

TRAVELLER

CHARACTER SHEET

CORE CHARACTERISTICS

| | | |
|--------------|---------|----|
| BASE | CURRENT | DW |
| STRENGTH | | |
| DEXTERITY | | |
| ENDURANCE | | |
| INTELLECT | | |
| EDUCATION | | |
| SOCIAL | | |
| MORALE | CURRENT | DW |
| LUCK | CURRENT | DW |
| SANITY | CURRENT | DW |
| CHARM | CURRENT | DW |
| PSIONIC | CURRENT | DW |
| OTHER | CURRENT | DW |
| KG | UNITS | |
| MASS CARRIED | RADS | |

OTHER CHARACTERISTICS

| PERSONAL DATA FILE | |
|--------------------------|------------|
| NAME | AGE |
| SPECIES | TRAITS |
| HOMEPOL | GRAVITY |
| CAREERS | |
| TYPE | TERMS RANK |
| | |
| TRAINING | |
| SKILL | WEEKS |
| TRAINING PERIOD COMPLETE | |

| SKILLS | | |
|-------------|--------------------|------------|
| ADMIN | EXPLOSIVES | PILOT |
| ADVOCATE | FLYER | PILOT |
| ANIMALS | FLYER | PROFESSION |
| ANIMALS | FLYER | PROFESSION |
| ANIMALS | GAMBLER | PROFESSION |
| ART | GUNNER | RECON |
| ART | GUNNER | SCIENCE |
| ART | GUN COMBAT | SCIENCE |
| ASTROGATION | GUN COMBAT | SEAFARER |
| ATHLETICS | GUN COMBAT | SEAFARER |
| ATHLETICS | HEAVY WEAPONS | STEALTH |
| ATHLETICS | HEAVY WEAPONS | STEWARD |
| BROKER | INVESTIGATE | STREETWISE |
| CAROUSE | JACK OF ALL TRADES | SURVIVAL |
| DECEPTION | LANGUAGE | TACTICS |
| DIPLOMAT | LANGUAGE | TACTICS |
| DRIVE | LEADERSHIP | VACC SUIT |
| DRIVE | MECHANIC | |
| ELECTRONICS | MEDIC | |
| ELECTRONICS | MELEE | |
| ELECTRONICS | MELEE | |
| ENGINEER | NAVIGATION | |
| ENGINEER | PERSUADE | |

| FINANCES | |
|----------|-----------------------|
| CR | PENSION |
| CR | DEBT |
| CR | LIVING COST |
| CR | MONTHLY SHIP PAYMENTS |
| CR | CASH ON HAND |

ARMOUR

| TYPE | RAD | PROTECTION | KG | OPTIONS |
|------|-----|------------|----|---------|
|------|-----|------------|----|---------|

WEAPONS

| TYPE | TL | RANGE | DAMAGE | KG | MAG | TRAITS |
|------|----|-------|--------|----|-----|--------|
|------|----|-------|--------|----|-----|--------|

AUGMENTS

| TYPE | TL | IMPROVEMENT |
|------|----|-------------|
|------|----|-------------|

EQUIPMENT

| TYPE | KG | TYPE | KG |
|------|----|------|----|
|------|----|------|----|

WOUNDS

| TYPE | LOCATION | RECOVERY | IMPROVEMENT |
|------|----------|----------|-------------|
|------|----------|----------|-------------|

CONTACTS

BACKGROUND

PORTRAIT

ALLIES

RIVALS

ENEMIES

NOTES