difficulties

Range	Aimed Shot	Quick Shot
Short	Average	Difficult
Medium	Difficult	Formidable
Long	Formidable	Impossible
Extreme	Impossible	Not Allowed

Experience Points

Skill	Points	Skill	Points

Psionic Experience Points

Initiative Experience Points

—Recoil—

Weapon ROF Dam Pen Blk Mag SS Brst Rng

▶ CONTACTS

SHIP DESIGN WORKSHEET

Name: _____ TL: _____ Rate (Displacement Tons): _____
Hull Form and Configuration: _____ Jump Performance: J- _____ Maneuver Performance: _____ Gs

Hull Shell

Total Hull Volume (m³): _____ (Vol from Hull Size Table) Base Material Volume (m³): _____ (MV from Hull Size Table)
Final Material Volume (m³): FMV = _____ MV × _____ MVM × _____ Ht × _____ AF = _____ m³
MVM = Material volume multiplier from Hull Form and Configuration Table; Ht = Hull thickness in cm; AF = Airframe modifier (1.3 if applicable)
Hull Mass (tonnes): Hm = _____ FMV × _____ Ms = _____ tonnes Ms = Mass from Hull Materials Table
Armor Rating: Ar = _____ Ht × _____ Ts = _____ (round to the nearest whole number) Ts = Toughness from Hull Materials Table
Surface Area (m²): Sa = _____ FMV × 100 = _____ m²
Length (meters): Lg = _____ L × _____ Lm = _____ m L = Length from Hull Size Table; Lm = Length multiplier from Hull Form and Configuration Table
Hull Price (MCR): Hp = _____ FMV × _____ Sm × _____ Mp = _____ MCR
Sm = Streamlining price multiplier from Hull Form and Configuration Table; Mp = Material price from Hull Material Table

Internal Structure

IS Material Volume (m³): ISV = (_____ MV × _____ MVM × _____ Gmax) + Ts = _____ m³ IS Price (MCR): Ip = _____ ISV × _____ Mp = _____ MCR
IS Material Mass (tonnes): Iw = _____ ISV × _____ Ms = _____ tonnes Gmax = Maximum maneuver performance in Gs

Item:	Mass (tonnes)	Volume (meters ³):	Power (MW):	Surface Area (m ²):	Price (MCR):
Quarters (_____ m ³):					
Hull (Material _____)			NA	+	
Internal Structure (Material _____)			NA	NA	
Life Support (Basic/Extensive)			-	NA	
Airlock(s)			-	-	
Artificial Gravity/G-Compensators			-	NA	
Low berth(s)			-	NA	
Staterooms (Large/Small)			-	NA	
			-	-	
Engineering (_____ m ³):					
Jump Drive			NA	NA	
_____ MW _____ Power Plant, TL- _____			+	NA	
Ignition Chamber for _____ ThMW			-	-	
_____ C-G Lifters, TL- _____			-	NA	
			-	-	
			-	-	
Engineering Workstations			-	NA	
Hold (_____ m ³):					
Jump Fuel (_____)			NA	NA	NA
Reactor Fuel (_____)			NA	NA	NA
Reaction Mass (_____ Hours)			NA	NA	NA
Cargo			NA	NA	NA
			-	-	
			-	-	
Electronics (_____ m ³):					
TL- _____ Controls			-	NA	
TL- _____ Avionics			-	NA	
_____ × TL- _____ Std/Fib Computer(s)			-	NA	
			-	-	
			-	-	
			-	-	
			-	-	
			-	-	
			-	-	
			-	-	
Bridge/Flight Deck Workstations			-	NA	
Weapons					
			-	-	
			-	-	
			-	-	
			-	-	
			-	-	

Totals Loaded: _____ tonnes _____ m³ + _____ MW _____ m² MCR _____
Empty: _____ tonnes _____ m³ Standard Design Price (-10%): MCR _____

PERFORMANCE

Thrust megawatts = 0.5 × Hull Displacement × maneuver Gs = _____ Acceleration Rating Gs = (ThMW × 2) ÷ Hull Displacement Rating = _____
Reaction mass = ThMW × 0.25 m³ per hour = _____ m³/hr G-Turns = maneuver Gs for _____ hours × 2 = _____ G-Turns

Crew Requirements (see rules for abbreviations)

Engineering (Ce): (Px Cp) ÷ 30 = _____ Electronics (Cl): (C+S) × Cp = _____ Maneuvering (Cm): D = _____ Gunnery (Cg): FD + Wm = _____

Maintenance Crew (Cr): Mp ÷ 50 = _____

Mp = Maintenance points = (_____ Jm + _____ Em + _____ Wm + _____ Pm + _____ Mm + _____ Sm) × (0.1 × _____ Cp) = _____

Ship's Troops (Ct): As desired = _____

Flight Crew (Cf): Q × R (repeat for each type of craft carried) = _____

Command (Cc): Z ÷ 6 (but at least 1) = (Z = _____ Ce + _____ Cl + _____ Cm + _____ Cg + _____ Cr + _____ Ct + _____ Cf) ÷ 6 = _____

Stewards (Cs): [(_____ Cc + _____ Ph) ÷ 8] + [(_____ Z + _____ Pm) ÷ 50] × _____ Cp = _____

Medical Crew (Cd): [(_____ Z + _____ Cc + _____ Cs + _____ Ph + _____ Pm)] = _____

Total Crew: _____ Bridge/Flight Deck Workstations: Cl + Cm + Cc + FD = _____ Other Workstations: Ce (+ others optionally desired) = _____

SHIP DAMAGE TABLE WORKSHEET

Internal Explosions

Ship's volume in m^3 +20= _____ m^3 per hit location, +20= _____ per 20th of a hit location

Area	m^3	Locations
Electronics	_____	_____ + _____/20
Hold	_____	_____ + _____/20
Quarters	_____	_____ + _____/20
Engineering	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20
Weapon	_____	_____ + _____/20

All sensors, communicators, ECM, ECCM, computers, control systems, bridge or flight deck workstations, master fire directors, and non-turret or barbette-mounted screens.

All fuel, cargo space, hangars, labs, and shops.

All life support systems (including artificial gravity/G-compensators), hull material volume, accommodations, sick bays and low berths.

All power plant, maneuver (or other sublight) drive, jump (or other FTL) drive, CG lifters, fuel processing equipment, and engineering workstations.

Each individual weapons mount.

Each individual weapons mount.

Each individual weapons mount.

Each individual weapons mount.

Surface Hits

Hull Surface Area + 20 = _____ m^2 per location, +20 = _____ m^2 per 20th of a location

Antennae: _____ m^2 = _____ location(s), plus _____ 20ths of a location

Air Locks: _____ m^2 = _____ location(s), plus _____ 20ths of a location

EMM Radiator: _____ m^2 = _____ location(s), plus _____ 20ths of a location

(Other) _____ m^2 = _____ location(s), plus _____ 20ths of a location

(Other) _____ m^2 = _____ location(s), plus _____ 20ths of a location

(Other) _____ m^2 = _____ location(s), plus _____ 20ths of a location

(Other) _____ m^2 = _____ location(s), plus _____ 20ths of a location

Area	Surface Hits	Internal Explosions
1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____
17	_____	_____
18	_____	_____
19	_____	_____
20	_____	_____

DAMAGE TABLES

Systems

Sys	Tonnes	Dmg
Electronics		
Sensor _____	_____	_____
Sensor _____	_____	_____
Commo _____	_____	_____
Sensor ant _____	_____	_____
Sensor ant _____	_____	_____
Commo ant _____	_____	_____
Cmp _____	_____	_____ x(1h)
Cmp _____	_____	_____ x(1h)
MFD _____	_____	_____
MFD _____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Hold

Hangar Total tonnage+20 = _____ H

Grapple _____

Lab _____

Shop _____

Shop _____

Cargo Space (assume 1 tonne per m^3) Varies by contents

Quarters

SSR Total number of Sm SR = _____ x(2h)

LSR Total number of Lg SR = _____ x1H

LS (LS+Hull Mass)x2/3 = _____

ELS (LS+Hull Mass)x1/3 = _____

AG _____

LBth Total number of LowBth = _____ x(1h)



Date: _____ World Name _____

UPP

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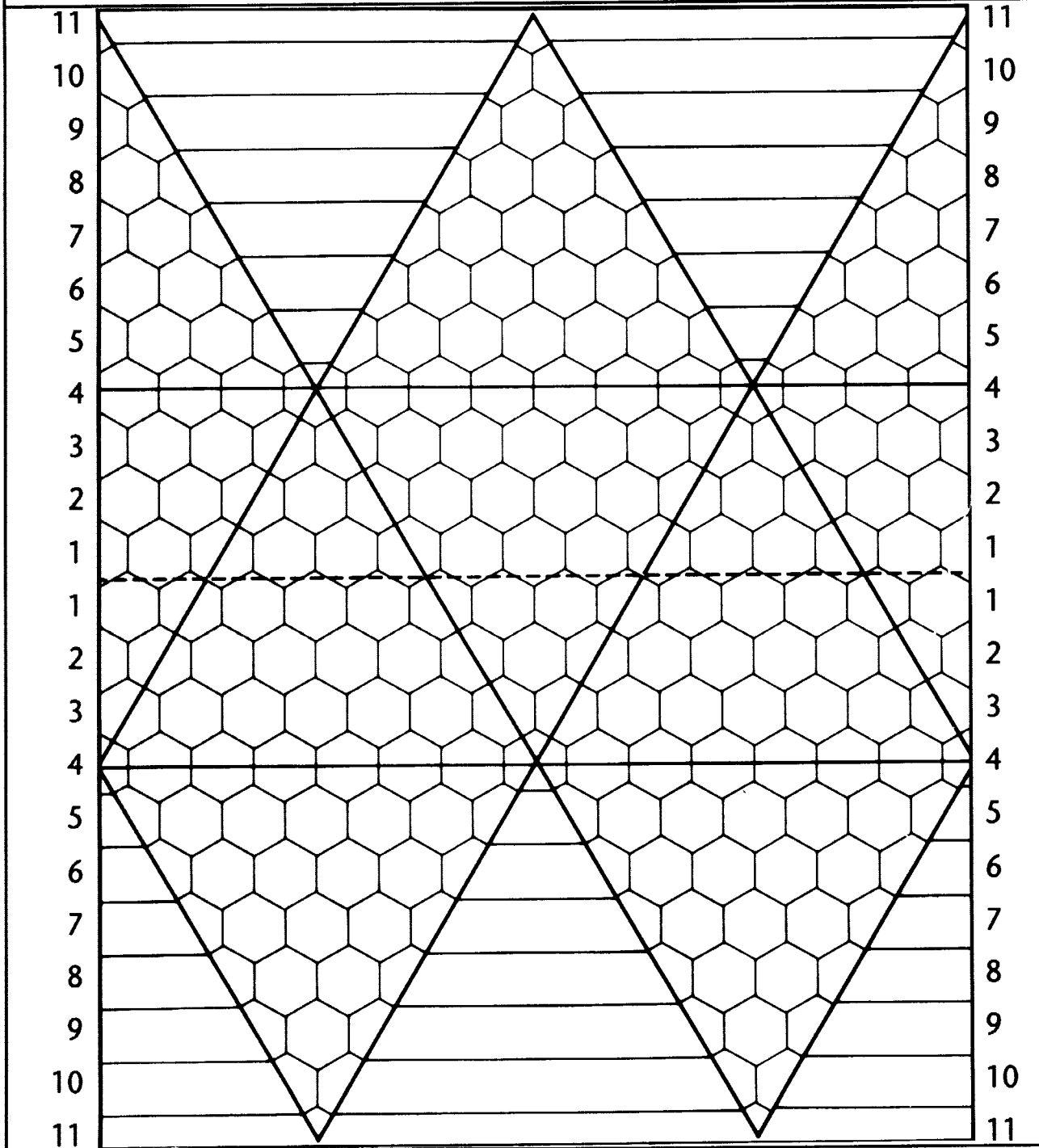
Subsector/Sector

Hexagon Scale in Kilometers

--

Location _____

CONTINENTAL DATA VIEW



	_____		_____		_____		_____
	_____		_____		_____		_____

Passenger Staterooms _____ (In Registry, one stateroom per High and Middle Passage. **Low Berths** _____
 Elsewhere one stateroom per High Passage, one stateroom per two Middle Passage)

10	11	12	13	14	15	16	Beginning Balance Cr _____
Purchase Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Del Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Broker _____ _____ _____ _____ _____ _____ _____	Trans Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Sale Price Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	Cargo Sale Other Expenses Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other () Cr _____ -Cr _____	Other Revenue (Describe) _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____ = _____ Cr	plus net revenue below _____ Cr
						New Balance = Cr _____	
Purchase Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Del Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Broker _____ _____ _____ _____ _____ _____ _____	Trans Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Sale Price Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	Cargo Sale Other Expenses Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other () Cr _____ -Cr _____	Other Revenue (Describe) _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____ = _____ Cr	plus net revenue below _____ Cr
						New Balance = Cr _____	
Purchase Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Del Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Broker _____ _____ _____ _____ _____ _____ _____	Trans Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Sale Price Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	Cargo Sale Other Expenses Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other () Cr _____ -Cr _____	Other Revenue (Describe) _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____ = _____ Cr	plus net revenue below _____ Cr
						New Balance = Cr _____	
Purchase Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Del Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Broker _____ _____ _____ _____ _____ _____ _____	Trans Cost Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ -Cr _____	Sale Price Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ Cr _____ +Cr _____	Cargo Sale Other Expenses Fuel Cr _____ Maint Cr _____ Repair Cr _____ Salary Cr _____ Fees Cr _____ Other () Cr _____ -Cr _____	Other Revenue (Describe) _____ Cr _____ _____ Cr _____ _____ Cr _____ +Cr _____ = _____ Cr	plus net revenue below _____ Cr
						New Balance = Cr _____	

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 _____

1	2	3	4	5	6	7	8	9
Sourceworld	Passengers xCr _____ High Passage _____ Mid Passage _____ Low Passage _____ VOYAGE TOTALS	Revenue _____ _____ _____ +Cr _____	Mail _____ tons xCr5000 per ton = +Cr _____	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = +Cr _____	Cargo Purchase Nature _____ _____ _____ _____ _____	SP _____ _____ _____ _____ _____	TL _____ _____ _____ _____ _____	Trade Class _____ _____ _____ _____ _____

Sourceworld	Passengers xCr _____ High Passage _____ Mid Passage _____ Low Passage _____ VOYAGE TOTALS	Revenue _____ _____ _____ +Cr _____	Mail _____ tons xCr5000 per ton = +Cr _____	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = +Cr _____	Cargo Purchase Nature _____ _____ _____ _____ _____	SP _____ _____ _____ _____ _____	TL _____ _____ _____ _____ _____	Trade Class _____ _____ _____ _____ _____
-------------	--	--	--	--	---	--	--	---

Sourceworld	Passengers xCr _____ High Passage _____ Mid Passage _____ Low Passage _____ VOYAGE TOTALS	Revenue _____ _____ _____ +Cr _____	Mail _____ tons xCr5000 per ton = +Cr _____	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = +Cr _____	Cargo Purchase Nature _____ _____ _____ _____ _____	SP _____ _____ _____ _____ _____	TL _____ _____ _____ _____ _____	Trade Class _____ _____ _____ _____ _____
-------------	--	--	--	--	---	--	--	---

Sourceworld	Passengers xCr _____ High Passage _____ Mid Passage _____ Low Passage _____ VOYAGE TOTALS	Revenue _____ _____ _____ +Cr _____	Mail _____ tons xCr5000 per ton = +Cr _____	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = +Cr _____	Cargo Purchase Nature _____ _____ _____ _____ _____	SP _____ _____ _____ _____ _____	TL _____ _____ _____ _____ _____	Trade Class _____ _____ _____ _____ _____
-------------	--	--	--	--	---	--	--	---

Sourceworld	Passengers xCr _____ High Passage _____ Mid Passage _____ Low Passage _____ VOYAGE TOTALS	Revenue _____ _____ _____ +Cr _____	Mail _____ tons xCr5000 per ton = +Cr _____	Freight Available Lots and Tonnage Maj _____ Min _____ Inc _____ Freight Shipped _____ xCr1000 per ton = +Cr _____	Cargo Purchase Nature _____ _____ _____ _____ _____	SP _____ _____ _____ _____ _____	TL _____ _____ _____ _____ _____	Trade Class _____ _____ _____ _____ _____
-------------	--	--	--	--	---	--	--	---

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.



Date: _____

World

Name _____

UPP

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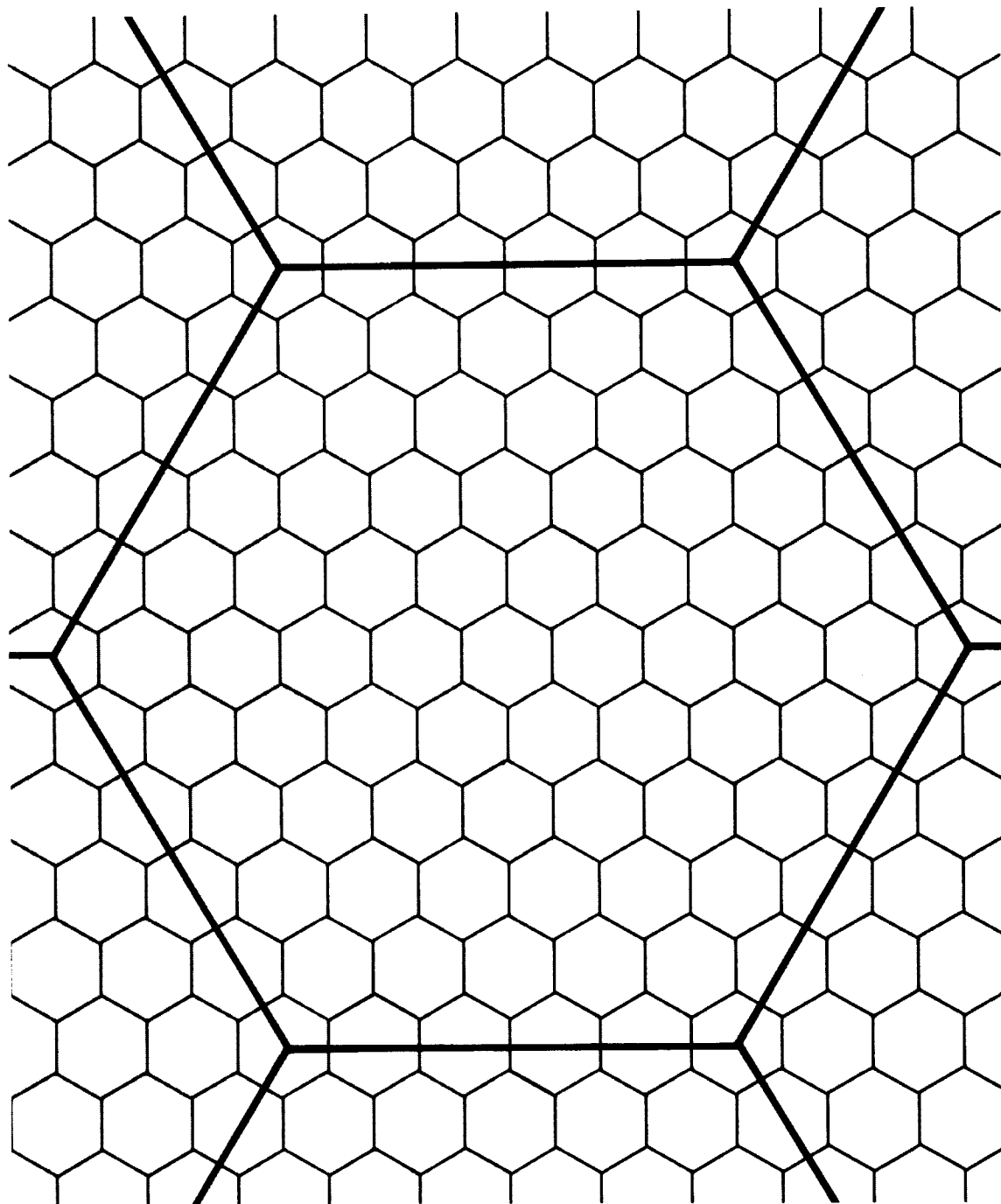
Subsector/Sector

Hexagon Scale in Kilometers

--

Location _____

LOCAL DATA VIEW

















Traveller® Character Generation Worksheet

1. Name _____

2. Race _____

3. Basic Attributes (2D6-1 each, assigned as desired. If attributes total less 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.)

Attribute	Roll	Mods	Final
Strength (STR)	_____	_____	_____
Agility (AGL)	_____	_____	_____
Constitution (CON)	_____	_____	_____
Intelligence (INT)	_____	_____	_____
Education (EDU)	_____	_____	_____
Charisma (CHR)	_____	_____	_____

Additional Attributes

Psionic Strength (PSI) _____
 Psionic strength is only rolled upon examination (see page 246).

Social Level (SOC) _____

Roll: Roll/allocation; Mods: Modifications

4. Homeworld _____ SP _____
 Sz _____ Atm _____ Hyd _____ Grv _____
 Pop _____ Gov _____ Law _____ TL _____

5. Careers

1st Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

2nd Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

3rd Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

4th Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

5th Term _____
 Scndry Act _____
 Contact _____
 Spec Assignmt _____
 Promotion _____ Ship DM _____

6th Term _____

Scndry Act _____

Contact _____

Spec Assignmt _____

Promotion _____ Ship DM _____

6. Skills

Skill Name _____ Level _____

7. Initiative _____

Military=1D6, Civilian=1D6+2, round down.
 +1 Bonus from some careers.

8. Age _____

=17+(Terms×4) See Effects table below.

9. Hit Capacity _____

Head=CON×2, Chest=(STR+CON)×3,
 Other=(STR+CON)×2

10. Weight _____

=[4×(STR-AGL)]+[80 if male, 65 if female]

11. Load _____

=(STR+CON)×3

12. Throw Range _____

=STR×4

13. Unarmed Combat Damage _____

=Unarmed Martial Arts×STR+10, round down.

14. Starting Money _____

For each eligible term, multiply SOC or Gambling asset by tech level cash base value.

Cash Base Values

Tech Level	Cash
Pre-Industrial (0-3)	Cr10
Industrial (4-5)	Cr100
Pre-Stellar (6-8)	Cr500
Early Stellar (9-A)	Cr1000
Advanced Stellar (B+)	Cr5000

Off-World Contacts

Region Type	Nonspecial Term	Term with Special Duty
Regency	4+	2+
Old Expenses	6+	4+
Pocket Empire	8+	6+
Wilds	—	10*

*Or no roll (referee's discretion).

Consolidated Effects of Age Table

Term	Start Age	End Age	ST/SD*	Losses			
				STR	AGL	CON	INT
1	17	21	4	—	—	—	—
2	21	25	4	—	—	—	—
3	25	29	3	—	—	—	—
4	29	33	2	—	Y	—	—
5	33	37	1	—	Y	—	—
6	37	41	1	Y	Y	—	—
7	41	45	1	Y	Y	—	—
8	45	49	1	Y	Y	Y	—
9	49	53	1	Y	Y	Y	—
10	53	57	1	Y	Y	Y	—
11	57	61	1	Y	Y	Y	—
12	61	65	1	Y	Y	Y	Y
(all subsequent terms)			1	Y	Y	Y	Y

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

SHIP DATA PROFILE

Name _____

Class _____ Type _____

General Data

Displacement:

Length:

Price: MC_r

Configuration:

Mass (Loaded/Empty):

Hull Armor:

Volume:

Target Size:

Tech Level:

Engineering Data

Power Plant:

Jump Performance:

G-Rating:

G-Turns:

Maint:

Electronics

Computer:

Commo:

Avionics:

Sensors:

ECM/ECCM:

Controls:

Armament

Offensive:

Defensive:

Master Fire Director:

Weapon

Short

Medium

Long

Extreme

Accommodations

Life Support:

Crew:

Crew Accommodations:

Passenger Accommodations:

Other Facilities:

Cargo:

Small Craft and Launch Facilities:

Air Locks:

Notes

[illegible]

All Others-(1h)

ANIMAL ENCOUNTERS TABLE

World: _____

UWP: _____

Terrain Type: _____

Other Information: _____

Date Prepared: _____

Die	Category	Type	Name	Quantity	Special			Weight (kg)	Hits	Weapon	To Hit	Damage	Penetration	Range	Type of		
					Attributes										Melee Attack	Init	Armor
1	Herbivore															F_A	_/_/_/_
2	Herbivore															F_A	_/_/_/_
3	Herbivore															F_A	_/_/_/_
4	Herbivore															F_A	_/_/_/_
5	Herbivore															F_A	_/_/_/_
6	Herbivore															F_A	_/_/_/_
7	Herbivore															F_A	_/_/_/_
8	Herbivore															F_A	_/_/_/_
9	Herbivore															F_A	_/_/_/_
10	Omnivore															_/_/_/_	_/_/_/_
11	Omnivore															_/_/_/_	_/_/_/_
12	Omnivore															_/_/_/_	_/_/_/_
13	Omnivore															_/_/_/_	_/_/_/_
14	Carnivore															A_F	_/_/_/_
15	Carnivore															A_F	_/_/_/_
16	Carnivore															A_F	_/_/_/_
17	Carnivore															A_F	_/_/_/_
18	Scavenger															_/_/_/_	_/_/_/_
19	Scavenger															_/_/_/_	_/_/_/_
20	Scavenger															_/_/_/_	_/_/_/_

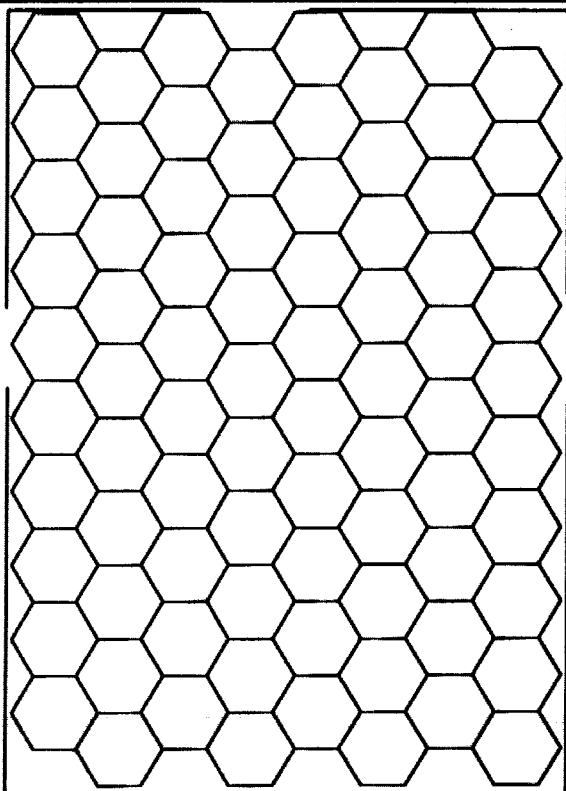
Standard Abbreviations and Notations: *Category:* dietary category; *Type:* behavioral niche; *Quantity:* number appearing; *Special Attributes:* A = amphibian, F = flyer, S = swimmer, T = triphibian; *Weight:* in kilograms; *Hits:* animal has two rows of hits, each equal to this number; *Weapon:* weapon used for attack; *To Hit:* when resolving animal combat a roll of this number 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 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 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 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 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 in meters per combat turn

Checklist: The following are the tables from *Traveller: The New Era* pages 215-217 which are used to fill the indicated blanks.
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:* 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; *Flee:* Table 12; *Attack:* Table 12; *Speed:* Table 12.

SUBSECTOR DATA

SUBSECTOR
(Subsector _____ of _____ Sector)
Effective Date: _____

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P



MAP LEGEND

Starport Type

Bases

- ★ Naval Base
- ▲ Scout Base
- △ Scout Way Station

A diagram of a hexagonal planet icon. The hexagon is divided into sections. The top section is labeled 'Gas Giant'. The bottom section is labeled 'World Name'. The left section is labeled 'World Type'. The right section is labeled 'Border'. The center section is labeled 'Earth'. The top-left section is labeled 'Bases (None)'. The bottom-right section is labeled 'X-Boat Route'.

Travel Zones

Amber Zone **Red Zone**

World Characteristics

○ No Water Present
 ● Water Present
 ... Asteroid Belt

Population

Secundus under one billion	PRIMUS over one billion
<p>1. 1990 - 1991</p> <p>2. 1992 - 1993</p> <p>3. 1994 - 1995</p> <p>4. 1996 - 1997</p> <p>5. 1998 - 1999</p> <p>6. 2000 - 2001</p> <p>7. 2002 - 2003</p> <p>8. 2004 - 2005</p> <p>9. 2006 - 2007</p> <p>10. 2008 - 2009</p> <p>11. 2010 - 2011</p> <p>12. 2012 - 2013</p> <p>13. 2014 - 2015</p> <p>14. 2016 - 2017</p> <p>15. 2018 - 2019</p> <p>16. 2020 - 2021</p> <p>17. 2022 - 2023</p> <p>18. 2024 - 2025</p> <p>19. 2026 - 2027</p> <p>20. 2028 - 2029</p> <p>21. 2030 - 2031</p> <p>22. 2032 - 2033</p> <p>23. 2034 - 2035</p> <p>24. 2036 - 2037</p> <p>25. 2038 - 2039</p> <p>26. 2040 - 2041</p> <p>27. 2042 - 2043</p> <p>28. 2044 - 2045</p> <p>29. 2046 - 2047</p> <p>30. 2048 - 2049</p> <p>31. 2050 - 2051</p> <p>32. 2052 - 2053</p> <p>33. 2054 - 2055</p> <p>34. 2056 - 2057</p> <p>35. 2058 - 2059</p> <p>36. 2060 - 2061</p> <p>37. 2062 - 2063</p> <p>38. 2064 - 2065</p> <p>39. 2066 - 2067</p> <p>40. 2068 - 2069</p> <p>41. 2070 - 2071</p> <p>42. 2072 - 2073</p> <p>43. 2074 - 2075</p> <p>44. 2076 - 2077</p> <p>45. 2078 - 2079</p> <p>46. 2080 - 2081</p> <p>47. 2082 - 2083</p> <p>48. 2084 - 2085</p> <p>49. 2086 - 2087</p> <p>50. 2088 - 2089</p> <p>51. 2090 - 2091</p> <p>52. 2092 - 2093</p> <p>53. 2094 - 2095</p> <p>54. 2096 - 2097</p> <p>55. 2098 - 2099</p> <p>56. 2100 - 2101</p> <p>57. 2102 - 2103</p> <p>58. 2104 - 2105</p> <p>59. 2106 - 2107</p> <p>60. 2108 - 2109</p> <p>61. 2110 - 2111</p> <p>62. 2112 - 2113</p> <p>63. 2114 - 2115</p> <p>64. 2116 - 2117</p> <p>65. 2118 - 2119</p> <p>66. 2120 - 2121</p> <p>67. 2122 - 2123</p> <p>68. 2124 - 2125</p> <p>69. 2126 - 2127</p> <p>70. 2128 - 2129</p> <p>71. 2130 - 2131</p> <p>72. 2132 - 2133</p> <p>73. 2134 - 2135</p> <p>74. 2136 - 2137</p> <p>75. 2138 - 2139</p> <p>76. 2140 - 2141</p> <p>77. 2142 - 2143</p> <p>78. 2144 - 2145</p> <p>79. 2146 - 2147</p> <p>80. 2148 - 2149</p> <p>81. 2150 - 2151</p> <p>82. 2152 - 2153</p> <p>83. 2154 - 2155</p> <p>84. 2156 - 2157</p> <p>85. 2158 - 2159</p> <p>86. 2160 - 2161</p> <p>87. 2162 - 2163</p> <p>88. 2164 - 2165</p> <p>89. 2166 - 2167</p> <p>90. 2168 - 2169</p> <p>91. 2170 - 2171</p> <p>92. 2172 - 2173</p> <p>93. 2174 - 2175</p> <p>94. 2176 - 2177</p> <p>95. 2178 - 2179</p> <p>96. 2180 - 2181</p> <p>97. 2182 - 2183</p> <p>98. 2184 - 2185</p> <p>99. 2186 - 2187</p> <p>100. 2188 - 2189</p> <p>101. 2190 - 2191</p> <p>102. 2192 - 2193</p> <p>103. 2194 - 2195</p> <p>104. 2196 - 2197</p> <p>105. 2198 - 2199</p> <p>106. 2200 - 2201</p> <p>107. 2202 - 2203</p> <p>108. 2204 - 2205</p> <p>109. 2206 - 2207</p> <p>110. 2208 - 2209</p> <p>111. 2210 - 2211</p> <p>112. 2212 - 2213</p> <p>113. 2214 - 2215</p> <p>114. 2216 - 2217</p> <p>115. 2218 - 2219</p> <p>116. 2220 - 2221</p> <p>117. 2222 - 2223</p> <p>118. 2224 - 2225</p> <p>119. 2226 - 2227</p> <p>120. 2228 - 2229</p> <p>121. 2230 - 2231</p> <p>122. 2232 - 2233</p> <p>123. 2234 - 2235</p> <p>124. 2236 - 2237</p> <p>125. 2238 - 2239</p> <p>126. 2240 - 2241</p> <p>127. 2242 - 2243</p> <p>128. 2244 - 2245</p> <p>129. 2246 - 2247</p> <p>130. 2248 - 2249</p> <p>131. 2250 - 2251</p> <p>132. 2252 - 2253</p> <p>133. 2254 - 2255</p> <p>134. 2256 - 2257</p> <p>135. 2258 - 2259</p> <p>136. 2260 - 2261</p> <p>137. 2262 - 2263</p> <p>138. 2264 - 2265</p> <p>139. 2266 - 2267</p> <p>140. 2268 - 2269</p> <p>141. 2270 - 2271</p> <p>142. 2272 - 2273</p> <p>143. 2274 - 2275</p> <p>144. 2276 - 2277</p> <p>145. 2278 - 2279</p> <p>146. 2280 - 2281</p> <p>147. 2282 - 2283</p> <p>148. 2284 - 2285</p> <p>149. 2286 - 2287</p> <p>150. 2288 - 2289</p> <p>151. 2290 - 2291</p> <p>152. 2292 - 2293</p> <p>153. 2294 - 2295</p> <p>154. 2296 - 2297</p> <p>155. 2298 - 2299</p> <p>156. 2300 - 2301</p> <p>157. 2302 - 2303</p> <p>158. 2304 - 2305</p> <p>159. 2306 - 2307</p> <p>160. 2308</p>	

Base: N = Naval, S = Scout, W = Scout Way Station, A = Naval and Scout Bases, B = Naval Base and Way Station

Trade Classification and Other Notes: Ag = Agricultural, As = Asteroid, Ba = Barren, De = Desert, Fl = 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 = Cemetery 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

Name	Hex	UPP	Base	Trade	TPPG	Alg	Stellar
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[illegible]

Notes

TRAVELLER PLAYERS' FORMS

SPACE IS FULL OF STUFF

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.

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- 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.

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

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- 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

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Because Infinity
is a lot of Stuff**



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