

Referee's Screens

*TRAVELLER*⁵

*Science-Fiction Adventures
In the Far Future*

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

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

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

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

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

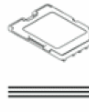
VISION BENCHMARKS

	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

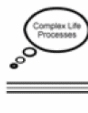
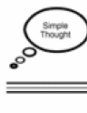
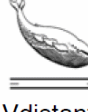
HEARING BENCHMARKS

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

PERCEPTION BENCHMARKS

Thought										
Life										
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

Type

Smell

0

Odorless

1

Slight

2

Aromatic

3

Strong

4

Intense

5

Over-whelming

Variants

H

Harmful

E

Exotic

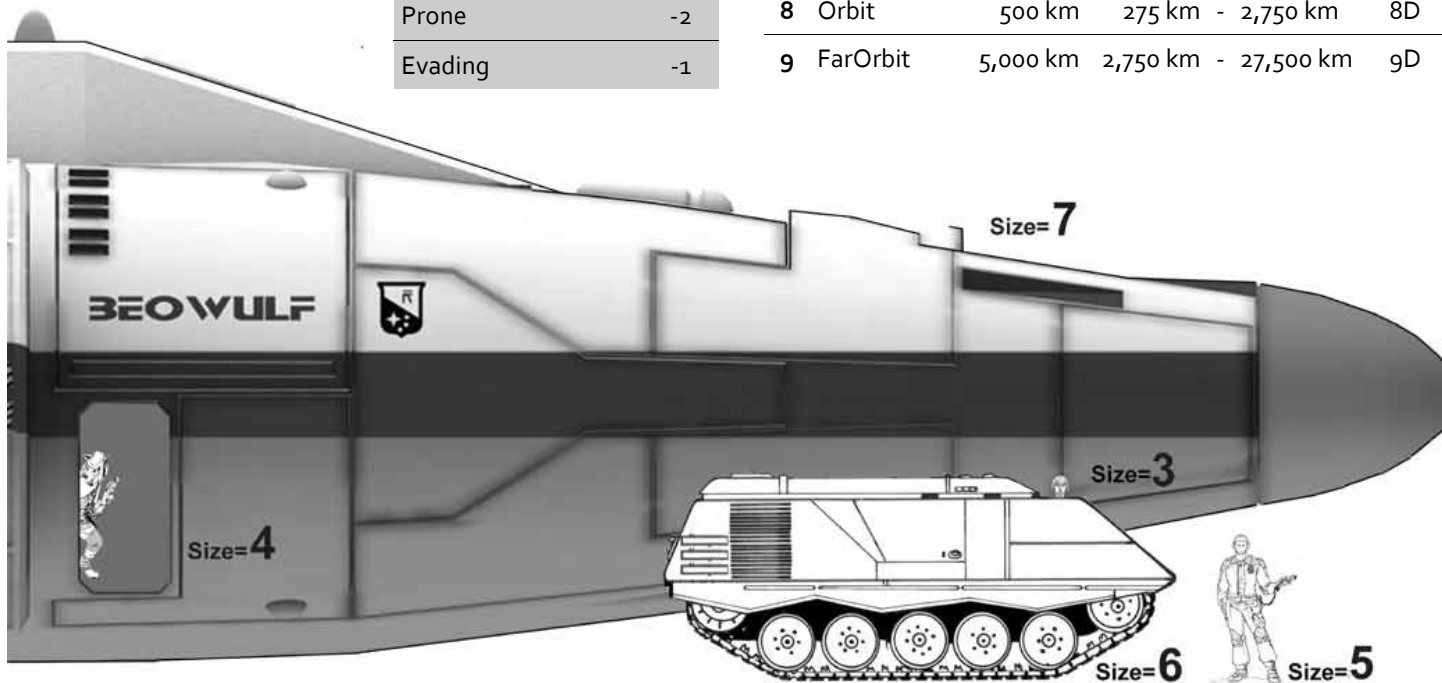
2D	Human	Anatomical	Biological	Vehicle	Hvy Weapon	Armour
2	Head	Head	Brain	Comms	Controls	Controls
3	Head	Head	Senses	Cargo	Mount	Interior
4	L Arm	LG-1	Circulation	Sensors	Sights	Visor
5	R Arm	LG-2	Skeleton	Protections	Shields	Protections
6	Torso	Torso	Respiration	Life Support	Stocks	Life Support
7	Torso	Torso	Skin	Locomotion	Barrel	Locomotion
8	Torso	Torso	Digestion	Power Source	Power	Power
9	L Leg	LG-3	Elimination	Body Panels	Frame	Torso
10	R Leg	LG-4	Muscle	Weaponry	Ammunition	Manipulators
11	Graze	Tail	Skin	Navigation	Mechanism	Navigation
12	Graze	Tai;	Skin	Computer	Computer	Computer

Mod	Person	Vehicle	kph
o	Still	Stopped	o
-1	Walk	Creep	10
-2	Run	Crawl	20
-3	Sprint	Xslow	30
-4	Charge	Vslow	50
-5	Fast	Slow	100
-6	Vfast	Standard	300

Band	Average	Range	Diff	
o	Contact	o m	o 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

Size	Mod
Crouching	-1
Prone	-2
Evading	-1

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



RANGED ATTACK

Die Roll

Assets (Target Number)

$$nD \leq \boxed{} + \boxed{} + \boxed{}$$

Range

Attacker's
C+S+K

Defender's
S-R

Mod

IMPACT ATTACK

Die Roll

Assets (Target Number)

$$2D \leq \boxed{} - \boxed{}$$

Defender's
C2

Speed

MELEE ATTACK

Die Roll

Assets (Target Number)

$$2D \leq \boxed{} - \boxed{} + \boxed{}$$

Attacker's
C+S+K

Defender's
C+S+K

Mod

Status of Target	Mod
Forewarned	+3
Prepared	+2
Alert	+1
Standard Fighting	0
Inattentive	-1
Unaware	-2
Oblivious	-3

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	-

Target Cover	Mod
Protected (cannot attack)	-6
Protected (cannot attack)	-5
Protected (cannot attack)	-4
Behind cover	-3
Partially covered	-2
Somewhat covered	-1
Unprotected	0

Target Concealment	Mod
Completely hidden	-6
Hidden	-5
Somewhat hidden	-4
Obscured	-3
Camouflaged	-2
Obscured	-1
Visible	0

Attack Type	Stand	Walk	Run	# Shots
Aimed Fire (Cautious)	-1D	0	(no)	1
Standard	0	+1D	+2D	2
Snap Fire (Hasty)	+1D	+2D	+3D	3

Damage Select	Point	Area	Spray	Senses
Single	1X	1X	1X	1X
Burst	2X	2X	1X	1X
Auto	3X	1X	1X	1X

Effect	Type	Protection									Being Damage	Object Damage	Hit Type			
		Ar	Ca	Fl	Ra	So	Ps	In	Se	KD			Point	Area	Spray	Sen
Corrode	Hit	▲									Hits to C1 C2 C3	Yes			✓	
Bullet	Hit	▲								KD	Hits to C1 C2 C3	Yes	✓			
Slash	Cut	▲									Hits to C1 C2 C3 /rnd	Yes	✓			
Blast/Blow	Hit	▲								KD	Hits to C1 C2 C3	Yes	✓			
EMP	Fry		□								Ablind for 1D rnds	Electronic = Fry		✓		
Frag	Hit	▲								KD	Hits to C1 C2 C3	Yes	✓			
Gas	Suff								□		Hits to C3 c4 c5			✓	✓	
Hot	Heat							□			Hits to C1 C2 C3 c4 c5	Inop = Heat		✓		
Infection	Hit								▲		Hits to C1 C2 C3		✓			
Psi	Stun						□				Uncons for 1D rnds			✓		
Burn	Hit	▲									Hits to C1 C2 C3	Yes			✓	
Electric	Hit							▲			Hits to C1 C2 C3	Yes	✓			
Magnetic	Stun										Uncons for 1D rnds	Magnetic = Stun		✓		
Bang	Deaf					△					Deaf for 1D rnds					✓
Stench	Stun								△		Uncons for 1D rnds				✓	✓
Pain	Stun	△							△		Uncons for 1D rnds		✓			
Cold	Freeze							□			Hits to C1 C2 C3 c4 c5	Inop = Freeze		✓		
Rad	Hit				□						Hits to C1 C2 C3	Yes		✓		
Sound	Stun					□					Uncons for 1D rnds			✓		
Poison	Hit								▲		Hits to C1 C2 C3		✓			
Flash	Blind			△							Blind for 1D rnds					✓
Vacc	Suff								□		Hits to C3 c4 c5			✓		
Wound	Hit	▲									Hits to C1 C2 C3		✓			
Pen	Hit	▲								KD	Hits to C1 C2 C3	Yes	✓			
Grav	Hit										Hits to C1 C2 C3	Gravetic = Hits		✓		
Tranq	Stun	△							△		Uncons for 1D rnds		✓			

▲△□ = Attack may be stopped by this Protection

▲ = Hit Effect

△ = Other than Hit Effect

□ = Area Effect (attacks all targets in range band)

'Blast' hit effect double verses armour for KD but not for damage.

'Pen' hit effect double verses armour for penetration but not for damage.

KD: If Hits > (Ar / 2) and Hits > Target's C2 ... target knocked down. (Stun = 1D-2 rounds)

Mod 2

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