

Referee's Screens

*TRAVELLER*⁵

*Science-Fiction Adventures
In the Far Future*

Characteristics

C1	Strength	Str				
C2	Dexterity	Dex	Agl = Dex / 2		Gra = Dex / 2	
	Agility	Agl	Dex = Agl / 2		Gra = Agl / 2	
	Grace	Gra	Dex = Gra / 2		Agl = Gra / 2	
C3	Endurance	End	Sta = End / 2		Vig = End / 2	
	Stamina	Sta	End = Sta / 2		Vig = Sta / 2	
	Vigor	Vig	End = Vig / 2		Sta = Vig / 2	
C4	Intelligence	Int				
C5	Education	Edu	Tra = Edu / 2		Ins = 4	
	Training	Tra	Edu = Tra / 2		Ins = 4	
	Instinct	Ins	Edu = 4		Tra = 4	
C6	Social Standing	Soc	Cha = Soc		Cas = 4	
	Charisma	Cha	Soc = Cha / 2		Cas = 4	
	Caste	Cas	Soc = 4		Cha = 4	
CS	Sanity	San				
CP	Psionics	Psi				

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

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

Quick Personals

Target = 2D	Similar	Super	Inferior	Comfort	Violence
Carouse (1D)	+1			+2	
Query (2D)	+1	+1	+1	+1	+1
Persuade (3D)	+1	+2	+2	+1	+2
Command (4D)		+3			+3

Scene = Flux + Mods

-5	Caught Unaware
-4	Ambushed
-3	Very Surprised
-2	Surprised
-1	Unexpected
0	Aware
+1	Predicted
+2	Anticipated
+3	Forewarned
+4	Prepared
+5	Completely Prepared

Mods:

Crew Comfort
or
Ship Ergonomics
or
Device qrEbs

Mass per dton

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

1 dton = ...

13.5 cubic meters
500 cubic feet
2 deck plan squares

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	# 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

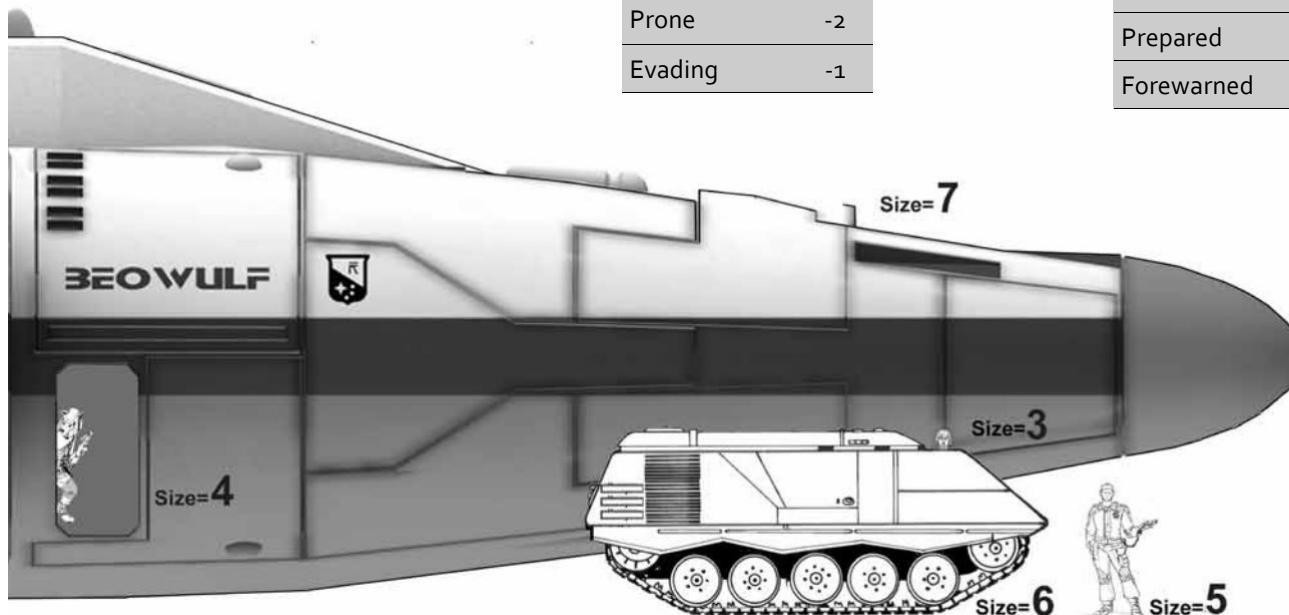
Status of Target	Mod
Oblivious	+3
Unaware	+2
Inattentive	+1
Standard Fighting	0
Alert	-1
Prepared	-2
Forewarned	-3

Target	Size
Crouching	-1
Prone	-2
Evading	-1

kph	Person	Vehicle	Mod
0	Still	Stopped	0
10	Walk	Creep	-1
20	Run	Crawl	-2
30	Sprint	Xslow	-3
50	Charge	Vslow	-4
100	Fast	Slow	-5
300	Vfast	Standard	-6

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

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



RANGED ATTACK

Die Roll

Assets (Target Number)

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

Range

Attacker's
C+S+K

Defender's
S-R

Mod

MELEE ATTACK

Opposed

Die Roll

Assets (Target Number)

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

or 3D if
fatigued

Attacker's
C+S+K

Mod

IMPACT ATTACK

Die Roll

Assets (Target Number)

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

Defender's
C2

Speed

TIH Rule:

If (S+K) + JOT < Task difficulty, add an extra die

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	Tail	Skin	Computer	Computer	Computer

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	Fwd Observer	-
Fires Bullets (and not otherwise assigned)	Dex	Fighter	Slug Thrower
Hand Thrown Explosives	Str	Athlete or Explosive	-

Effect	Type	Protection								Person Damage	Object Damage	Hit Type			
		Ar	Ca	Fl	Ra	So	Ps	In	Se			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 per 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)

