Traveller

Name

Homeworld

Career **Rank** **Terms** **Age**

Armor **Cr**

STR	DEX	END	INT	EDU	SOC

STR	DEX	END

Temporary Status

1 characteristic @ 0 = **unconscious**.

2 @ 0 = **seriously wounded**.

3 @ 0 = **dead.**

Skills

Gear

Weapons	UPP		Range					Armor							Wds
	Req	Adv	C	S	M	L	VL	N	J	M	Cl	R	A	C	Wds

UPP *Required or Advanced Str/Dex* **Ranges** *Close, Short, Medium, Long, Very Long* **Armor** *None, Jack, Mesh, Cloth, Reflec, Ablat, Combat Armor* **Wounds**

Notes

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