

Science Fiction Roleplaying Game

**TRAVELLER**  
*The New Era*

# TRAVELLER PLAYERS' FORMS



**SPACE**  
IS FULL OF STUFF

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 11x17 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 titles 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.



- >Character.....
- >Player.....
- >Gender.....
- >Homeworld.....
- >Age.....

### >Universal Personality Profile

-  -   
 STR AGL CON INT EDU CHR PSI SOC

>Initiative \_\_\_\_\_ Rank \_\_\_\_\_



# RAVELLER: THE NEW ERA



## HOME WORLD DATA

Starport \_\_\_\_\_  
 Size \_\_\_\_\_  
 Atmosphere \_\_\_\_\_  
 Hydrographics \_\_\_\_\_  
 Gravity \_\_\_\_\_  
 Population \_\_\_\_\_  
 Government \_\_\_\_\_  
 Law Level \_\_\_\_\_  
 Tech Level \_\_\_\_\_



## DERIVED VALUES

Weight  Load   
 Throw  Unarmed   
 Range  Combat   
 Damage



## HIT CAPACITY

	Current	Scratch	(Base) Slight	Serious	Critical
Head	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Chest	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Abdomen	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Arm	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Left Leg	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



## SKILLS & ATTRIBUTES

Strength (STR) .....

Agility (AGL) .....

Constitution (CON) .....

Intelligence (INT) .....

Education (EDU) .....

Charisma (CHR) .....

Psionic Strength (PSI) .....



## CONTACTS

#

Type

#

Type

Sample file

# Character Possessions Record

▶ **H**ISTORY

▶ **V**ISUAL I.D.

▶ **E**QUIPMENT

Cash \$ \_\_\_\_\_

Weapon

ROF Dam Peri Blk Mag SS Brst Rng

—Recoil—

▶ **C**ONTACTS

Sample file

## Task Difficulty Levels

Difficulty	Asset
Easy	x4
Average	x2
Difficult	x1
Formidable	x <sup>1</sup> / <sub>2</sub>
Impossible	x <sup>1</sup> / <sub>4</sub>

## 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

- Initiative \_\_\_\_\_ Rank \_\_\_\_\_

#	Type
---	------

#	Type
---	------



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Initiative Experience Points