

NAME: Aren Veight

RADS: -

AGE: 34

SPECIES: Human

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Vacc Suit (TL12)	90	10	8	-

### CHARACTERISTICS

5 DM -1      8 DM +0      12 DM +2

STRENGTH      DEXTERITY      ENDURANCE

8 DM +0      9 DM +1      5 DM -1

INTELLECT      EDUCATION      SOCIAL

PSI: \_\_\_\_\_



### FINANCES

PENSION

Cr \_\_\_\_\_

DEBT

Cr \_\_\_\_\_

CASH ON HAND

Cr 70,000

MONTHLY SHIP PAYMENTS

Cr \_\_\_\_\_

LIVING COST

Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_

WEEKS: \_\_\_\_\_ / 24

STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin	Drive ( )	Heavy Weapons ( )	Profession ( )
Advocate	Electronics ( sensors ) 1	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades 2	Recon 0
Animals ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives	Leadership	Seafarer ( )
Art ( )	Flyer ( )	Mechanic 0	Seafarer ( )
Art ( )	Flyer ( )	Medic	Stealth
Art ( )	Flyer ( )	Melee ( blade ) 1	Steward
Astrogration 0	Gambler	Melee ( )	Streetwise 1
Broker	Gunner ( )	Navigation	Survival 0
Carouse	Gunner ( )	Persuade	Tactics ( )
Deception	Gun Combat ( ) 0	Pilot ( spacecraft ) 3	Tactics ( )
Diplomat	Gun Combat ( )	Pilot ( )	Vacc Suit 1
Drive ( ) 0	Gun Combat ( )	Pilot ( )	

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Survival Blade	1	Melee	2D	-	-	-

### AUGMENTS

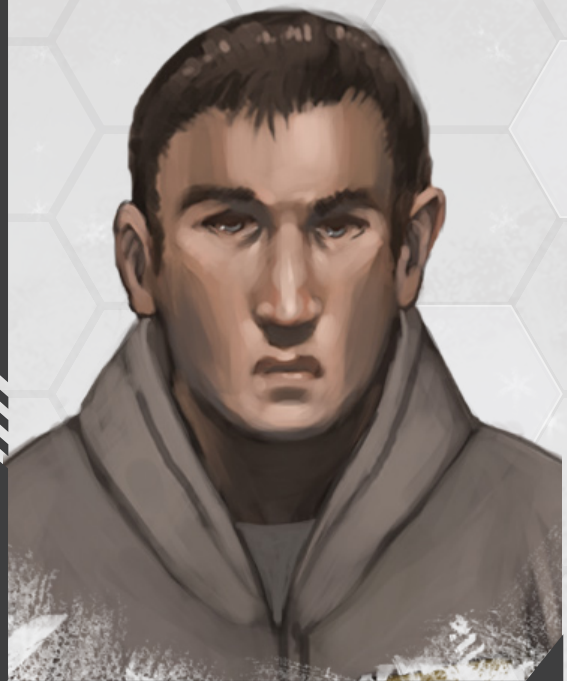
TYPE	TL	IMPROVEMENT

### EQUIPMENT

	MASS		MASS		MASS
Mobile Comm (TL10)	-	IR/Light intensifier Goggles	-	Ship Share	-
Combination Filter/Compressor Mask	-	Several Pairs of Tough Grey Field Coveralls (Armour 1)	-		
			<b>TOTAL CARRIED MASS</b>		



**NAME:** Aren Veight      **AGE:** 34  
**OCCUPATION:** Ex-Scout (Survey)  
**SPECIES:** Human



### NOTABLE ABILITY:

Aren has the jack-of-all-trades skill, which enables him to attempt any task even if he has no skill in that area. Normally, the penalty for having no skill is DM-3, but since Aren has Jack-of-all-Trades 2, this is reduced to DM-1. He can thus attempt to do more or less anything he sets his mind to, and his can-do attitude gives him a chance to succeed.

### BACKGROUND:

Aren grew up on a typical colony world: safe, dull and rather uninspiring. Feeling there was more to life than that, he enlisted in the Scout Service, and discovered that there indeed was a whole universe out there. It was not always friendly, as Aren came to realise, but he was tough and smart. He did well as a member of the Survey Office of the Scout Service.

Aren was quickly promoted, and eventually reached the rank of Senior Scout. Along the way, he mapped new worlds and was involved in the opening of the mineral-rich Gullian Belt to investment and mining. Late in his career, he ran afoul of a pirate cartel and almost had his ship shot from under him. Aren escaped and saved his crew by the time-honoured tactic he calls 'giving it legs'; his piloting skill saved his ship and won him the admiration of many other Scouts, but he has a suspicion that he is 'the one that got away' to some pirate leader somewhere.

Aren left the Scout Service in good standing, and is currently listed as being on Detached Duty. This means he is officially retired from the service but could be reactivated for an emergency or return to service voluntarily at any time if he chose to do so.

### SKILLS:

Aren is a very skilled pilot and starship sensors operator, and is well at home in a vacc suit. His other skills suit him to a career as a starship crewmember. He is also (literally) a jack of all trades; Aren can have a go at almost any task even if he has no formal training in that area



NAME: Danville Cayman

RADS: -

AGE: 42

SPECIES: Human

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Vacc Suit (TL12)	90	10	8	-

### CHARACTERISTICS

STRENGTH: 5 DM -1  
 DEXTERITY: 7 DM +0  
 ENDURANCE: 7 DM +0  
 INTELLECT: 10 DM +1  
 EDUCATION: 15 DM +3  
 SOCIAL: 10 DM +1

PSI: \_\_\_\_\_



### FINANCES

PENSION  
 Cr \_\_\_\_\_  
 DEBT  
 Cr \_\_\_\_\_  
 CASH ON HAND  
 Cr 75,000  
 MONTHLY SHIP PAYMENTS  
 Cr \_\_\_\_\_  
 LIVING COST  
 Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_  
 WEEKS: \_\_\_\_\_ / 24  
 STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin ( )	1	Drive ( )	0	Heavy Weapons ( )		Profession ( )	
Advocate ( )	1	Electronics ( computers )	2	Heavy Weapons ( )		Profession ( )	
Animals ( )	0	Electronics ( )		Investigate	2	Profession ( )	
Animals ( )		Electronics ( )		Jack of all Trades		Recon	
Animals ( )		Engineer ( power )	1	Language ( unknown )	1	Science ( planetology )	3
Athletics ( )		Engineer ( )		Language ( )		Science ( astronomy )	1
Athletics ( )		Engineer ( )		Language ( )		Science ( physics )	1
Athletics ( )		Explosives		Leadership		Seafarer ( )	
Art ( write )	1	Flyer ( )		Mechanic		Seafarer ( )	
Art ( )		Flyer ( )		Medic	0	Stealth	
Art ( )		Flyer ( )		Melee ( )		Steward	
Astrogation		Gambler		Melee ( )		Streetwise	1
Broker		Gunner ( )		Navigation	0	Survival	
Carouse	0	Gunner ( )		Persuade		Tactics ( )	
Deception		Gun Combat ( )		Pilot ( )		Tactics ( )	
Diplomat	0	Gun Combat ( )		Pilot ( )		Vacc Suit	1
Drive ( )		Gun Combat ( )		Pilot ( )			

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

### AUGMENTS

TYPE	TL	IMPROVEMENT

### EQUIPMENT

	MASS		MASS		MASS
Mobile Comm (TL10)	-	Expensive Three-Piece Suit	-	Portable Computer/3	-
Combination Filter/Compressor Mask	-	Field/Bush Clothing	-		
			<b>TOTAL CARRIED MASS</b>		



**NAME:** Danville Cayman      **AGE:** 42

**OCCUPATION:** Ex-Scholar/Citizen

**SPECIES:** Human



## NOTABLE ABILITY:

Danville is enormously well-educated. Although his science skills are in the 'hard' end of the spectrum, being mainly space sciences, he has a vast array of knowledge about everything from history to philosophy. His DM+3 EDU bonus applies to almost any academic task, making him a highly useful resource for any band of Travellers. In addition, he has learned to puzzle out some fragments of a previously unknown language he encountered whilst exploring ruins out of the frontier.

## BACKGROUND:

Danville grew up on a settled but not well-developed colony world. As the son of a small-town veterinarian, he received a good education and learned to help in the veterinary practice. Whilst looking after sick livestock was a worthy occupation, Danville wanted something a bit... bigger... and got himself a place at university studying space sciences.

It was there his chequered career began to take shape. A bitter dispute with one of the professors led to Danville publishing a paper that blew Professor Ryan Mevinn's work out of the water. Mevinn has been a Rival ever since, though he does have grudging respect for his former pupil.

Danville graduated and embarked on a career as a research assistant to a rather wayward scientist named Patricia Lienn. This took him to some very odd places, including ruins of a lost civilisation out on the fringes of explored space. He found and studied some writings he found there, gradually learning to puzzle out part of the meaning. Danville still does not know who these aliens were or what happened to them.

Advancing through the ranks of academia, Danville was headhunted to take part in the Ashfield Project, a large-scale colonisation effort aimed at certain worlds along the frontier. He was part of the team that recommended setting up a forward marshalling base in a planetoid field, displacing some of the groups mining the belt. This earned Danville three implacable enemies – an executive of the main mining corporation edged out by the project, a belter who considered the asteroids her home, and a union leader among workers affected by the decision to take over the belt.

Controversy continued to dog Danville and his work with the Ashfield Project. After a period working as a forward surveyor for the prospective colony sites, he moved into a managerial role just as the project hit difficulties. Workplace disputes, legal challenges and a host of technical problems eventually led to a mass walkout by the workforce. This was not the reason for cancellation of the project, but Danville got the blame anyway. The severance package was not very generous, and he found himself seeking a new career on the frontier.

## SKILLS:

Danville is a space scientist, with knowledge of all aspects of the field from astrophysics to planetology. His work as a field researcher gained him experience of operating in a vacc suit and hostile environments, and he is also a qualified starship engineer.



NAME: Jaime Kelder

RADS: -

AGE: 38

SPECIES: Human

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
-	-	-	-	-

### CHARACTERISTICS

6 DM +0	8 DM +0	7 DM +0
STRENGTH	DEXTERITY	ENDURANCE
9 DM +1	8 DM +0	4 DM -1
INTELLECT	EDUCATION	SOCIAL

PSI: \_\_\_\_\_



### FINANCES

PENSION

Cr \_\_\_\_\_

DEBT

Cr \_\_\_\_\_

CASH ON HAND

Cr 12,000

MONTHLY SHIP PAYMENTS

Cr \_\_\_\_\_

LIVING COST

Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_

WEEKS: \_\_\_\_\_ / 24

STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin	Drive ( )	Heavy Weapons ( )	Profession ( )
Advocate 0	Electronics ( computers ) 1	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades	Recon 1
Animals ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( ) 0	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives	Leadership	Seafarer ( )
Art ( )	Flyer ( ) 1	Mechanic	Seafarer ( )
Art ( )	Flyer ( )	Medic	Stealth 1
Art ( )	Flyer ( )	Melee ( unarmed ) 1	Steward
Astrogation	Gambler 1	Melee ( )	Streetwise 1
Broker	Gunner ( )	Navigation	Survival
Carouse 0	Gunner ( )	Persuade 0	Tactics ( )
Deception 0	Gun Combat ( slug ) 1	Pilot ( )	Tactics ( )
Diplomat	Gun Combat ( )	Pilot ( )	Vacc Suit
Drive ( ) 0	Gun Combat ( )	Pilot ( )	

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Small fighting knife	1	Melee	1D+1	-	-	-

### AUGMENTS

TYPE	TL	IMPROVEMENT
Subdermal Armour	10	Armour +1

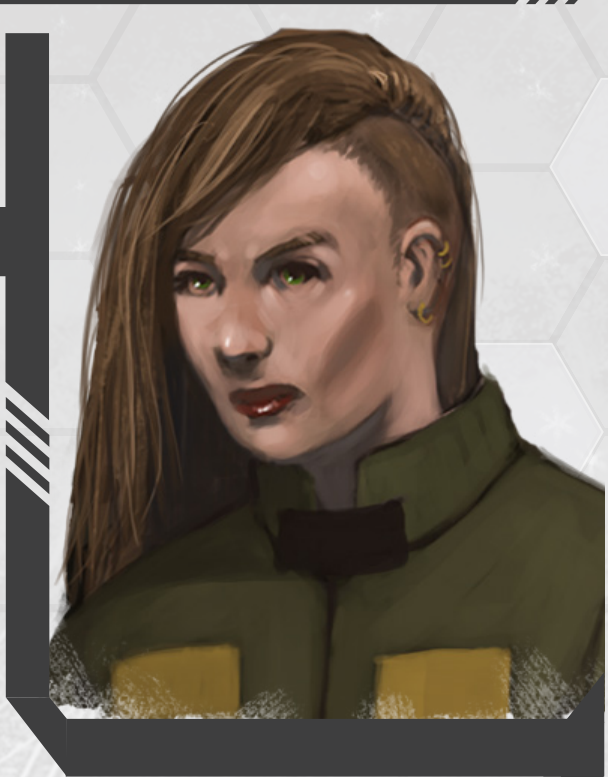
### EQUIPMENT

EQUIPMENT	MASS	MASS	MASS
Mobile Comm (TL10)	-	Case of Cr100000	-
Combination Filter/Compressor Mask	-	Counterfeit Credit Plaques	-
Ship share	-	One-use Electronic Pulse Generator (1)	-
		<b>TOTAL CARRIED MASS</b>	

(1) will flatline most electronics within 15 metres or so, civilian electronics are likely to be permanently fried while military systems will merely be offline for a few minutes.



**NAME:** Jaime Kelder      **AGE:** 38  
**OCCUPATION:** Ex-Rogue/Drifter/Agent  
**SPECIES:** Human



### NOTABLE ABILITY:

Jaime has very good stealth skills, backed up by a reasonable competence in most physical areas. She has also received a combat implant in the form of light subdermal armour.

Jaime's blade weapon is a custom design made from exotic ceramic materials, a small fighting knife which would not normally show up on weapon scanners and is easy to conceal in various locations around Jaime's person. Experience has shown this weapon is unlikely to be spotted in a search unless it is very thorough, and is robust enough to be used as an emergency screwdriver or prying tool.

Jaime also carries a quantity of counterfeit currency. It is well-faked, and should be safe enough to use on frontier worlds, especially if Jaime only spends small quantities at a time. However, counterfeit money is very illegal and this case can be traced back to a law enforcement agency's evidence chambers. Being caught with it could become all kinds of awkward.

### BACKGROUND:

Jaime grew up in a crowded high-tech city, and was one of many who slid down society's cracks to a place where it was easier and simpler to steal than to work. Most of her peers wound up dead or in jail – or just 'went missing' – which suggested it was time to move on. Jaime worked her passage aboard starships, or otherwise obtained passage without paying for it, and gradually drifted out onto the frontier.

Along the way, Jaime made contacts. She is still well thought-of in some areas, notably the shady starports she has passed through, as a 'trustworthy sleazebag'. Jaime has no problem about stealing from those she thinks can afford it, but will not rat out or harm those she is working with. She has gained a couple of allies this way; people she could go to and ask for help if the need arose.

One is a professional contact (in the sense that crime is a profession) with whom she worked on a few jobs and scams. The other is more complicated, in that they were in a relationship and her former partner may not have moved on. Going back there would be complicated, but Jaime can be reasonably sure she would be well received... in fact, perhaps a little too well received.

Drifting ever-farther out to the frontier, Jaime eventually got herself into a situation she could not slip away from, resulting in a choice between a long jail term and rather hazardous law-enforcement work. She chose the latter, and spent a few years as a 'special consultant with no police powers', helping to dismantle an interstellar piracy and smuggling ring. Those days are behind her now, and Jaime wants to put some distance between herself and a law enforcement agency that might decide they need her for one more job.

### SKILLS:

Jaime's skillset is suited to a life of minor crime and occasional bigger jobs. She is not a great con-artist but can carouse, deceive or sneak her way past most problems, and is handy in a fight. Aboard a starship, she is less effective, but her knowledge of standard electronic systems enables her to provide some technical backup, and she can stand a watch at the vessel's sensor console as well as anyone.



NAME: *Miranda Lascance*

RADS: -

AGE: 34

SPECIES: *Human*

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
<i>Vacc Suit (TL12)</i>	<i>90</i>	<i>10</i>	<i>8</i>	-

### CHARACTERISTICS

STRENGTH   
 DEXTERITY   
 ENDURANCE  
 INTELLECT   
 EDUCATION   
 SOCIAL

PSI: \_\_\_\_\_



### FINANCES

PENSION  
Cr \_\_\_\_\_

DEBT  
Cr \_\_\_\_\_

CASH ON HAND  
Cr *50,000*

MONTHLY SHIP PAYMENTS  
Cr \_\_\_\_\_

LIVING COST  
Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_

WEEKS: \_\_\_\_\_ / *24*

STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin ( ) 0	Drive ( )	Heavy Weapons ( )	Profession ( <i>belter</i> ) 2
Advocate ( )	Electronics ( ) 0	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate ( )	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades ( )	Recon ( )
Animals ( )	Engineer ( <i>j-drive</i> ) 2	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives ( )	Leadership ( )	Seafarer ( )
Art ( )	Flyer ( )	Mechanic ( )	Seafarer ( )
Art ( )	Flyer ( )	Medic ( )	Stealth ( )
Art ( )	Flyer ( )	Melee ( )	Steward ( ) 0
Astrogation ( )	Gambler ( )	Melee ( )	Streetwise ( ) 1
Broker ( ) 0	Gunner ( <i>turret</i> ) 3	Navigation ( )	Survival ( )
Carouse ( )	Gunner ( )	Persuade ( ) 2	Tactics ( )
Deception ( ) 1	Gun Combat ( <i>energy</i> ) 1	Pilot ( )	Tactics ( )
Diplomat ( )	Gun Combat ( )	Pilot ( )	Vacc Suit ( ) 0
Drive ( ) 0	Gun Combat ( )	Pilot ( )	

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
<i>Laser Carbine</i>	<i>11</i>	<i>200</i>	<i>4D+3</i>	<i>3</i>	<i>50</i>	<i>Zero-G</i>

### AUGMENTS

TYPE	TL	IMPROVEMENT

### EQUIPMENT

EQUIPMENT	MASS	MASS	MASS
<i>Mobile Comm (TL10)</i>	-	<i>Shipboard Emergency Kit (1)</i>	-
<i>Combination Filter/Compressor Mask</i>	-	<i>'Crewsuit' Working Clothes (2)</i>	-

### TOTAL CARRIED MASS

(1) in jacket pockets, containing very basic tools, lightweight self-adhesive hull patches and similar emergency equipment  
 (2) basically a coverall with many pockets ad a sleeveless 'ship-jacket' with yet more pockets for tools and emergency items



**NAME:** Miranda Lascance    **AGE:** 34  
**OCCUPATION:** Ex-Merchant (Free Trader Crewmember)  
**SPECIES:** Human



### NOTABLE ABILITY:

Miranda is a skilled engineer and ship's gunner, and is in addition an experienced and no-nonsense spacer. She is also competent in many portside activities such as obtaining supplies and cargo for a vessel.

Miranda's weapon is a TL11 laser carbine she has owned 'since she was a little girl' (she actually bought it sometime after leaving home, but her version is a better story). It is quite a powerful weapon, well suited to a lightly-built person used to operating in very low gravity.

### BACKGROUND:

Miranda grew up in a low-g environment, living in an asteroid habitat as part of a community of beltlers. She learned the asteroid mining trade in her youth, operating prospecting and mining drones, before eventually shipping out on passing Free Trader.

Miranda's career in the independent merchant marketplace was varied. She worked her way up to Third Officer, serving aboard several small merchant vessels and other commercial starships. Miranda developed a good reputation as a gunner and ship's engineer, and indeed her last berth was as Second Engineer/Gunnery Officer aboard a small liner.

It was there that Miranda began to develop a network of contacts which included a high-ranking executive in an orbital construction corporation. This firm specialises in building space stations and converting asteroids into habitats or starships, something Miranda was familiar with. The two are still vaguely in contact by way of messages dropped into the commercial mail network.

Like most Free Trader personnel, Miranda had to be multiskilled and, in addition to her technical and gunnery role, she has also filled in as everything from portside buyer/broker to steward and ship's clerk. Those whose careers were spent in large corporate vessels occasionally express surprise that a technical officer would 'lower herself' to serving drinks to passengers, but aboard a Free trader everyone must help out if the trip is to make any money.

### SKILLS:

Miranda is an extremely useful person to have aboard a starship. She can fill in most crew functions as an extra pair of competent hands and is a very good gunner. Few merchant ships have a dedicated gunnery complement however, so she would normally serve as an engineer with gunnery as a backup capability when necessary.



NAME: Randall Feld

RADS: -

AGE: 30

SPECIES: Human

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Vacc Suit (TL12)	90	10	8	-

### CHARACTERISTICS

Strength: 6 DM +0  
 Dexterity: 9 DM +1  
 Endurance: 6 DM +0  
 Intellect: 10 DM +1  
 Education: 7 DM +0  
 Social: 9 DM +1

PSI: \_\_\_\_\_



### FINANCES

PENSION  
 Cr \_\_\_\_\_  
 DEBT  
 Cr \_\_\_\_\_  
 CASH ON HAND  
 Cr 70,000  
 MONTHLY SHIP PAYMENTS  
 Cr \_\_\_\_\_  
 LIVING COST  
 Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_  
 WEEKS: \_\_\_\_\_ / 24  
 STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin	Drive ( )	Heavy Weapons ( )	Profession ( )
Advocate	Electronics ( comms )	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades	Recon
Animals ( )	Engineer ( )	Language ( )	Science ( cosmology )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives	Leadership	Seafarer ( )
Art ( )	Flyer ( )	Mechanic 0	Seafarer ( )
Art ( )	Flyer ( )	Medic 0	Stealth
Art ( )	Flyer ( )	Melee ( blade )	Steward
Astrogration 2	Gambler	Melee ( )	Streetwise
Broker	Gunner ( turret )	Navigation	Survival
Carouse	Gunner ( )	Persuade	Tactics ( naval )
Deception	Gun Combat ( ) 0	Pilot ( ) 0	Tactics ( )
Diplomat	Gun Combat ( )	Pilot ( )	Vacc Suit
Drive ( )	Gun Combat ( )	Pilot ( )	

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Navy Style Rapier	-	Melee	2D	2	-	-

### AUGMENTS

TYPE	TL	IMPROVEMENT

### EQUIPMENT

EQUIPMENT	MASS	MASS	MASS
Mobile Comm (TL10)	-	Ship Shares (2)	-
Combination Filter/Compressor Mask	-	Naval Officer's Dress uniform	-
<b>TOTAL CARRIED MASS</b>			



**NAME:** Randall Feld      **AGE:** 30  
**OCCUPATION:** Ex-Navy Lieutenant  
**SPECIES:** Human



### NOTABLE ABILITY:

As a former naval officer, Randall is seen as respectable, clean-cut and competent even by those with no use for his shipboard skills. His advice on naval matters would be well received in most situations, especially where there is little experience among those he is speaking to.

### BACKGROUND:

Randall grew up on a well-developed colony world, never leaving his home city until he went away to naval college. There, he found a very different world from the crowded cities and automated transportation of his home. He had to learn to make quick decisions rather than following the crowd, and to his surprise it suited him.

What followed was an honourable if undistinguished naval career, solid performance evaluations and eventual promotion to lieutenant. Randall left the navy in good standing, and did consider signing up as a reservist. However, the desire to travel and see more of the universe won out, and so he is now a free man at large.

### SKILLS:

Randall is a qualified ship's astrogator and gunner, with a solid knowledge of space combat tactics. This would suit him to a job aboard an armed merchant ship perhaps, or perhaps with a port authority's space defence force. His leadership and decision-making skills will also transfer across into most other fields of endeavour.



NAME: Talix Feodor

RADS: -

AGE: 30

SPECIES: Human

SPECIES TRAITS: -

HOMEWORLD: -

### ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS
Flak Jacket (TL8)	-	5	6	-

### CHARACTERISTICS

10 DM +1 STRENGTH    9 DM +1 DEXTERITY    11 DM +1 ENDURANCE  
 8 DM +0 INTELLECT    9 DM +1 EDUCATION    6 DM +0 SOCIAL

PSI: \_\_\_\_\_



### FINANCES

PENSION Cr \_\_\_\_\_  
 DEBT Cr \_\_\_\_\_  
 CASH ON HAND Cr 5,000  
 MONTHLY SHIP PAYMENTS Cr \_\_\_\_\_  
 LIVING COST Cr \_\_\_\_\_

### ALLIES, CONTACTS, ENEMIES, RIVALS

### STUDY PERIOD

TRAINING IN SKILL: \_\_\_\_\_  
 WEEKS: \_\_\_\_\_ / 24  
 STUDY PERIODS COMPLETE: \_\_\_\_\_

### SKILLS

Admin	Drive ( )	Heavy Weapons (man portable) 2	Profession (civil engineer) 1
Advocate	Electronics ( )	Heavy Weapons ( )	Profession ( )
Animals ( )	Electronics ( )	Investigate	Profession ( )
Animals ( )	Electronics ( )	Jack of all Trades	Recon 2
Animals ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( ) 0	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Engineer ( )	Language ( )	Science ( )
Athletics ( )	Explosives 1	Leadership	Seafarer ( )
Art ( )	Flyer ( )	Mechanic	Seafarer ( )
Art ( )	Flyer ( )	Medic	Stealth 1
Art ( )	Flyer ( )	Melee ( ) 0	Steward
Astrogration	Gambler	Melee ( )	Streetwise
Broker	Gunner ( )	Navigation	Survival
Carouse 0	Gunner ( )	Persuade	Tactics (military) 1
Deception	Gun Combat (slug) 2	Pilot ( )	Tactics ( )
Diplomat	Gun Combat ( )	Pilot ( )	Vacc Suit
Drive ( ) 0	Gun Combat ( )	Pilot ( )	

### WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS
Assault Rifle with scope and laser sight	7	200	3D	4	30	Auto 2
Fighting Knife	1	Melee	2D	-	-	-

### AUGMENTS

TYPE	TL	IMPROVEMENT

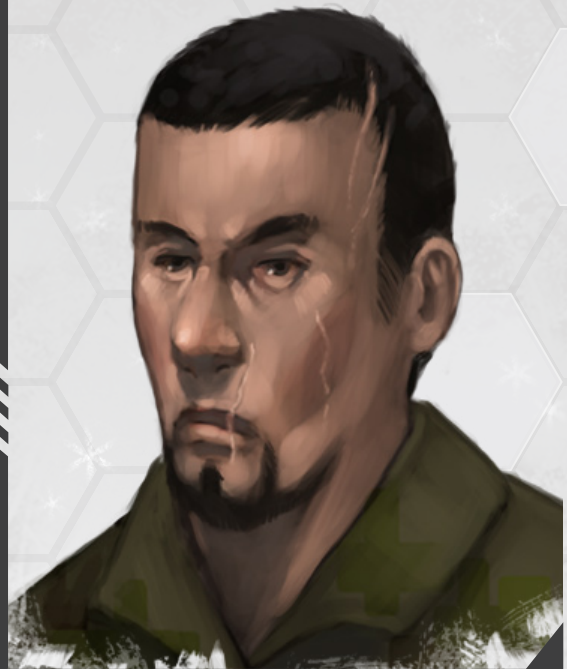
### EQUIPMENT

	MASS		MASS		MASS
Mobile Comm (TL10)	-	Generic Field Fatigues in Dark Green Camouflage (Armour 1)	-	Demolition/Breaching Charges (Plastic Explosives) (6)	-
Combination Filter/Compressor Mask	-				

TOTAL CARRIED MASS



**NAME:** Talix Feodor      **AGE:** 30  
**OCCUPATION:** Ex-Army Corporal  
**SPECIES:** Human



### NOTABLE ABILITY:

Talix is good at fighting. This is a saleable skill along the frontiers and, since it is coupled with solid references from a reputable mercenary unit, he should have no trouble finding work in that field. He is also skilled at protecting other, less combative Travellers and has a well-developed 'soldier's common sense' towards situations that look like they could go pear-shaped rapidly.

### BACKGROUND:

Growing up on a colony world, Talix learned a little about civil engineering, joining work gangs erecting walls, fences and homes as fast as colonists could arrive. There was nothing grandiose about these endeavours; Talix and his friends simply put together a place for settlers to live.

Along with a few of his friends, Talix eventually went offworld and signed up with a mercenary unit which provided him with steady work and a generous education package. He rose to the rank of corporal in his unit, usually manning the squad's light support weapon. Talix has seen action, but most of his unit's work was of a familiar sort – providing security for new colonies.

Although he left his unit when his third hitch was up, Talix retains good, if distant, relations with them. Indeed, his sister is married to an officer who used to command Talix' company. Family reunions can be awkward when both forget they are no longer serving together.

Talix was never any good at hanging on to money, and came out of the service with little to his name. He arrived on Tinath with a vague idea about joining a security firm or taking an advisory post to one of the city-states' militaries, and was instead recruited by Baroness Edda for a special-tasks unit staffed by the other Travellers.

Talix has heard rumours on the mercenary grapevine of conflict along the fringes of known space, but no solid details have emerged and, in any case, mercenary rumours are about as reliable as anyone else's.

### SKILLS:

Talix is a soldier, with good combat skills. He is suited to serving as a shipboard security operative or carrying out general 'facilitation' tasks such as moving cargo around, but is not really at home aboard a starship.