

Traveller Character Sheet

Basics

Name:	Merrick Sturnn
Rads:	Age: 35
Species:	Human
Species Traits:	
Homeworld:	

Characteristics

12	Dm: +2	12	Dm: +2	7	Dm: +0
Strength		Dexterity		Endurance	
OOOOO OOOOO OO		OOOOO OOOOO OO		OOOOO OO	

11	Dm: +1	6	Dm: +0	8	Dm: +0
Intelligence		Education		Social	

PSI:		DM:	
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Armour

Type	RAD	Armour	Kg	Options
Combat	145	+17	16	Chaem, LI, Geig, ExTLs, Grav assist

Skills

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

Engineer	Power	0
Explosives		
Flyer	Ornithopter	1
Flyer	Grav	2
Flyer	Rotor	0
Flyer	Wing	0
Gambler		3
Gunner		
Gunner	Turret	
Gunner	Screen	
Gun Combat		
Gun Combat	Archaic	0
Gun Combat	Energy	0
Gun Combat	Slug	2
Heavy Weapons		
Heavy Weapons	Man-Portable	
Heavy Weapons	Vehicle	
Investigate		1
Jack of All Trades		
Language		
Language		
Language		
Leadership		1
Mechanic		
Medic		1
Melee		
Melee	Blade	1

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

Weapons

Weapon	TL	Range	Damage	Kg	Mag	Traits etc
ACR	10	450	3D	3	40	Auto3 Scope
Autopistol	6	10	3D-3	1	15	
Stun Stick	8	Melee	2D	1	-	Stun
Blade	2	Melee	2D	2		

Augments

Type	TL	Improvement

Equipment

Item	Item
	Cr 12,830
	Total:

Allies, contacts, enemies, rivals

Captain Gary Stobart

Notes

Imperial Navy/Crew-Line E9 Master CPO

Add 6 skill points where desired

Homeworld Kropotkin/Ultima/Solomani Rim

Life Events:

Term 1 In your wilder youth after flunking Naval Academy, you discovered a flair for gambling and ran several games before being busted.

Term 2 Your CO noticed you needed a little mentoring, and arranged for you to be posted to Engineering School

Term 3 Recruiting duty suited you

You received advanced training

As a crewman in the Imperial Navy, you had a rocky start as a gambler and two-fisted brawler, until your CO stepped in and helped you straighten out. You retain the skills!

You mustered out owning a licensed weapon in which you have skill.