

Referee's Screens

*TRAVELLER*⁵

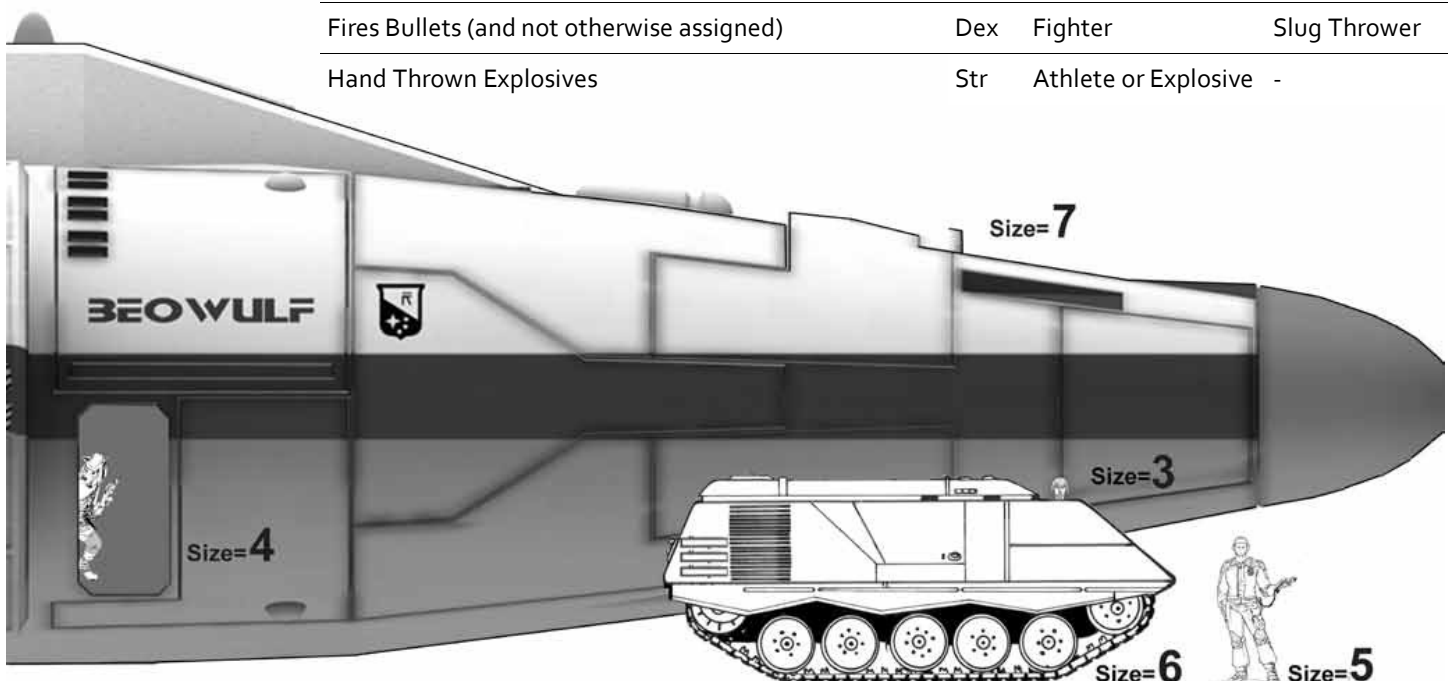
*Science-Fiction Adventures
In the Far Future*

Band		Average	Range	Diff
0	Contact	0 m	0 m - 0.25 m	1D
R	(Reading)	0.5 m	0.25 m - 1 m	1D
T	(Talking)	1.5 m	1 m - 3.25	1D
1	VShort	5 m	3.25 m - 27.5 m	1D
2	Short	50 m	27.5 m - 100 m	2D
3	Medium	150 m	100 m - 325 m	3D
4	Long	500 m	325 m - 750 m	4D
5	VLong	1 km	0.75 km - 3 km	5D
6	Distant	5 km	3 km - 27.5 km	6D
7	VDistant	50 km	27.5 km - 275 km	7D
8	Orbit	500 km	275 km - 2,750 km	8D
9	FarOrbit	5,000 km	2,750 km - 27,500 km	9D

Attack Type	Stand	Walk	Run	Difficulty	Damage
Aimed Fire	✓			-	-
Autofire	✓	✓		+1D	+2D
Snap Fire	✓	✓	✓	+2D	+1D

Status of Target	Speed	Mod
Stealthy Careful movement and positioning	0 or 1	-2
Evading Rapid, random movements; zig-zags	Any	-1
Normal Standard fighting stance; crouching	Any	0
Unaware Non-fighting stance; standing	Any	+1
Oblivious Non-fighting stance; easily surprised	Any	+2

Based on Weapon Used	Char	Skill	Knowledge
Portable	Dex	Fighter	Battledress
Fixed, Tank Mount, Gun, Gatling, Cannon, Autocannon	Int	Heavy Weapons	Artillery
Launcher	Dex	Heavy Weapons	Launcher
Laser, Fusion, Plasma	Dex	Fighter	Beams
Acid, Fire, Gas, Stench	C2	Fighter	Sprays
Shock, EMP, Rad, Flash, Freeze, Mag, Sonic, Grav	C2	Fighter	Exotics
Psi Amp	Psi	Fighter	Exotics
Edged Weapons	Str	Fighter	Blades
Hand-to-Hand	Str	Fighter	Unarmed
Designator	Dex	Forward Observer	-
Fires Bullets (and not otherwise assigned)	Dex	Fighter	Slug Thrower
Hand Thrown Explosives	Str	Athlete or Explosive	-



Die Roll

nD

Dice= Range
+ Attack Type

<

<=

Assets (Target Number)

C+S
Char + Skill

+

Speed

+

Size - Range
If <0 No Attack

+

Status
or Tactic Mod

Size Mod	
Crouching	-1
Lying prone	-2
Partially concealed	-1

Speed	
0	Standing still
1	Human walking speed
2	Human running speed
3	...
4	Generic tracked vehicle
5	Generic wheeled vehicle
6	Generic ACV
7	...

2D	Humanoid Sophont	Non-humanoid Sophont	Biological	Vehicle
2	Head	Head	Brain	Comms
3	Head	Head	Senses	Cargo
4	L Arm	LG-2	Circulation	Sensors
5	R Arm	LG-1	Skeleton	Protections
6	Torso	Torso	Respiration	Life Support
7	Torso	Torso	Skin	Locomotion
8	Torso	Torso	Digestion	Power Source
9	L Leg	LG-3	Elimination	Body Panels
10	R Leg	LG-4	Muscle	Weaponry
11	Graze	Tail	Skin	Navigation
12	Graze	Tai;	Skin	Computer

Effect	Penetrate	Overwhelm	Injury	Obj?
Corrode, Bullet, Blast/Blow, Frag, Burn, Wound, Pen	Armour	-	Hit	Yes
Slash	Armour	-	Cut	Yes
Pain	Armour	Sealed	Stun	
Stench, Tranq	-	Sealed	Stun	
Poison	-	Sealed	Hit	
Gas, Infection, Vacc	-	Sealed	Suff	
EMP	-	Cage	Fry	Yes
Elec	-	Insulation	Hit	Yes
Hot	-	Insulation	Heat	Yes
Cold	-	Insulation	Freeze	Yes
Psi	-	PsiShield	Stun	
Flash	-	Flashproof	Blind	
Bang	-	Soundproof	Deaf	
Sound	-	Soundproof	Stun	
Rad	-	Radproof	Hit	Yes
Grav	-	-	Hit	Yes
Magnetic	-	-	Stun	Yes

Type

Smell

0

Odorless

1

Slight

2

Aromatic

3

Strong

4

Intense

5

Overwhelming

Variants

H

Harmful

E

Exotic

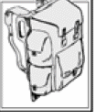
Evaluating QREBS
(Trader or Craftsman)

	Diff	Char
Q Quality	DIF	C5
R Reliability	FOR	Ins
E Ease of Use	AVE	C2
B Burden	AVE	Str
S Safety	AVE	Int

Mass per dton

Material	Mass
Liquid Hydrogen	1,000 kg
Wood	7,000 kg
Plastic	12,000 kg
Water	13,500 kg
Magnesium	25,000 kg
Aluminium	35,000 kg
Titanium	60,000 kg
Steel	100,000 kg

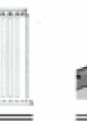
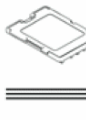
VISION BENCHMARKS

										
	Contact	Reading	Talking	Vshort	Short	Medium	Long	Vlong	Distant	Vdistant
Range	0	R	T	1	2	3	4	5	6	7
Distance				5 m	50 m	150 m	500 m	1000 m	5 km	50 km

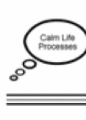
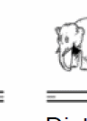
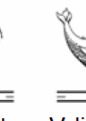
HEARING BENCHMARKS

										
	Contact	Reading	Talking	Vshort	Short	Medium	Long	Vlong	Distant	Vdistant
Range	0	R	T	1	2	3	4	5	6	7
Distance				5 m	50 m	150 m	500 m	1000 m	5 km	50 km

AWARENESS BENCHMARKS

Mass										
Electric										
Magnetic										
	Contact	Reading	Talking	Vshort	Short	Medium	Long	Vlong	Distant	Vdistant
Range	0	R	T	1	2	3	4	5	6	7
Distance				5 m	50 m	150 m	500 m	1000 m	5 km	50 km

PERCEPTION BENCHMARKS

Thought										
Life										
	Contact	Reading	Talking	Vshort	Short	Medium	Long	Vlong	Distant	Vdistant
Range	0	R	T	1	2	3	4	5	6	7
Distance				5 m	50 m	150 m	500 m	1000 m	5 km	50 km

Characteristis

Characteristic		Use			
C1	Strength	Str			
	Dexterity	Dex	Half-Agility	Half-Grace	
C2	Agility	Agl	Half-Dexterity		Half-Grace
	Grace	Gra	Half-Dexterity	Half-Agility	
C3	Endurance	End		Half-Stamina	Half-Vigor
	Stamina	Sta	Half-Endurance		Half-Vigor
	Vigor	Vig	Half-Endurance	Half-Stamina	
C4	Intelligence	Int			
C5	Education	Edu		Half-Training	Instinct = 4
	Training	Tra	Half-Education		Instinct = 4
	Instinct	Ins	Education = 4	Training = 4	
C6	Social Standing	Soc		Charisma	Caste = 4
	Charisma	Cha	Half-Social		Caste = 4
	Caste	Cas	Social = 4	Charisma = 4	

Task Difficulties

Difficulty		Roll
Easy	EAS	1D
Average	AVE	2D
Difficult	DIF	3D
Formidable	FOR	4D
Staggering	STA	5D
Hopeless	HOP	6D
Impossible	IMP	7D
Beyond Impossible	BEY	8D

Random Characteristic

1D	C-Code	1-2	3-4	5-6
0	CP	Psi	Psi	Psi
1	C1	Str	Str	Str
2	C2	Agl	Dex	Gra
3	C3	Sta	End	Vig
4	C4	Int	Int	Int
5	C5	Tra	Edu	Ins
6	C6	Cha	Soc	Cas
7	CS	San	San	San

Difficulty Benchmarks

Level	C+S	EAS	AVE	DIF	FOR	STA	HOP
Unskilled	7+0=7	X	58%	16%	3%	<1%	<1%
Novice	7+1=8	X	72%	26%	5%	<1%	<1%
Competant	7+4=11	X	97%	63%	24%	6%	<1%
Experienced	7+6=13	X	X	84%	44%	15%	4%
Master	7+11=18	X	X	X	90%	60%	28%

Electromagnetic Colours

V	Vharduv	Very hard ultraviolet
H	Harduv	Hard ultraviolet
D	Darkuv	Dark ultraviolet
U	Uv	Ultraviolet
S	Sparkle	Near ultraviolet
P	Purple	Human visible violet
B	Blue	Human visible blue
G	Green	Human visible green
R	Red	Human visible red
C	Cerise	Human visible cerise
A	Aglow	Edge of infrared
N	Nearir	Near infrared
I	Ir	Infrared
F	Farir	Far infrared
X	Xir	Extreme infrared
Z	Zir	Beyond extreme infrared

Special 'Colours'

L	Lek	Electrical fields
M	Mag	Magnetic fields

True Age

Flux	Curr.	Ant.	Artifact	Surp.	Exp.
-5	50	400	RR+1000	100	20
-4	35	300	1300	90	10
-3	25	250	1200	80	9
-2	21	210	1100	70	8
-1	18	180	1000	60	7
0	15	150	900	50	6
+1	12	120	800	40	5
+2	9	100	700	30	4
+3	6	80	600	20	3
+4	3	60	500	10	2
+5	new	50	400	new	1

Die Roll

Assets (Target Number)

nD

<

(

•

)

+

+

+

Purpose

<=

Strategy

Tactic

Laws

Mod 1

Mod 2

The tactics table indicates either a multiplier or an addition, or not allowed for that strategy. Blank means no effect either way (treat as x1 or +0).

Purpose	Strategy	The 'Five Laws'				
		Similarity	Superiority	Inferiority	Comfort	Violence
1D Carousing	Casual = 1 Enjoyment = 2 Discussion = 3 Active Listen = 4 Appeal To = 5	+1			+2	
2D Query	Enjoyment = 1 Discussion = 2 Active Listen = 3 Appeal To = 4 Force of Will = 5	+1	+1	+1	+1	+1
3D Persuade	Discussion = 1 Active Listen = 2 Appeal To = 3 Force of Will = 4 Charming = 5	+1	+2	+2 (*)	+1	+2
4D Command	Active Listen = 1 Appeal To = 2 Force of Will = 3 Charming = 4 Angry = 5		+3			+3

A successful Carouse check confirms a +1 Camaraderie to that relationship (max = +6) which can be used on a later Query or Persuade check.

* = Only if strategy is Begging, Flattery, or Politeness.

Any failure stops the interaction (but Please Reconsider may be possible).

Referee makes die roll and keeps the actual result secret ... revealing it through role play.

Tactics (blank = x1)

Strategy	Int	Ene	Log	Aut	Mor	Cul	Emo	Ind	Pay	Beg	Pol	Fla	Ref	Fam	Ins	Pai
Casual	x3	x2							no	no		x2	x2	x2	no	-8
Enjoyment										no		x2	x2	x2	no	-6
Discussion			x2	x2	x2	x2	x2						x2	x2	no	-6
Active Listen																-6
Appeal To			x2		x2	x2	x2		x2	x2	x2	x2				+4
Force of Will			x2	x2	x2	x2	x2			no					x2	+6
Charming		x3		x2	x2	x2	x2	x2		x2		x2	x2			-4
Angry		x3	x2	x2	x2	x2	x2	x2							x2	+6

Purposes

Carouse [Let's Have A Good Time!]. The participants interact socially, getting to know each other better. Neither asks anything of the other. Each success in Carousing increases Camaraderie +1.

Query [Tell Me About X]. Query is information gathering. Query is devoted to obtaining information or the performance of discretionary duties. Information may be a goal in itself, or it may be helpful in understanding the Target.

Persuade [I Request You Do X]. Persuade is a convincing activity. Its goal is to make the object decide to do something (or to decide to not do something). Persuade is devoted to obtaining decisions which the Target is free to make.

Command [I Require You Do X]. Command is order-giving. Its goal is a specific action (or inaction) by the Target. It depends on external social structures or social dominance to bring about obedience. Individuals may be persuaded to do things, but they rarely obey commands without a social structure to back them up. Authority figures (for example, police officers) and organizational superiors (for example, higher rank in a company or military unit) can give commands.

Tactics

Common Interests [We Share The Same Interests]. The participants have knowledge of the same subjects.

Common Enemies [We Share The Same Adversaries]. The participants are opposed by the same adversaries.

Logic [Logic Requires You Do X]. Actor indicates that Logic supports compliance.

Authority [My Authority Requires That You Do X]. The Actor is empowered by an outside source to expect assistance.

Morality [Morality Requires You Do X]. Actor indicates that the Target's Morality supports compliance.

Culture [Culture Requires You Do X]. Actor indicates that the Target's culture support compliance.

Emotion [Emotion And Sympathy Require You Do X]. Actor supports the Strategy in emotional terms.

Debt [You Owe Me]. Actor indicates compliance will cancel a debt between Target and Actor.

Payment [I Will Give You Money]. Actor offers money in return for compliance.

Begging [Charity Requires That You Do X]. Actor assumes an inferior position by requesting assistance.

Politeness [I Include Appropriate Courtesy]. Actor uses of courtesy to supplement Strategy.

Flattery [I Tell You Positive Compliments]. Actor uses of flattery to supplement Strategy.

Referral [I Am Vouched For By Another]. A third party has provided details about Actor's character.

Familiarity [I Am Known To You]. Actor is a friend or acquaintance of Target.

Insult [I Reinforce My Appeal With Dominating Negative Words]. The use of insults punctuates the appeal.

Pain [I Will Hurt You If You Do Not Do X]. Actor indicates he will provide negative consequences.

Strategies

Casual [Our Interaction Has No Long-Term Effects]. The encounter is unstructured and unconcerned with ultimate goals.

Enjoyment [Let's Enjoy Ourselves]. The encounter is based on recreation and the pleasure of personal interaction.

Discussion [Let's Exchange Information]. The encounter is focused on conversation about some topic of mutual interest.

Active listening [I Enjoy Listening To You]. The Actor listens and encourages participation by the Target.

Appeals To [Do X Because of Y]. The Actor focuses on a tactic to focus the interaction.

Force-of-Will [Do X Because Of My Strength]. The Actor strongly presents information based on Tactic.

Charming [My Positive Emotions Influence You]. The Actor presents positive social cues in the conversation.

Angry [My Negative Emotions Influence You]. The Actor dominates the conversation with negative social cues.

Mods

Strategies. After the first use of a Strategy, Mod -1 per use of a Strategy (Required).

Tactics. After the first use of a Tactic, Mod -1 per use of a Tactic (Required).

Urgent. If there is a time constraint, try a Purpose only once with Mod +2.

Deliberate. Carefully planned Query or Persuasion allows using a Third Tactic.

(Threat of) violence. Use of Fighting as a Mod makes a Personal violent. If a violent Personal fails, the Personal becomes a Fight.

Bluff. Use Flux as Mod at the last minute (can be used once in the conversation).

Brazen. Mod +3 in Query or Persuade.

Please Reconsider. A Failure can be rerolled as Please Reconsider IF Begging/Politeness/Flattery are possible for the Strategy. For the remainder of the Interaction, only Inferior Mods can be used.

The Five Laws

Similarity. Similar people cooperate.

Superiority. Superiors command.

Inferiority. Inferiors use politeness, flattery, and begging.

Comfort. Comfort helps cooperation.

Violence. Force and threats of force compel obedience.
