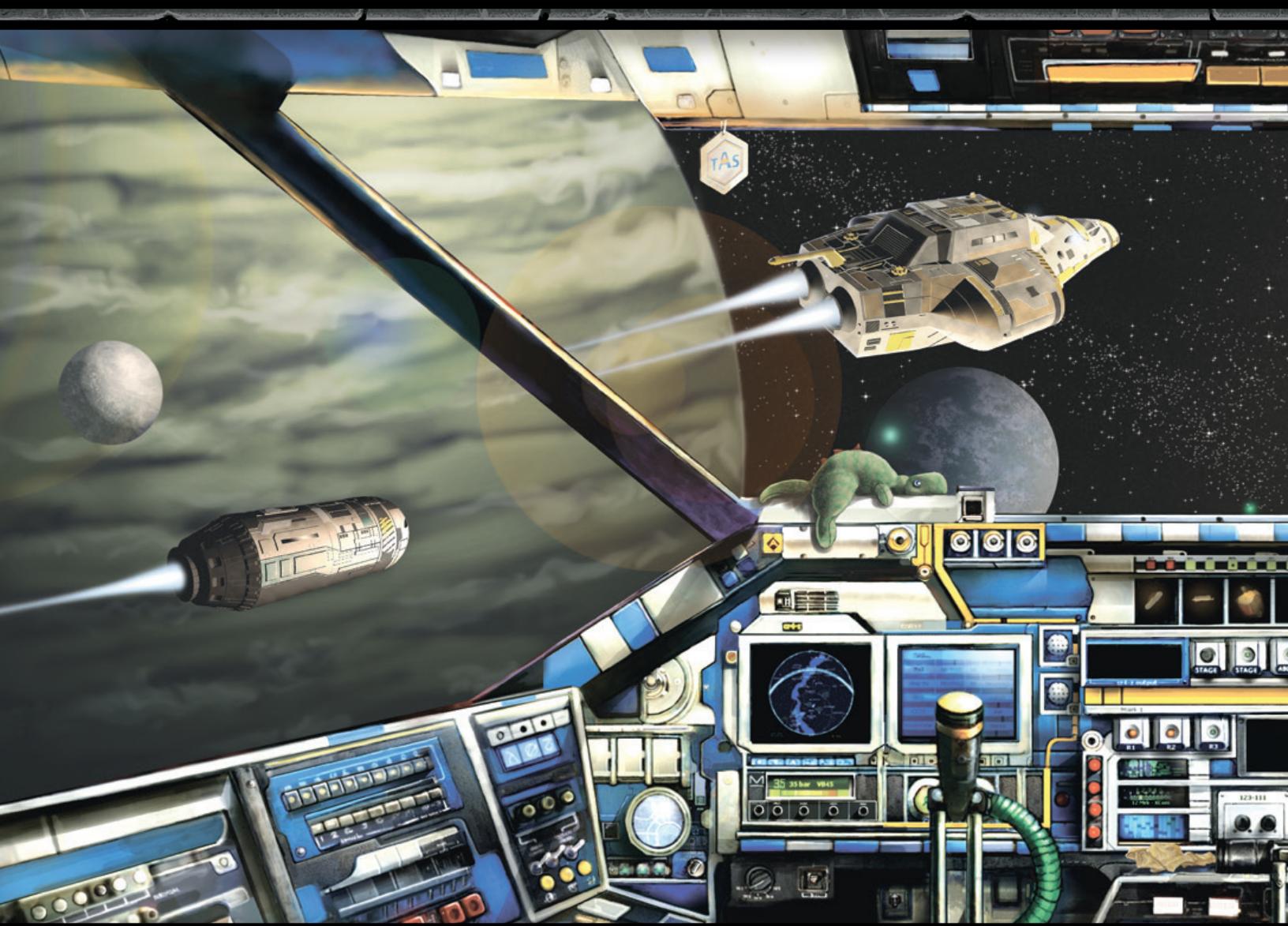


TRAVELLER

R E F E R E E ' S S C R E E N



Data sheets
Panel Image Black&White
Panel Image Colour

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Characteristic Modifiers

Characteristic Score	Dice Modifier
0	-3
1-2	-2
3-5	-1
6-8	+0
9-11	+1
12-14	+2
15+	+3

Effect Results Table

Effect	Success or Failure
-6 or less	Exceptional Failure: The Traveller failed as completely as it is possible to fail. Anything that can go wrong goes wrong. If attempting to repair a device, the device is further damaged or even destroyed. In a social situation, the Traveller gets into further trouble.
-2 to -5	Average Failure: The Traveller has failed the task.
-1	Marginal Failure: The Traveller has almost succeeded, and the referee may permit him to scrape a success if he takes a significant consequence. A Traveller trying to jump across a chasm hangs onto the far side by his fingernails but can only pull himself up if he drops his backpack. A Traveller trying to land a ship can bring it down safely but the ship may never fly again. A Traveller hacking a computer gets in but the security programs can trace his location.
0	Marginal Success: The Traveller barely succeeds at the task, and may have to accept a condition on his success. He fixes the engine but it will overheat. He finds a buyer for the goods but the buyer is an untrustworthy criminal.
1 to 5	Average Success: The Traveller succeeds normally.
6 or more	Exceptional Success: The Traveller succeeds in an impressive and elegant fashion.

Action Summary

In every round a Traveller can...

- Perform one Significant Action and one Minor Action.
- Or
- Perform three Minor Actions.

They may also...

- Perform any number of Reactions.
- Perform any number of Free Actions (though the referee is free to impose a limit according to circumstances).

Timeframes Table

Timeframe	Increment	Example Action
1D Seconds	One second	Shooting, punching, jumping
1D Combat Rounds	Combat round (six seconds)	Hurrying jump calculations
1D x 10 Seconds	Ten seconds	Rerouting power, opening a comms channel
1D Minutes	One minute	Applying first aid, basic technical tasks
1D x 10 Minutes	Ten minutes	More complex technical tasks, searching an area thoroughly
1D Hours	One hour	Building a shelter, moving through the wilderness
1D x 4 Hours	Four hours	Researching a problem
1D x 10 Hours	Ten hours	Repairing a damaged ship
1D Days	One day	Combing a city for a missing person

Task Chain

Previous Check	DM to Current Check
Failed With Effect -6 or less	-3
Failed With Effect -2 to -5	-2
Failed With Effect -1	-1
Succeeded With Effect 0	+0
Succeeded With Effect 1 to 5	+1
Succeeded With Effect 6 or more	+2

Task Difficulty

Difficulty	Target Number
Simple	2+
Easy	4+
Routine	6+
Average	8+
Difficult	10+
Very Difficult	12+
Formidable	14+

Psionic Range

Range Band	Distance to Target
Personal	Less than one metre
Close	1 to 5 metres
Short	5 to 10 metres
Medium	11 to 50 metres
Long	51 metres to 250 metres
Very Long	251 metres to 500 metres
Distant	501 metres to 5 kilometres
Very Distant	5 kilometres to 500 kilometres
Continental	501 to 5,000 kilometres
Planetary	5,000 to 50,000 kilometres

Vehicle Speed Bands

Speed Band	Speed Band Number	Kilometres per Hour
Stopped	0	0
Idle	1	1-20
Very Slow	2	20-50
Slow	3	50-100
Medium	4	100-200
High	5	200-300
Fast	6	300-500
Very Fast	7	500-800
Subsonic	8	800-1200
Supersonic	9	1200-6000
Hypersonic	10 (A)	6000 or more

Spacecraft Range Bands

Range Band	Distance
Adjacent	1 km or less
Close	1-10 km
Short	11-1,250 km
Medium	1,251-10,000 km
Long	10,001-25,000 km
Very Long	25,001-50,000 km
Distant	More than 50,000 km

Spacecraft Scale Weapons

Weapon	TL	Range	Damage	Tons	Cost	Traits
Beam Laser	10	Medium	1D	-	MCr0.5	-
Missile Rack	7	Special	4D	-	MCr0.75	Smart
Pulse Laser	9	Long	2D	-	MCr1	-
Sandcaster	9	Special	Special	-	MCr0.25	-

Vehicle Critical Hits Location

2D	Location
2-3	Fuel
4	Power Plant
5	Weapon
6	Armour
7	Hull
8	Cargo
9	Occupants
10	Drive System
11-12	Systems

Radiation Exposure

Radiation Source	Rads Received
Minor reactor leak	2D/hour
Serious reactor leak	2D/20 minutes
Minor solar flare	1D x 100/hour
Major solar flare	3D x 100/hour
Radiation weapon	2D x 20

Radiation Effects

Immediate Exposure	Effects	Cumulative Exposure	Effects
50 rads or less	None	50 rads or less	None
51-150 rads	1D damage, Nausea (-1 to all checks until treatment)	51-150 rads	None
151-300 rads	2D damage	151-300 rads	-1 END permanently
301-500 rads	4D damage, hair loss	301-500 rads	-2 END permanently
501-800 rads	6D damage, sterile	501-800 rads	-3 END permanently
801 rads or more	8D damage, internal bleeding	801 rads or more	-4 END permanently

Missile Flight

Range	Rounds to Impact	
Close and Short	Immediate	
Medium	1	
Long	2	
Very Long	3	
Distant	5	

Spacecraft Critical Hits Location

2D	Location
2	Sensors
3	Power Plant
4	Fuel
5	Weapon
6	Armour
7	Hull
8	M-Drive
9	Cargo
10	J-Drive
11	Crew
12	Computer

Law Level

Level	Weapons Banned	Armour
0	No restrictions – heavy armour and a handy weapon recommended...	
1	Poison gas, explosives, undetectable weapons, WMD	Battle dress
2	Portable energy and laser weapons	Combat armour
3	Military weapons	Flak
4	Light assault weapons and submachine guns	Cloth
5	Personal concealable weapons	Mesh
6	All firearms except shotguns & stunners; carrying weapons discouraged	
7	Shotguns	
8	All bladed weapons, stunners	All visible armour
9+	All weapons	All armour

Armour

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Jack	+1	1	-	1	Cr50	None
Mesh	+2	6	-	2	Cr150	None
Cloth	+5 +8	7 10	-	10 5	Cr250 Cr500	None
Flak Jacket	+3 +5	7 8	-	8 6	Cr100 Cr300	None
Reflec	+10 (vs. lasers only)	10	-	1	Cr1500	None
Ablat	+1 (+6 vs. lasers)	9	-	2	Cr75	None
Combat Armour	+13 +17 +19	10 12 14	85 145 180	20 16 12	Cr96000 Cr88000 Cr160000	Vacc Suit 1 Vacc Suit 0 Vacc Suit 0
Vacc Suit	+4 +8 +10	8 10 12	10 60 90	17 10 8	Cr12000 Cr11000 Cr20000	Vacc Suit 1 Vacc Suit 0 Vacc Suit 0
Hostile Environment	+8 +9	9 10	75 90	22 13	Cr24000 Cr20000	Vacc Suit 1 Vacc Suit 1
Vacc Suit	+12 +14 +15	11 13 14	140 170 185	13 10 9	Cr22000 Cr40000 Cr60000	Vacc Suit 0 Vacc Suit 0 Vacc Suit 0
Battle Dress	+22 +25	13 14	245 290	100*	Cr200000 Cr220000	Vacc Suit 2 Vacc Suit 1

Encounter Distance

2D	Range Band
2 or less	Close
3	Short
4-5	Medium
6-9	Long
10-11	Very Long
12 or more	Distant
Clear Terrain	DM+3
Forest or Woods	DM-2
Crowded Area	DM-2
In Space	DM+4
Target is a Vehicle	DM+2 for every 10 Hull
Travellers actively looking for danger	+ highest Recon skill

Encounter Range Band

Range	Distance to Target
Close	Up to 5 metres
Short	5-10 metres
Medium	11-50 metres
Long	51-250 metres
Very Long	251-500 metres
Distant	501-5000 metres
Very Distant	Over 5 kilometres

Ranged Attack Modifiers

Bonuses		Penalties	
Aiming	+1 per action spent Aiming	Fast Moving Target	-1 for every full 10 metres of target movement relative to the attacker
Laser Sight	+1 if Aiming	Long Range	-2
Short Range	+1	Extreme Range	-4
—	—	Target in Cover	-2
—	—	Prone Target	-1

Cover Bonus

Cover	Bonus Armour
Vegetation	+2
Tree Trunk	+6
Stone Wall	+8
Civilian Vehicle	+10
Armoured Vehicle	+15
Fortifications	+20

Weapons

WEAPON	TL	RANGE	DAMAGE	KG	COST	MAG.	MAG. COST	TRAITS
SLUG PISTOLS								
Antique Pistol	3	5m	2D-3	1	Cr100	1	Cr5	-
Autopistol	6	10m	3D-3	1	Cr200	15	Cr10	-
Body Pistol	8	5m	2D	-	Cr500	6	Cr10	-
Gauss Pistol	13	20m	3D	1	Cr500	40	Cr20	AP 3, Auto 2
Revolver	5	10m	3D-3	1	Cr150	6	Cr5	-
Snub Pistol	8	5m	3D-3	-	Cr150	6	Cr10	Zero-G
SLUG RIFLES								
Accelerator Rifle	9	250m	3D	2	Cr900	15	Cr30	Zero-G
Advanced Combat Rifle	10	450m	3D	3	Cr1000	40	Cr15	Auto 3, Scope
- 40mm Grenade	-	250m	Grenade	-	-	1	As Grenade	-
Antique Rifle	3	25m	3D-3	6	Cr150	1	Cr10	-
Assault Rifle	7	200m	3D	4	Cr500	30	Cr15	Auto 2
Autorifle	6	300m	3D	5	Cr750	20	Cr10	Auto 2
Gauss Rifle	12	600m	4D	4	Cr1500	80	Cr40	AP 5, Auto 3, Scope
Rifle	5	250m	3D	5	Cr200	5	Cr10	-
Shotgun	4	50m	4D	4	Cr200	6	Cr10	Bulky
Submachine Gun	6	25m	3D	3	Cr400	20	Cr10	Auto 3
ENERGY PISTOLS								
Laser Pistol	9	20m	3D	3	Cr2000	100	Cr1000	Zero-G
Laser Pistol	11	30m	3D+3	2	Cr3000	100	Cr3000	Zero-G
Stunner	8	5m	2D	0.5	Cr500	100	Cr200	Stun, Zero-G
Stunner	10	5m	2D+3	0.5	Cr750	100	Cr200	Stun, Zero-G
Stunner	12	10m	3D	0.5	Cr1000	100	Cr200	Stun, Zero-G
ENERGY RIFLES								
Laser Carbine	9	150m	4D	4	Cr2500	50	Cr1000	Zero-G
Laser Carbine	11	200m	4D+3	3	Cr4000	50	Cr3000	Zero-G
Laser Rifle	9	200m	5D	8	Cr3500	100	Cr1500	Zero-G
Laser Rifle	11	400m	5D+3	5	Cr8000	100	Cr3500	Zero-G
Laser Sniper Rifle	12	600m	5D+3	6	Cr9000	6	Cr250	Scope, Zero-G
Plasma Rifle	16	300m	6D	6	Cr100000	Unlimited	-	Zero-G
MELEE WEAPONS								
Blade	2	Melee	2D	2	Cr100	-	-	-
Broadsword	2	Melee	4D	8	Cr500	-	-	Bulky
Club	1	Melee	2D	3	-	-	-	-
Cutlass	2	Melee	3D	4	Cr200	-	-	-
Dagger	1	Melee	1D+2	1	Cr10	-	-	-
Improvised	-	Melee	2D-2	Varies	-	-	-	-
Rapier	3	Melee	2D	2	Cr200	-	-	-
Shield	1	Melee	1D	6	Cr150	-	-	-
Staff	1	Melee	2D	3	-	-	-	-
Stunstick	8	Melee	2D	1	Cr300	-	-	-
Unarmed	-	Melee	1D	-	-	-	-	-
GRENADE WEAPON								
Aerosol	9	20m	-	0.5	Cr15	-	-	Blast 9
Frag	6	20m	5D	0.5	Cr30	-	-	Blast 9
Smoke	6	20m	-	0.5	Cr15	-	-	Blast 9
Stun	7	20m	3D	0.5	Cr30	-	-	Blast 9, Stun

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