

# Traveller Character Sheet

## Basics

<b>Name:</b>	Col Felix Wankel Nevada		
<b>Rads:</b>		<b>Age:</b>	34
<b>Species:</b>	Human		
<b>Species Traits:</b>			
<b>Homeworld:</b>			

## Characteristics

<b>12</b>	Dm: +2	<b>12</b>	Dm: +2	<b>12</b>	Dm: +2
<b>Strength</b>		<b>Dexterity</b>		<b>Endurance</b>	
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<b>13</b>	Dm: +2	<b>7</b>	Dm: +0	<b>12</b>	Dm: +2
<b>Intelligence</b>		<b>Education</b>		<b>Social</b>	

<b>PSI:</b>		<b>DM:</b>	
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## Armour

Type	RAD	Armour	Kg	Options
Boarding Vacc Suit	75	+13	12	TL12

## Skills

Skill	Specialty	Level
Admin		0
Advocate		
Animals		
Animals		
Animals		
Athletics	Str	0
Athletics	Dex	0
Athletics	End	0
Art		
Art		
Art		
Astrogation		
Broker		
Carouse		
Deception		1
Diplomat		
Drive		0
Drive	Tracked	0
Drive	Wheeled	0
Electronics	Remote Ops	0
Electronics	Comms	0
Electronics	Computer	1
Electronics	Sensor	0
Engineer		
Engineer	M-Drive	
Engineer	J-Prive	

Engineer	Power	Level
Explosives		
Flyer		0
Flyer	Grav	0
Flyer	Rotor	0
Flyer	Wing	0
Gambler		
Gunner		
Gunner	Turret	
Gunner	Screen	
Gun Combat		
Gun Combat	Archaic	0
Gun Combat	Energy	1
Gun Combat	Slug	2
Heavy Weapons		
Heavy Weapons	Man-Portable	1
Heavy Weapons	Vehicle	0
Investigate		
Jack of All Trades		
Language		
Language		
Language		
Leadership		2
Mechanic		
Medic		1
Melee		
Melee	Blade	1

Melee	Unarmed	0
Melee	Bludgeon	0
Navigation		
Persuade		
Pilot		
Pilot	Small Craft	0
Pilot	Spacecraft	2
Pilot	Capital	0
Profession		
Profession		
Profession		
Recon		1
Science		
Science		
Science		
Seafarer		
Seafarer		
Stealth		1
Steward		
Streetwise		1
Survival		1
Tactics		
Tactics	Military	1
Tactics	Naval	0
Vacc Suit		1

## Weapons

Weapon	TL	Range	Damage	Kg	Mag	Traits etc
Gauss Rifle	12	600m	4D	4	80	AP 5 Auto 3 Scope
Gauss Sniper Rifle	12	1000m	5D	4	12	AP 6 Scope
Gauss Pistol	13	20m	3D	1	40	AP 3 Auto2
RAM Launcher	8	250m	Grenade	2	6	Auto 3 Bulky
Laser Sniper Rifle	12	600m	6D+3	6	6	Scope, Zero-G

## Augments

Type	TL	Improvement

## Equipment

Item	Item
All Weapons above	Mobile Comms, TL 10
AP Gauss Mags (Pistol) AP 6	Civilian cloths
APDS Gauss Mags (Rifle) AP 20	Military Uniform
APDS Gauss Mags (Sniper Rifle) AP 24	
HEAP RAM Grenades	
Normal Gauss Mags	
Laser Sniper Rifle, power packs	
Cutlass	
PRIS Binoculars	
Radio Transceiver, TL 12 (Computer/0) 5000km	
Portable Computer/3 (comms, AI Interface) Agent 1, Decryptor 1, intrusion 1, Translator 1, Security 2,	<b>Total:</b>

## Allies, contacts, enemies, rivals

1 enemy, 2 Allies

## Notes

Marine Academy, 4 terms Marine/Star Marine

Rank O5 Colonel

TAS Membership

Boarding Vacc Suit - Computer /2, Binoculars, Eye Protection, Geiger Counter, IR Goggles, Light Intensifier Goggles,  
Radio Transceiver, Scope

Cash 8100