



TRAVELLER

Character Sheet

1. Date of Preparation	2. Campaign	
3. Player Name		

4. Character Name	5. Rank	6. Noble Title
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<p>7. UPP</p> <p>Wounded: [][][][][]</p> <p><i>Str Dex End Int Edu Soc</i></p> <p>Original: [][][][][][][]</p> <p>Modified: [][][][] []</p>	8. Homeworld and Location	8a. UWP [][][][][][][] - []																																																	
<p>8b. Homeworld Summary</p> <table style="width:100%"> <tr> <td>Starport</td> <td>Size</td> <td>Atmosphere</td> <td>Hydrosphere</td> <td>Population</td> <td>Law Level</td> <td>Tech Level</td> </tr> <tr> <td><input type="checkbox"/> A</td> <td><input type="checkbox"/> Asteroid</td> <td><input type="checkbox"/> Vacuum</td> <td><input type="checkbox"/> Desert World</td> <td><input type="checkbox"/> Low</td> <td><input type="checkbox"/> No Law</td> <td><input type="checkbox"/> Pre-Industrial</td> </tr> <tr> <td><input type="checkbox"/> B</td> <td><input type="checkbox"/> Small</td> <td><input type="checkbox"/> Thin</td> <td><input type="checkbox"/> Dry</td> <td><input type="checkbox"/> Moderate</td> <td><input type="checkbox"/> Low</td> <td><input type="checkbox"/> Industrial</td> </tr> <tr> <td><input type="checkbox"/> C/F</td> <td><input type="checkbox"/> Medium</td> <td><input type="checkbox"/> Standard</td> <td><input type="checkbox"/> Wet</td> <td><input type="checkbox"/> High</td> <td><input type="checkbox"/> Moderate</td> <td><input type="checkbox"/> Pre-Stellar</td> </tr> <tr> <td><input type="checkbox"/> D/G</td> <td><input type="checkbox"/> Large</td> <td><input type="checkbox"/> Dense</td> <td><input type="checkbox"/> Water World</td> <td><input type="checkbox"/> Extreme</td> <td><input type="checkbox"/> High</td> <td><input type="checkbox"/> Early Stellar</td> </tr> <tr> <td><input type="checkbox"/> E/H</td> <td></td> <td><input type="checkbox"/> Exotic</td> <td><input type="checkbox"/> Exotic</td> <td></td> <td><input type="checkbox"/> Extreme</td> <td><input type="checkbox"/> Average Stellar</td> </tr> <tr> <td><input type="checkbox"/> X/Y</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td><input type="checkbox"/> High Stellar</td> </tr> </table>			Starport	Size	Atmosphere	Hydrosphere	Population	Law Level	Tech Level	<input type="checkbox"/> A	<input type="checkbox"/> Asteroid	<input type="checkbox"/> Vacuum	<input type="checkbox"/> Desert World	<input type="checkbox"/> Low	<input type="checkbox"/> No Law	<input type="checkbox"/> Pre-Industrial	<input type="checkbox"/> B	<input type="checkbox"/> Small	<input type="checkbox"/> Thin	<input type="checkbox"/> Dry	<input type="checkbox"/> Moderate	<input type="checkbox"/> Low	<input type="checkbox"/> Industrial	<input type="checkbox"/> C/F	<input type="checkbox"/> Medium	<input type="checkbox"/> Standard	<input type="checkbox"/> Wet	<input type="checkbox"/> High	<input type="checkbox"/> Moderate	<input type="checkbox"/> Pre-Stellar	<input type="checkbox"/> D/G	<input type="checkbox"/> Large	<input type="checkbox"/> Dense	<input type="checkbox"/> Water World	<input type="checkbox"/> Extreme	<input type="checkbox"/> High	<input type="checkbox"/> Early Stellar	<input type="checkbox"/> E/H		<input type="checkbox"/> Exotic	<input type="checkbox"/> Exotic		<input type="checkbox"/> Extreme	<input type="checkbox"/> Average Stellar	<input type="checkbox"/> X/Y						<input type="checkbox"/> High Stellar
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9. Hits /	10. Armor Value () []	11. Armor Description
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CAREER HISTORY

12. Career		13. Branch	14. Terms
15. Final Rank/Position	16. Retired? <input type="checkbox"/> Yes <input type="checkbox"/> No	17. Retirement Pay	18. Name and Location of Discharge World
			19. TAS Member? <input type="checkbox"/> Yes <input type="checkbox"/> No

20. Awards and Decorations	21. Special Assignments

SKILLS AND PSIONICS

22. Sum of Int + Edu	23. Date of Psionics Test	24. Psi Strength	25. Trained? <input type="checkbox"/> Yes <input type="checkbox"/> No	26. Date Training Completed
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<i>Skill and Level</i>	<i>APs</i>	<i>Date</i>	<i>Skill and Level</i>	<i>APs</i>	<i>Date</i>

DESCRIPTION		4. Character Name				22. Character Portrait					
		23. Species		24. Birthdate	25. Apparent Age			26. Actual Age			
27. Sex	28. Height	29. Height	30. Mass	31. Hair	32. Eyes						
33. Appearance											
34. Personality											
35. Background and Personal History											
POSSESSIONS		36. Cash on Person			37. Cash Balance		38. Monthly Upkeep				
		<i>Weapons</i>	<i>Ammo</i>	<i>Rounds</i>	<i>Penetration</i>	<i>(Block)</i>	<i>Damage</i>	<i>Max Range</i>	<i>Autofire</i>	<i>Danger Sp</i>	<i>Sign</i>
<input style="width:100%; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	/	<input style="width:20px; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	<input style="width:50px; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	<input style="width:50px; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	<input style="width:20px; height:20px;" type="text"/>	<input style="width:50px; height:20px;" type="text"/>
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39. Other Possessions											
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39. Other Possessions											
39. Other Possessions											
40. Notes											
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