

Traveller Dossier

S U M M A R Y

--	--

CHARACTER NOTES / AUGMENTS

SESSION NOTES

PLAYER REFERENCE

SKILLS LIST				SKILL CHECKS																																															
<ul style="list-style-type: none"> - Admin - Advocate - Animals: -- Handling -- Vet -- Training - Art -- Performer -- Holography -- Instrument -- Visual Media -- Write - Astrogation - Athletics -- Dexterity -- Endurance -- Strength - Broker - Carouse - Deception - Diplomat 	<ul style="list-style-type: none"> - Drive -- Hovercraft -- Mole -- Tracked -- Walker -- Wheel - Electronics -- Comms -- Computers -- Remote Ops -- Sensors - Engineer -- M-Drive -- J-Drive -- Life Support -- Power - Explosives - Flyer -- Airship -- Grav -- Rotor -- Wing 	<ul style="list-style-type: none"> - Gambler - Gunner -- Turret -- Ortilery -- Screen -- Capital - Gun Combat -- Slug -- Energy -- Archaic - Heavy Weapon -- Artillery -- Man Portable -- Vehicle - Investigate - Jack of Trades - Language* - Leadership - Mechanic - Medic - Melee -- Unarmed 	<ul style="list-style-type: none"> -- Blade -- Bludgeon -- Natural - Navigation - Persuade - Pilot -- Small Craft -- Spacecraft -- Capital - Profession* - Recon - Science* - Seafarer* - Stealth - Steward - Streetwise - Survival - Tactics -- Military -- Naval - Vacc Suit 	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: black; color: white;"> <th colspan="2" style="text-align: center;">Task Difficulty</th> <th colspan="2" style="text-align: center;">Effect</th> </tr> <tr style="background-color: #f2f2f2;"> <th style="text-align: center;">Difficulty</th> <th style="text-align: center;">Roll</th> <th style="text-align: center;">Roll</th> <th style="text-align: center;">Effect</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Simple</td> <td style="text-align: center;">2+</td> <td style="text-align: center;">-6</td> <td style="text-align: center;">Exceptional Failure</td> </tr> <tr> <td style="text-align: center;">Easy</td> <td style="text-align: center;">4+</td> <td style="text-align: center;">-2 to -5</td> <td style="text-align: center;">Average Failure</td> </tr> <tr> <td style="text-align: center;">Routine</td> <td style="text-align: center;">6+</td> <td style="text-align: center;">-1</td> <td style="text-align: center;">Marginal Failure</td> </tr> <tr> <td style="text-align: center;">Average</td> <td style="text-align: center;">8+</td> <td style="text-align: center;">0</td> <td style="text-align: center;">Marginal Success</td> </tr> <tr> <td style="text-align: center;">Difficult</td> <td style="text-align: center;">10+</td> <td style="text-align: center;">1 to 5</td> <td style="text-align: center;">Average Success</td> </tr> <tr> <td style="text-align: center;">Very Difficult</td> <td style="text-align: center;">12+</td> <td style="text-align: center;">6+</td> <td style="text-align: center;">Exceptional Success</td> </tr> <tr> <td style="text-align: center;">Formidable</td> <td style="text-align: center;">14+</td> <td></td> <td></td> </tr> </tbody> </table>	Task Difficulty		Effect		Difficulty	Roll	Roll	Effect	Simple	2+	-6	Exceptional Failure	Easy	4+	-2 to -5	Average Failure	Routine	6+	-1	Marginal Failure	Average	8+	0	Marginal Success	Difficult	10+	1 to 5	Average Success	Very Difficult	12+	6+	Exceptional Success	Formidable	14+			<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: black; color: white;"> <th colspan="2" style="text-align: center;">COMBAT</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Initiative</td> <td style="text-align: center;">2d6 + DEX or INT DM</td> </tr> <tr> <td style="text-align: center;">Tactics</td> <td style="text-align: center;">Effect added to Initiative role for group</td> </tr> <tr> <td style="text-align: center;">Leadership</td> <td style="text-align: center;">Effect dictates # of Boon dice available for others</td> </tr> <tr> <td style="text-align: center;">Action Summary</td> <td style="text-align: center;">1 Significant + 1 Minor OR 3 Minor actions</td> </tr> </tbody> </table>	COMBAT		Initiative	2d6 + DEX or INT DM	Tactics	Effect added to Initiative role for group	Leadership	Effect dictates # of Boon dice available for others	Action Summary	1 Significant + 1 Minor OR 3 Minor actions
Task Difficulty		Effect																																																	
Difficulty	Roll	Roll	Effect																																																
Simple	2+	-6	Exceptional Failure																																																
Easy	4+	-2 to -5	Average Failure																																																
Routine	6+	-1	Marginal Failure																																																
Average	8+	0	Marginal Success																																																
Difficult	10+	1 to 5	Average Success																																																
Very Difficult	12+	6+	Exceptional Success																																																
Formidable	14+																																																		
COMBAT																																																			
Initiative	2d6 + DEX or INT DM																																																		
Tactics	Effect added to Initiative role for group																																																		
Leadership	Effect dictates # of Boon dice available for others																																																		
Action Summary	1 Significant + 1 Minor OR 3 Minor actions																																																		
* See Core Rulebook for list of Specialties for these skills																																																			

CAREER HISTORY

T	Service	Events	Notes
1			
2			
3			
4			
5			
6			
7			
8			

When		Who	Where	Notes

TRAINING										FINANCES	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Credits	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pension	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Debt	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ship Mortgage	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other Income	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

NOTES