

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Numar Gimmini		Race Vilani	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 033-1076 (44 yrs.)	Age Modifiers -4 weeks for low berth travel	
Birthworld Junidy/Spinward Marches		Appearance Numar is short for a Vilani and slightly overweight but still in fair shape. Numar's long graying hair is kept neat in a ponytail. He constantly has a look of worry and anxiousness. Usually wearing old Akerut jumpsuits around the ship, an added ballistic cloth vest while off the ship is common.		
Citizenship Imperial				
Status Average status within the Imperium				
Wealth Average (His speculation is effective)		Behavior Numar feels a great responsibility to his partners in the Wayfarer. None of them really have any merchant background or experience, so he must perform all the functions required to generate revenue. Numar always thinks through his decisions and weighs all his options. He thinks first of his crew, is always fair. Once Numar has made up his mind about something, it is difficult to change it.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Captain/Pilot		History Numar joined Tukera Lines, a megacorporation providing transport of passengers and freight along the already established Imperial Xboat routes, right after school on Junidy. He enjoyed a long and successful career and was transferred to a wholly owned subsidiary, Akerut, which provides local service along jump-1 routes such as the Towers cluster. He has learned much about the Spinward Marches sector during his time with Tukera and has contacts throughout the Towers Cluster and beyond. There he also Captained his own Free Trader, the Wayfarer. 12 years later he attempted to finance the purchase of the ship and was turned down. Only after finding others willing to invest was he able to purchase the vessel outright.	
Previous Service/Employer Tukera Lines				
Previous Branch/Location Akerut	Final Rank/Position Captain			
Terms Served 6	Retired? Yes			
Discharge world Junidy	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
10	11	12	9	5	5	5				1d-2	1d

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Accounting [6]	13			Claim to hospitality (trade guilds) [5]
Administration [2]	12			Code of honor (merchant's) [-5]
Appreciate beauty [12]	13			Compulsive generosity [-5]
Area knowledge (Towers Cluster)	15			Intuition [15]
Brawling [0.5]	10			Lightning calculator [5]
Carousing [4]	10			Miserliness [-10]
Computer operation [1]	12			Overweight [-5]
Detect lies [4]	12			Quirk (asks a lot of questions) [-1]
Economics [2]	11			Quirk (dims lights before takeoff) [-1]
Fast-talk [4]	13			Quirk (dislikes change) [-1]
First aid [0.5]	11			Quirk (facial tick when nervous) [-1]
Free fall [4]	12			Quirk (seems worried all the time) [-1]
Freight handling [4]	13			Reputation (good, +2 to merchants) [5]
Guns (pistol) [2]	14			Sense of duty (crew) [-5]
Language (Gvegh) [6]	14			Stubbornness [-5]
Law [1]	10			Workaholic [-5]
Merchant [6]	14			
Pilot (air/raft) [4]	12			
Pilot (free trader) [16]	14			
Stealth [2]	11			
Streetwise [4]	13			
Vacc suit [4]	13			

POSSESSIONS				Name		
Item	Cost	Weight	Numar Gimmini			
			Speed or			
			Range	Size	Measurement	
100 Chem rounds	Cr5	.9 lbs				
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"	
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"	
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"	
			11	-11	2/3"	
Akerut standard spacer jumpsuit (several pockets)	Free	1.0 lbs	10	-10	1"	
Com Scrambler	Cr500	.3 lbs	9	-9	1 ½ "	
Computer, personal	Cr1,000	2.0 lbs	8	-8	2"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	7	-7	3"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	6	-6	6"	
Inertial compass	Cr250	1.0 lbs	5	-5	12"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	4	-4	1 ½ ft	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	3	-3	2 ft	
			2	-2	1 yd	
			1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr3,130 17.2 lbs				
	Credits	Cr11,870				

WEAPONS AND ARMOR											
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	0 (6)	0 (6)	3	Reflec under jumpsuit and ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	0 (2)	0 (2)	4	vest				
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Gozaefou ("Goz")		Race Vargr	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 309-1084 (35 yrs.)	Age Modifiers -19 weeks for low berth travel	
Birthworld Uertzhu/Gvurrdon		Appearance A very fit Vargr, Gozaefou generally wears his old Scout jumpsuits. He has an Aslan-made ballistic cloth jacket covered with the skin of a tlei'aolahkeaw, a rare, exotic Aslan creature that is colored in the garish colors Vargr find so attractive.		
Citizenship Imperial				
Status Average status within the Imperium				
Wealth Average		Behavior Gozaefou has found it difficult to trust anyone since his tragic incident in the Scouts. It took all his willpower to convince himself to invest in the Wayfarer with seven other people. He is now comfortable with the group, but can be over-protective of them. Deep inside he fears he might make the wrong decision and cause them harm like the crew of his Scout ship.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Navigator		History Gozaefou, born in Imperial space, joined the Scouts as he has always dreamed of. After years of working in the Xboat network, he was finally transferred to the First Contact branch. For the next several years he led aggressive contact missions throughout the frontier. His impulsiveness and stubbornness soon caught up with him. When Gozaefou insisted his team make contact with what appeared to be a village of shipwrecked survivors lost hundreds of years ago, disaster struck when the settlement was actually a Vargr corsair base. His scout ship was destroyed, and the Wayfarer, a passing free trader, picked him up several weeks later. He left the service afterwards, bitter and distrustful. Gozaefou stayed with the free trader crew that rescued him, eventually investing his life savings in the ship's purchase for an equal share in its profits.	
Previous Service/Employer Imperial Interstellar Scout Service				
Previous Branch/Location First Contact	Final Rank/Position N/A			
Terms Served 4	Retired? N/A			
Discharge world Regina	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
9	11	12	12	5.75	10	5	-4			1d-2	1d-1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Area knowledge (galaxy) [8]	14	Survival (vacuum) [2]	12	Acute taste/smell (+3) [6]
Astrogation [10]	16	Vacc suit [4]	13	Acute vision (+1) [2]
Astronomy [8]	14			Cannot kick [-5]
Brawling [1]	11			Chummy [-5]
Cartography [4]	13			Claim to hospitality (former scouts) [10]
Computer operation [2]	13			Claws (+2 damage) [15]
Electronics ops (com) [4]	13			Code of honor (scout's) [-5]
Electronics ops. (sensors) [4]	13			Duty (reactivation on 9-) [-5]
Engineer (vehicles) [2]	11			Easy to read [-10]
First aid [2]	13			Enhanced move (+1, fatigue in 5 seconds)
Free fall [2]	11			Fur (DR 1, keeps warm) [4]
Guns (shotgun) [1]	13			Impulsiveness [-10]
Language (Galanglic) [6]	14			Insatiably curious [-15]
Photography [1]	11			Quirk (always wears old scout jumpsuits) [-
Piloting (air/raft) [4]	12			Quirk (dislikes "dog" comments) [-1]
Piloting (scout ship) [8]	13			Quirk (distrustful) [-1]
Planetology (gas giants) [2]	12			Quirk (paranoid) [-1]
Planetology (hostile terrestrial) [2]	12			Quirk (proud) [-1]
Planetology (terrestrial) [4]	13			Reduced fatigue (-1) [-3]
Stealth [4]	12			Reduced hit points (-1) [-5]
Survival (arctic) [2]	12			Reputation (bad, Vargr) [-10]
Survival (desert) [2]	12			Teeth (1d-1 bite in close combat) [5]

POSSESSIONS				Name Gozaefou ("Goz")		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
50 shells	Cr24	6.0 lbs				
Cloth armor jacket with tlei'aolrahkeaw skin covering	Cr210	3.0 lbs	15	-15	1/10"	
Laser Pistol-10	Cr1,095	1.9 lbs	14	-14	1/5"	
Power Pack (belt)	Cr500	3.0 lbs	13	-13	1/3"	
Pump Shotgun	Cr235	8.0 lbs	12	-12	1/2"	
Reflec armor	Cr300	2.0 lbs	11	-11	2/3"	
			10	-10	1"	
Chemsniffer	Cr700	2.0 lbs	9	-9	1 ½ "	
Com Scrambler	Cr500	.3 lbs	8	-8	2"	
Computer, personal	Cr1,000	2.0 lbs	7	-7	3"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	6	-6	6"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	5	-5	12"	
Inertial compass	Cr250	1.0 lbs	4	-4	1 ½ ft	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	3	-3	2 ft	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	2	-2	1 yd	
Scout service spacer jumpsuit (several pockets)	Free	1.0 lbs	1	-1	1 ½ yd	
Sensor visor (+3 to Vision) around neck	Cr1,500	2.0 lbs	0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr6,884 38.7 lbs				
	Credits	Cr8,116				

WEAPONS AND ARMOR												
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn					
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	0 (6)	0	3	Reflec under jumpsuit and ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	0 (2)	0	4	jacket				
Weapon		Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Shotgun		Cr.	4d	12	5	25	150	3~	5	-3		
Laser Pistol-10		Imp.	2d(2)	10	11	870	1700	4~*	50	0		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Douglas Banks		Race Solomani	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 351-1080 (39 yrs.)	Age Modifiers -51 weeks for low berth travel	
Birthworld Capital/Core		Appearance Douglas, sporting the traditional belter mohawk, most of his body is covered with tattoos of obscure Solomani images. He generally wears an unwashed jump suit and on his face sits a pair of cheap, round sunglasses. A toothpick darts around his mouth at all times. Hidden in his room is a complete, printed, collection of his works.		
Citizenship Imperial				
Status Average status within the Imperium				
Wealth Average		Behavior Douglas loves life. New experiences and new people keep him going. Every woman is a possible relationship; every man must be impressed with him. Douglas has had a very hard time opening up to the other crewmembers, and generally mouths-off quite a bit, often in a drunken stupor.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Sensor/Com Ops		History In the rough and tumble environment of asteroid mining you don't expect to find a poet, most especially a poet of some note. Though difficult to analyze in rhyme and meter, Banks works were widely read by Imperial Nobility, including the Emperor himself, and he was considered by many of high social standing to be one of the best poets of all time. Banks left mainstream society in the Core sector, after a failed love affair with a beautiful waitress from a starport dive. After assuming a false identity and travelling to the Spinward Marches, a life of solitude alone in space, with the silent rocks as his only company was his existence for several years. Later he invested his last credits in the Wayfarer, taking the unassuming role as a sensor operator.	
Previous Service/Employer Independent Belter				
Previous Branch/Location N/A	Final Rank/Position N/A			
Terms Served 5	Retired? N/A			
Discharge world N/A	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
10	11	13	9	5	5	5				1d-2	1d

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Area knowledge (Patinir) [2]	14			Alcohol tolerance [5]
Brawling [4]	13			Alcoholism [-15]
Carousing [8]	11			Compulsive carousing [-5]
Computer operation [2]	14			G-experience [10]
Electronics ops (com) [6]	15			Lecherousness [-15]
Electronics ops (sensors) [8]	16			No hangover [5]
Engineer (mining) [6]	14			Odious habits (doesn't wash often) [-5]
Free fall [8]	13			Quirk (believes all women want him) [-1]
Gambling [4]	14			Quirk (facial tick when sober) [-1]
Geology [8]	15			Quirk (only uses own vacc suit) [-1]
Guns (pistol) [4]	15			Quirk (sucks on toothpick) [-1]
Navigation [2]	12			Quirk (wears shades at all times) [-1]
Piloting (small craft) [2]	11			Reputation (good, +4 to poetry fans) [6]
Prospecting [4]	14			
Stealth [1]	10			
Survival (vacuum) [4]	14			
Vacc suit [6]	15			
Writing [10]	17			

POSSESSIONS				Name Douglas Banks		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
100 Chem rounds	Cr5	.9 lbs				
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"	
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"	
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"	
			11	-11	2/3"	
Com Scrambler	Cr500	.3 lbs	10	-10	1"	
Computer, personal	Cr1,000	2.0 lbs	9	-9	1 ½ "	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	8	-8	2"	
Generic standard spacer jumpsuit (several pockets)	Free	1.0 lbs	7	-7	3"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	6	-6	6"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	5	-5	12"	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	4	-4	1 ½ ft	
Poetry books	N/A	*30.0 lbs	3	-3	2 ft	
Vacc Suit	Cr2,000	*20.0 lbs	2	-2	1 yd	
			1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr4,880 16.2 lbs				
	Credits	Cr10,120				

* In stateroom

WEAPONS AND ARMOR

Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	0 (6)	0	3	Reflec under jumpsuit and ballistic cloth			
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	0 (2)	0	4	vest			
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Barek Yundis Laris		Race Darrian	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 122-1076 (43 yrs.)	Age Modifiers none	
Birthworld Darrian/Spinward Marches		Appearance Barek is a Darrian with dark hair, golden skin, a slight build, and the almost pointed ears, characteristic of native Darrians. Laris is commonly seen in a smoking jacket or bathrobe, holding or reading a datapad.		
Citizenship Darrian Confederation				
Status Average status within the Imperium.				
Wealth Average		Behavior Barek dislikes his roll as steward. He understands that it is the only available position, but feels it is beneath his station to serve and clean up after passengers. He is never rude to them; he simply would rather spend time thinking about important matters. Barek has become quite forgetful as years pass, and can be found wandering the halls muttering various outlandish theories to whoever is nearby.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Steward		History Barek has spent his entire life in research, with few real friends, and nothing to show for it other than his savings. His fame as a research scientist on Darrian has proven to be of little worth outside of the Confederation. Even though Darrians look at scientists as Solomani might a professional athlete, the rest of the Imperium does not share those views. He seeks to understand more of the universe by travelling through it. He has accomplished this by investing in the Wayfarer, and travelling as a crewmember. Unfortunately, without practical shipboard skills, he has assumed the role of steward. Barek has little experience in taking care of passengers, and in fact, finds them to be a bothersome lot.	
Previous Service/Employer Academic Researcher				
Previous Branch/Location Xeno-Biologist	Final Rank/Position Senior Researcher			
Terms Served 6	Retired? Yes			
Discharge world Darrian	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
8	11	12	10	5.25	5	5				1d-3	1d-2

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Administration [1]	11			Absent mindedness [-15]
Biochemistry [16]	14			Ambidexterity [10]
Biology [8]	14			Good reputation (+2 for Darrian) [3]
Chemistry [8]	14			Insatiably curious [-15]
Computer operation [4]	14			Lightning calculator [5]
Free fall [0.5]	9			Mathematical ability [10]
Genetics [16]	14			Motion sickness [-10]
Guns (pistol) [1]	13			Quirk (always carries a book) [-1]
History (Aslan) [2]	11			Quirk (hair is always messy) [-1]
History (Darrian) [2]	11			Quirk (looks down his nose) [-1]
History (Imperial) [2]	11			Quirk (snob) [-1]
Language (Galanglic) [8]	15			Quirk (spouts outlandish theories) [-1]
Physician [6]	13			Single-minded [5]
Research [4]	13			
Savior-faire (academia) [2]	13			
Teaching [6]	14			
Vacc suit [0.5]	10			
Writing [4]	13			
Xenobiology [6]	14			

POSSESSIONS			Name Barek Yundis Laris		
Item	Cost	Weight	Speed or Range	Size	Measurement
100 Chem rounds	Cr5	.9 lbs	15	-15	1/10"
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"
Com Scrambler	Cr500	.3 lbs	11	-11	2/3"
Computer, personal	Cr1,000	2.0 lbs	10	-10	1"
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	9	-9	1 1/2 "
Nice casual Darrian clothes	Free	1.0 lbs	8	-8	2"
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	7	-7	3"
			6	-6	6"
			5	-5	12"
			4	-4	1 1/2 ft
			3	-3	2 ft
			2	-2	1 yd
			1	-1	1 1/2 yd
			0	0	2 yd
			-1	2	3 yd
			-2	2	4 1/2 yd
			-3	3	7 yd
			-4	4	10 yd
			-5	5	15 yd
			-6	6	20 yd
			-7	7	30 yd
			-8	8	45 yd
			-9	9	70 yd
			-10	10	100 yd
			-11	11	150 yd
			-12	12	200 yd
			-13	13	300 yd
			-14	14	450 yd
			-15	15	700 yd
			-16	16	1,000 yd
			-17	17	1,500 yd
			-18	18	2,000 yd
			-19	19	3,000 yd
			-20	20	4,500 yd
			-21	21	7,000 yd
			-22	22	10,000 yd
	Totals	Cr2,515 10.7 lbs			
	Credits	Cr12,485			

WEAPONS AND ARMOR											
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	0 (6)	0 (6)	3	Reflec under jumpsuit and Ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	0 (2)	0 (2)	4	vest				
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Edgar Richardson		Race Solomani	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 211-1084 (35 yrs.)	Age Modifiers	
Birthworld Rabwhar/Spinward Marches		Appearance Wearing brightly colored "Hawaiian-style" shirts; Edgar appears like he just walked off of a cruise ship from some tropical paradise. Even his ballistic cloth jacket worn planet-side has bright patterns of palm trees and beaches on it.		
Citizenship Imperial				
Status Average status within the Imperium.				
Wealth Average		Behavior Edgar is very straightforward and always tells it like it is. He feels honesty is best when dealing with people, and expects the same. Nothing aggravates him more then when he thinks someone is sugarcoating something bad they want to tell him. Edgar has lost all respect for the structure and culture of the military.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Engineer		History Edgar has never been one to hold back his opinions. Sometimes this abruptness caused disfavor amongst his superiors. Many times he was passed over for promotion, while others junior to him were moving up in rank. Edgar took this personally. Many augments that verged on insubordination with his commander provided incentive for his superiors to help him "retire" with a retirement benefit he chose to take as one lump sum. A very capable engineer, now Edgar seeks to make enough money through trade on the Wayfarer to realize his dream of buying a small island on a warm, quiet planet. He wishes to spend the rest of his life relaxing while those he left behind in the military still stab each other in the back to get ahead.	
Previous Service/Employer Imperial Navy				
Previous Branch/Location Engineering	Final Rank/Position Ensign			
Terms Served 4	Retired? Yes			
Discharge world Lunion	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
11	12	12	10	5.5	5	5	-1			1d-1	1d+1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Administration [2]	12			Acceleration tolerance [10]
Armory (ship weapons) [6]	14			G-experience [10]
Brawling [2]	13			Gregarious [-10]
Carousing [4]	11			Honesty [-10]
Computer operation [2]	13			Intolerance (Zhodani) [-5]
Engineer (starship) [10]	15			Over confidence [-10]
Free fall [8]	14			Quirk (images of tropics covers work area)
Guns (pistol) [2]	15			Quirk (listens to classical music) [-1]
Heraldry (ship markings) [2]	12			Quirk (looks like he's on vacation) [-1]
Mechanic (j-drive) [8]	15			Quirk (reformed smoker) [-1]
Mechanic (m-drive) [8]	15			Quirk (when nervous, rubs eyes) [-1]
Mechanic (power) [8]	15			Sense of duty (comrades in arms) [-5]
Savoir-faire (military) [2]	13			
Scrounging [1]	12			
Shipbuilding (starship) [1]	11			
Stealth [1]	11			
Vacc suit [8]	14			

POSSESSIONS			Name Edgar Richardson		
Item	Cost	Weight	Speed or Range	Size	Measurement
Cloth armor jacket with brightly-colored tropical pattern	Cr210	3.0 lbs			
Laser Pistol-10	Cr1,095	1.9 lbs	15	-15	1/10"
Power Pack (belt)	Cr500	3.0 lbs	14	-14	1/5"
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"
			12	-12	1/2"
Brightly-colored tropical pattern jumpsuit (several pockets)	Free	1.0 lbs	11	-11	2/3"
Com Scrambler	Cr500	.3 lbs	10	-10	1"
Computer, personal	Cr1,000	2.0 lbs	9	-9	1 ½ "
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	8	-8	2"
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	7	-7	3"
Inertial compass	Cr250	1.0 lbs	6	-6	6"
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	5	-5	12"
Mini Tool Kit (Engineer, -2 to skill rolls, -4 to major repairs)	Cr400	2.0 lbs	4	-4	1 ½ ft
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	3	-3	2 ft
			2	-2	1 yd
			1	-1	1 ½ yd
			0	0	2 yd
			-1	2	3 yd
			-2	2	4 ½ yd
			-3	3	7 yd
			-4	4	10 yd
			-5	5	15 yd
			-6	6	20 yd
			-7	7	30 yd
			-8	8	45 yd
			-9	9	70 yd
			-10	10	100 yd
			-11	11	150 yd
			-12	12	200 yd
			-13	13	300 yd
			-14	14	450 yd
			-15	15	700 yd
			-16	16	1,000 yd
			-17	17	1,500 yd
			-18	18	2,000 yd
			-19	19	3,000 yd
			-20	20	4,500 yd
			-21	21	7,000 yd
			-22	22	10,000 yd
	Totals	Cr4,825	22.7 lbs		
	Credits	Cr10,175			

WEAPONS AND ARMOR												
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn					
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	0 (6)	0	3	Reflec under jumpsuit and ballistic cloth jacket				
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	0 (2)	0	4					
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil			
Laser Pistol-10	Imp.	2d(2)	10	11	870	1700	4~*	50	0			

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Beauford "Bubba" T. Johnson		Race Solomani	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 119-1084 (35 yrs.)	Age Modifiers	
Birthworld Towers/Spinward Marches		Appearance Overweight middle-aged redneck that's greasy T-shirt barely contains his beer gut. Perpetually unshaven, smelly and filled with noxious gasses, Bubba tends to offend others, even by his very presence.		
Citizenship Imperial				
Status Average status within the Imperium.				
Wealth Average		Behavior Bubba likes to take it easy with an ice-cold beer. Bubba feels a little guilty for leaving his parents back on Towers, especially his father, a fourth-generation plumber. One way this guilt manifests itself is they way Bubba pays particular attention to the waste removal and recycling systems. He often says "it would make my daddy proud to see this thing flush."		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Mechanic		History After dropping out of school, Bubba worked at a spaceport repairing grav vehicles and then extended his expertise to spacecraft engines. A hunch about a problem with a shuttle impressed Numar Gimmini sufficiently that he was offered a job and engineering training. He found the work of a shipboard mechanic to be more to his liking than his previous job. He enjoys maintenance and is adept at cannibalizing machinery to repair to more essential equipment. Equipment he has maintained and understands completely often confounds engineers accustomed to the original. General Products noticed a life support system Bubba created from waste processing parts, and paid for the rights to it that Bubba then quickly invested in the Wayfarer.	
Previous Service/Employer Tukera Lines				
Previous Branch/Location Akerut	Final Rank/Position Mechanical Tech			
Terms Served 4	Retired? No			
Discharge world Towers	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
11	11	12	9	5	5	5				1d-1	1d+1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Brawling [4]	13			Bad Reputation (-3 to spacefarers) [-7]
Carousing [16]	12			Chummy [-5]
Computer operation [1]	12			Common Sense [10]
Engineer (starship) [8]	14			Compulsive Carousing [-5]
Engineer (vehicles) [4]	12			Fat [-10]
First aid [2]	13			Immunity to Disease [10]
Free fall [8]	13			No Hangover [5]
Gambling [4]	13			Odious Personal Habits (-3) [-15]
Guns (pistol) [2]	14			Quirk (Dislikes engineers) [-1]
Mechanic (j-drive) [8]	15			Quirk (Drinks beer constantly) [-1]
Mechanic (m-drive) [8]	15			Quirk (Keeps waste systems tuned) [-1]
Mechanic (power) [8]	15			Quirk (Slaps people on the back) [-1]
Pilot (air/raft) [4]	12			Quirk (Uses wrong parts if they fit) [-1]
Scrounging [4]	14			Strong Will (+3) [12]
Stealth [1]	10			Ugly [-10]
Vacc suit [8]	13			

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Nirka liken		Race Vilani	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 180-1080 (39 yrs.)	Age Modifiers -16 weeks for low berth travel	
Birthworld Regina/Spinward Marches		Appearance Proudly wearing his well-worn fatigues from his Marine career, Nirka is a large man who can appear quite threatening. He has many scars he has not had removed. A large tattoo of the 4518th Lift Infantry regimental crest decorates his left arm.		
Citizenship Imperial		Status Average status within the Imperium.		
Wealth Average				
Current Service/Employer Free Trader		Behavior "By the book," summarizes Nirka's philosophy. The Duke of Regina's own Huscarles is the most efficient organization of men and women anywhere in the galaxy, as far as Nirka goes. The civilians on this ship simply don't understand that it means to be a Marine. Well, they seem to be a good bunch of people to Nirka, they just need some discipline.		
Terms Served none	Date Started 031-1120	History The 4518th Lift Infantry was the home and family of Nirka for twenty years. He joined the Marines right after school, and was lucky enough to be assigned to one of the best units in the Spinward Marches. The Duke of Regina's own Huscarles was a key force in the Fifth Frontier War. Nirka is a loyal supporter of the Duke of Regina and the Imperium. When those around him make disparaging remarks about the Imperium, he has said: "I've seen men cut in half by Zho fusion guns fighting so you have the free will to say things like that." Unfortunately, there comes a time to retire or move to a desk job. His mustering-out benefit was not enough to live on comfortably, but was enough to start a new life as a partner in the free trader Wayfarer.		
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Gunner (Dorsal)			
Previous Service/Employer Regina Marines		Previous Branch/Location Jump Troops		
Final Rank/Position Sergeant				
Terms Served 5	Retired? Yes	Discharge world Regina		
Discharge date 098-1118				

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
12	13	9	11	6	6	7	-1			1d-1	1d+2

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Battle dress [8]	15			Alertness (+2) [10]
Beam weapon (plasma gun) [4]	15			Bad temper [-10]
Brawling [4]	15			Code of honor (soldier) [-5]
Breath control [4]	8			Combat reflexes [15]
Carousing [1]	10			Flashbacks (Minor) [-5]
Demolition [2]	9			G-experience [10]
First aid [1]	9			Over confidence [-10]
Free fall [8]	15			Quirk (cleans weapons frequently) [-1]
Gun (rifle) [4]	15			Quirk (drinks lots of coffee) [-1]
Gunner (ship weapons) [8]	15			Quirk (reminisces about the old days) [-1]
Guns (pistol) [2]	14			Quirk (strokes gun if nervous) [-1]
Knife [2]	14			Quirk (wears tank-top and flexes a lot) [-1]
Piloting (flight pack) [2]	13			Sense of duty (comrades in arms) [-5]
Stealth [8]	15			Stubbornness [-5]
Vacc suit [2]	9			

POSSESSIONS				Name		
Item	Cost	Weight	Nirka liken			
			Speed or			
			Range	Size	Measurement	
100 APS rounds	Cr90	3.1 lbs				
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
100 Solid rounds	Cr18	4.6 lbs	14	-14	1/5"	
5 9mm 20-round clips	Cr0	1.9 lbs	13	-13	1/3"	
Advanced Combat Rifle (ACR), 9mm	Cr1,364	8.9 lbs	12	-12	1/2"	
Imperial Marines cloth armor fatigues (no patches)	Cr210	3.0 lbs	11	-11	2/3"	
Reflec armor	Cr300	2.0 lbs	10	-10	1"	
Snub Automatic	Cr280	1.0 lbs	9	-9	1 ½ "	
			8	-8	2"	
Com Scrambler	Cr500	.3 lbs	7	-7	3"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	6	-6	6"	
Inertial compass	Cr250	1.0 lbs	5	-5	12"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	4	-4	1 ½ ft	
Military boots with rubber soles (PD3/DR6, +1 against slipping)	Cr50	5.0 lbs	3	-3	2 ft	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	2	-2	1 yd	
Sensor visor (+3 to Vision) around neck	Cr1,500	2.0 lbs	1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr5,097 35.7 lbs				
	Credits	Cr9,903				

WEAPONS AND ARMOR												
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn					
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	2/1 (6)	0	3	Reflec under ballistic cloth fatigues				
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	16/2 (2)	0	6					
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil			
ACR, 9mm (APS)	Cr.	7d+6(2)	12	10	840	5100	10	20	-2			
ACR, 9mm (Solid)	Cr.	7d-1	12	10	540	3400	10	20	-2			
Snub Automatic (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	20	-1			
Snub Automatic (HE)	Exp.	1d	9	2	80	1100	3~	20	-1			
Snub Automatic (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	20	-1			

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Khyerl		Race Aslan	Sex Male	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 180-1092 (27 yrs.)	Age Modifiers	
Birthworld Akhlare/Dark Nebula	Appearance Khyerl's clothing consists of the traditional kilt. He has learned how not to sit when around humans and the like. His mane is blackish with gold streaks and extends to his shoulder blades. On his right shoulder, held with a green woven strap that holds his Long Rifle he was given by his old rifle corps.			
Citizenship Aslan Hierate	Status Average status within the Imperium.			
Wealth Average	Behavior Khyerl grew up in a lower-class Aslan home. For generations, his family has never owned land, or attained any status. It is Khyerl's dream to someday change that. He has come to respect the other crewmembers, and has learned to be patient with the non-Aslan way of thinking. After all, these tahiwihteakhtau (barbarians) might help him find real land someday!			
Current Service/Employer Free Trader		Current Branch/Location Wayfarer (Beowulf)		
Terms Served none	Date Started 031-1120	History To humans, Aslan have an inordinate preoccupation with the acquisition of land. Unfortunately, Khyerl's home world of Akhlare offered none of it to someone of his mediocre social standing. Khyerl joined the military to fight in a glorious clan-war that was to last at least another 20 years, gaining him great honor, and perhaps land. Unfortunately the war was satisfied in only a few years. So having received his training, and after hardly bloodied his weapons on more than a few dozen opponents, Khyerl was discharged. He took his life savings and went to the Imperium and eventually purchased an equal share of the Wayfarer. In his own mind, the Wayfarer is his land, and he can be found wandering the corridors surveying his property.		
Previous Service/Employer Clan Army Infantry		Previous Branch/Location Rifle Corps		
Previous Rank/Position Veteran Warrior		Final Rank/Position Veteran Warrior		
Terms Served 2	Retired? No			
Discharge world Regina	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
11	12	11	11	5.75	10	6	-2			1d-1	1d+1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Battle dress [8]	14			Acute hearing (+3) [6]
Beam weapon (plasma gun) [2]	14			Acute taste/smell (+3) [6]
Beam weapons (laser) [8]	16			Claws (+2 damage) [15]
Dewclaw [4]	14			Clueless [-10]
First aid [1]	11			Code of honor (Aslan) [-15]
Free fall [8]	14			Combat reflexes [15]
Gunner (ship weapons) [8]	15			Enhanced move (double move) [7]
Guns (pistol) [4]	15			Extra hit points (+1) [1]
Piloting (flight pack) [4]	13			Fur (DR 1, keeps warm) [4]
Spear [4]	14			Incompetent (financial skills) [-2]
Stealth [8]	14			Incompetent (repair/maintenance) [-2]
Tactics (infantry) [4]	11			Intolerance (non-Aslan) [-10]
Vacc suit [2]	11			Night vision [10]
				Obsession (land) [-15]
				Poor grip (-2) [-5]
				Poor sense of smell (-1) [-2]
				Quirk (36 hour day) [-1]
				Quirk (eats only fresh meat) [-1]
				Quirk (showing teeth is aggressive) [-1]
				Sense of duty (comrades in arms) [-5]
				Short lifespan [-10]

POSSESSIONS				Name Khyerl		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
Khaihteale (snub automatic)	Cr280	1.0 lbs	14	-14	1/5"	
Power pack	Cr1,000	12.0 lbs	13	-13	1/3"	
Trolitakheal (laser rifle)	Cr2,100	10.0 lbs	12	-12	1/2"	
Cloth armor battle clothes	Cr210	3.0 lbs	11	-11	2/3"	
Reflec armor	Cr300	2.0 lbs	10	-10	1"	
			9	-9	1 ½ "	
Com Scrambler	Cr500	.3 lbs	8	-8	2"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	7	-7	3"	
Inertial compass	Cr250	1.0 lbs	6	-6	6"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	5	-5	12"	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	4	-4	1 ½ ft	
			3	-3	2 ft	
			2	-2	1 yd	
			1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr5,175 32.2 lbs				
	Credits	Cr9,825				

WEAPONS AND ARMOR												
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn					
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	2/1 (6)	1	2/1	Reflec under ballistic cloth fatigues				
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	16/2 (2)	1	16/2					
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil			
Laser Rifle	imp	4d	12	19	3300	6600	4~	100	0			
Snub Automatic (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	20	-1			
Snub Automatic (HE)	Exp.	1d	9	2	80	1100	3~	20	-1			
Snub Automatic (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	20	-1			

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Nashu Gimmini		Race Vilani	Sex Female	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 033-1076 (44 yrs.)	Age Modifiers -4 weeks for low berth travel	
Birthworld Junidy/Spinward Marches		Appearance Nashu is short for a Vilani and slightly overweight but still in fair shape. Nashu's long graying hair is kept neat in a ponytail. She constantly has a look of worry and anxiousness. Usually wearing old Akerut jumpsuits around the ship, an added ballistic cloth vest while off the ship is common.		
Citizenship Imperial				
Status Average status within the Imperium				
Wealth Average (His speculation is effective)		Behavior Nashu feels a great responsibility to her partners in the Wayfarer. None of them really have any merchant background or experience, so she must perform all the functions required to generate revenue. Nashu always thinks through his decisions and weighs all his options. She thinks first of his crew, is always fair. Once Nashu has made up her mind about something, it is difficult to change it.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Captain/Pilot		History Nashu joined Tukera Lines, a megacorporation providing transport of passengers and freight along the already established Imperial Xboat routes, right after school on Junidy. She enjoyed a long and successful career and was transferred to a wholly owned subsidiary, Akerut, which provides local service along jump-1 routes such as the Towers cluster. She has learned much about the Spinward Marches sector during his time with Tukera and has contacts throughout the Towers Cluster and beyond. There she also Captained her own Free Trader, the Wayfarer. 12 years later she attempted to finance the purchase of the ship and was turned down. Only after finding others willing to invest was she able to purchase the vessel outright.	
Previous Service/Employer Tukera Lines				
Previous Branch/Location Akerut	Final Rank/Position Captain			
Terms Served 6	Retired? Yes			
Discharge world Junidy	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
9	11	12	10	5.25	5	5				1d-2	1d-1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Accounting [6]	13			Claim to hospitality (trade guilds) [5]
Administration [2]	12			Code of honor (merchant's) [-5]
Appreciate beauty [12]	13			Compulsive generosity [-5]
Area knowledge (Towers Cluster)	15			Intuition [15]
Brawling [0.5]	10			Lightning calculator [5]
Carousing [4]	11			Miserliness [-10]
Computer operation [1]	12			Overweight [-5]
Detect lies [4]	12			Quirk (asks a lot of questions) [-1]
Economics [2]	11			Quirk (dims lights before takeoff) [-1]
Fast-talk [4]	13			Quirk (dislikes change) [-1]
First aid [0.5]	11			Quirk (facial tick when nervous) [-1]
Free fall [4]	12			Quirk (seems worried all the time) [-1]
Freight handling [4]	13			Reputation (good, +2 to merchants) [5]
Guns (pistol) [2]	14			Sense of duty (crew) [-5]
Language (Gvegh) [6]	14			Stubbornness [-5]
Law [1]	10			Workaholic [-5]
Merchant [6]	14			
Pilot (air/raft) [4]	12			
Pilot (free trader) [16]	14			
Stealth [2]	11			
Streetwise [4]	13			
Vacc suit [4]	13			

POSSESSIONS				Name Nashu Gimmini		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
100 Chem rounds	Cr5	.9 lbs				
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"	
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"	
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"	
			11	-11	2/3"	
Akerut standard spacer jumpsuit (several pockets)	Free	1.0 lbs	10	-10	1"	
Com Scrambler	Cr500	.3 lbs	9	-9	1 ½ "	
Computer, personal	Cr1,000	2.0 lbs	8	-8	2"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	7	-7	3"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	6	-6	6"	
Inertial compass	Cr250	1.0 lbs	5	-5	12"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	4	-4	1 ½ ft	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	3	-3	2 ft	
			2	-2	1 yd	
			1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr3,130	17.2 lbs			
	Credits	Cr11,870				

WEAPONS AND ARMOR											
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	0 (6)	0 (6)	3	Reflec under jumpsuit and ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	0 (2)	0 (2)	4	vest				
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Gozaefou ("Goz")		Race Vargr	Sex Female	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 309-1084 (35 yrs.)	Age Modifiers -19 weeks for low berth travel	
Birthworld Uertzhu/Gvurrdon		Appearance A very fit Vargr, Gozaefou generally wears her old Scout jumpsuits. She has an Aslan-made ballistic cloth jacket covered with the skin of a tlei'aolahkeaw, a rare, exotic Aslan creature that is colored in the garish colors Vargr find so attractive.		
Citizenship Imperial		Status Average status within the Imperium		
Wealth Average				
Current Service/Employer Free Trader		Behavior Gozaefou has found it difficult to trust anyone since her tragic incident in the Scouts. It took all her willpower to convince herself to invest in the Wayfarer with seven other people. She is now comfortable with the group, but can be over-protective of them. Deep inside she fears she might make the wrong decision and cause them harm like the crew of her Scout ship.		
Terms Served none	Date Started 031-1120	History Gozaefou, born in Vargr space, joined the Imperial Scouts as she dreamed of. After years of working in the Xboat network, she was finally transferred to the First Contact branch. For the next several years she led aggressive contact missions outside of Imperial space. Her impulsiveness and stubbornness soon caught up with her. When Gozaefou insisted her team make contact with what appeared to be shipwrecked survivors lost hundreds of years ago, disaster struck when the settlement was actually a Vargr corsair base. With her crew dead and her scout ship destroyed, a passing far trader picked her up. She left the service afterwards, bitter and distrustful. Gozaefou then invested her life savings into the Wayfarer.		
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Navigator			
Previous Service/Employer Imperial Interstellar Scout Service		Previous Branch/Location First Contact		
Final Rank/Position N/A				
Terms Served 4	Retired? N/A	Discharge world Regina		
Discharge date 098-1118				

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
9	11	12	12	5.75	10	5	-4			1d-2	1d-1

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Area knowledge (galaxy) [8]	14	Survival (vacuum) [2]	12	Acute taste/smell (+3) [6]
Astrogation [10]	16	Vacc suit [4]	13	Acute vision (+1) [2]
Astronomy [8]	14			Cannot kick [-5]
Brawling [1]	11			Chummy [-5]
Cartography [4]	13			Claim to hospitality (former scouts) [10]
Computer operation [2]	13			Claws (+2 damage) [15]
Electronics ops (com) [4]	13			Code of honor (scout's) [-5]
Electronics ops. (sensors) [4]	13			Duty (reactivation on 9-) [-5]
Engineer (vehicles) [2]	11			Easy to read [-10]
First aid [2]	13			Enhanced move (+1, fatigue in 5 seconds)
Free fall [2]	11			Fur (DR 1, keeps warm) [4]
Guns (shotgun) [1]	13			Impulsiveness [-10]
Language (Galanglic) [6]	14			Insatiably curious [-15]
Photography [1]	11			Quirk (always wears old scout jumpsuits) [-
Piloting (air/raft) [4]	12			Quirk (dislikes "dog" comments) [-1]
Piloting (scout ship) [8]	13			Quirk (distrustful) [-1]
Planetology (gas giants) [2]	12			Quirk (paranoid) [-1]
Planetology (hostile terrestrial) [2]	12			Quirk (proud) [-1]
Planetology (terrestrial) [4]	13			Reduced fatigue (-1) [-3]
Stealth [4]	12			Reduced hit points (-1) [-5]
Survival (arctic) [2]	12			Reputation (bad, Vargr) [-10]
Survival (desert) [2]	12			Teeth (1d-1 bite in close combat) [5]

POSSESSIONS				Name Gozaefou ("Goz")		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
50 shells	Cr24	6.0 lbs				
Cloth armor jacket with tlei'aolrahkeaw skin covering	Cr210	3.0 lbs	15	-15	1/10"	
Laser Pistol-10	Cr1,095	1.9 lbs	14	-14	1/5"	
Power Pack (belt)	Cr500	3.0 lbs	13	-13	1/3"	
Pump Shotgun	Cr235	8.0 lbs	12	-12	1/2"	
Reflec armor	Cr300	2.0 lbs	11	-11	2/3"	
			10	-10	1"	
Chemsniffer	Cr700	2.0 lbs	9	-9	1 ½ "	
Com Scrambler	Cr500	.3 lbs	8	-8	2"	
Computer, personal	Cr1,000	2.0 lbs	7	-7	3"	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	6	-6	6"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	5	-5	12"	
Inertial compass	Cr250	1.0 lbs	4	-4	1 ½ ft	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	3	-3	2 ft	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	2	-2	1 yd	
Scout service spacer jumpsuit (several pockets)	Free	1.0 lbs	1	-1	1 ½ yd	
Sensor visor (+3 to Vision) around neck	Cr1,500	2.0 lbs	0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr6,884 38.7 lbs				
	Credits	Cr8,116				

WEAPONS AND ARMOR												
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn					
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	0 (6)	0	3	Reflec under jumpsuit and ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	0 (2)	0	4	jacket				
Weapon		Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Shotgun		Cr.	4d	12	5	25	150	3~	5	-3		
Laser Pistol-10		Imp.	2d(2)	10	11	870	1700	4~*	50	0		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Eva Banks		Race Solomani	Sex Female	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 351-1080 (39 yrs.)	Age Modifiers -51 weeks for low berth travel	
Birthworld Capital/Core		Appearance Eva, sporting the traditional belter mohawk, most of her body is covered with tattoos of obscure Solomani images. She generally wears an unwashed jump suit and on her face sits a pair of cheap, round sunglasses. A toothpick darts around her mouth at all times. Hidden in her room is a complete, printed, collection of her works.		
Citizenship Imperial				
Status Average status within the Imperium				
Wealth Average		Behavior Eva loves life. New experiences and new people keep him going. Every man is a possible relationship; every woman must be impressed with her. Eva has had a very hard time opening up to the other crewmembers, and generally mouths-off quite a bit, often in a drunken stupor.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Sensor/Com Ops		History In the rough and tumble environment of asteroid mining you don't expect to find a poet, most especially a poet of some note. Though difficult to analyze in rhyme and meter, Banks works were widely read by Imperial Nobility, and she was considered by many of high social standing to be one of the best poets of all time. Banks left mainstream society in the Core sector, after a failed love affair with a hansom mechanic from a starport dive. After assuming a false identity and travelling to the Spinward Marches, a life of solitude alone in space, with the silent rocks as her only company was her existence for several years. Later she invested her last credits in the Wayfarer, taking the unassuming role as a sensor operator.	
Previous Service/Employer Independent Belter				
Previous Branch/Location N/A	Final Rank/Position N/A			
Terms Served 5	Retired? N/A			
Discharge world N/A	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
10	11	13	9	5	5	5				1d-2	1d

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Area knowledge (Patinir) [2]	14			Alcohol tolerance [5]
Brawling [4]	13			Alcoholism [-15]
Carousing [8]	11			Compulsive carousing [-5]
Computer operation [2]	14			G-experience [10]
Electronics ops (com) [6]	15			Lecherousness [-15]
Electronics ops (sensors) [8]	16			No hangover [5]
Engineer (mining) [6]	14			Odious habits (doesn't wash often) [-5]
Free fall [8]	13			Quirk (believes all men want her) [-1]
Gambling [4]	14			Quirk (facial tick when sober) [-1]
Geology [8]	15			Quirk (only uses own vacc suit) [-1]
Guns (pistol) [4]	15			Quirk (sucks on toothpick) [-1]
Navigation [2]	12			Quirk (wears shades at all times) [-1]
Piloting (small craft) [2]	11			Reputation (good, +4 to poetry fans) [6]
Prospecting [4]	14			
Stealth [1]	10			
Survival (vacuum) [4]	14			
Vacc suit [6]	15			
Writing [10]	17			

POSSESSIONS				Name Eva Banks		
Item	Cost	Weight	Speed or			
			Range	Size	Measurement	
100 Chem rounds	Cr5	.9 lbs				
100 HEAT rounds	Cr15	.5 lbs	15	-15	1/10"	
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"	
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"	
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"	
			11	-11	2/3"	
Com Scrambler	Cr500	.3 lbs	10	-10	1"	
Computer, personal	Cr1,000	2.0 lbs	9	-9	1 ½ "	
Emergency medkit (+1 to first aid)	Cr300	1.0 lbs	8	-8	2"	
Generic standard spacer jumpsuit (several pockets)	Free	1.0 lbs	7	-7	3"	
Heavy boots with rubber soles (PD3/DR4, +1 against slipping)	Cr50	4.0 lbs	6	-6	6"	
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	5	-5	12"	
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	4	-4	1 ½ ft	
Poetry books	N/A	*30.0 lbs	3	-3	2 ft	
Vacc Suit	Cr2,000	*20.0 lbs	2	-2	1 yd	
			1	-1	1 ½ yd	
			0	0	2 yd	
			-1	2	3 yd	
			-2	2	4 ½ yd	
			-3	3	7 yd	
			-4	4	10 yd	
			-5	5	15 yd	
			-6	6	20 yd	
			-7	7	30 yd	
			-8	8	45 yd	
			-9	9	70 yd	
			-10	10	100 yd	
			-11	11	150 yd	
			-12	12	200 yd	
			-13	13	300 yd	
			-14	14	450 yd	
			-15	15	700 yd	
			-16	16	1,000 yd	
			-17	17	1,500 yd	
			-18	18	2,000 yd	
			-19	19	3,000 yd	
			-20	20	4,500 yd	
			-21	21	7,000 yd	
			-22	22	10,000 yd	
	Totals	Cr4,880 16.2 lbs				
	Credits	Cr10,120				

* In stateroom

WEAPONS AND ARMOR

Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	2/1 (6)	0 (6)	0	3	Reflec under jumpsuit and ballistic cloth			
Cr/Imp (Engy)	DR	0	16/2 (2)	16/2 (2)	0 (2)	0	4	vest			
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		

PERSONAL DATA AND HISTORY

GURPS Traveller

100 points

Name Bareki Yundis Laris		Race Darrian	Sex Female	Travellers' Aid? No
Noble Title none	Military Rank none	Birthdate 122-1076 (43 yrs.)	Age Modifiers none	
Birthworld Darrian/Spinward Marches		Appearance Bareki is a Darrian with dark hair, golden skin, a slight build, and the almost pointed ears, characteristic of native Darrians. Laris is commonly seen in a smoking jacket or bathrobe, holding or reading a datapad.		
Citizenship Darrian Confederation				
Status Average status within the Imperium.				
Wealth Average		Behavior Bareki dislikes her roll as steward. She understands that it is the only available position, but feels it is beneath her station to serve and clean up after passengers. She is never rude to them; she simply would rather spend time thinking about important matters. Bareki has become quite forgetful as years pass, and can be found wandering the halls muttering various outlandish theories to whoever is nearby.		
Current Service/Employer Free Trader				
Terms Served none	Date Started 031-1120			
Current Branch/Location Wayfarer (Beowulf)	Current Rank/Position Steward		History Bareki has spent her entire life in research, with few real friends, and nothing to show for it other than her savings. Her fame as a research scientist on Darrian has proven to be of little worth outside of the Confederation. Even though Darrians look at scientists as Solomani might a professional athlete, the rest of the Imperium does not share those views. She seeks to understand more of the universe by travelling through it. She has accomplished this by investing in the Wayfarer, and travelling as a crewmember. Unfortunately, without practical shipboard skills, she has assumed the role of steward. Bareki has little experience in taking care of passengers, and in fact, finds them to be a bothersome lot.	
Previous Service/Employer Academic Researcher				
Previous Branch/Location Xeno-Biologist	Final Rank/Position Senior Researcher			
Terms Served 6	Retired? Yes			
Discharge world Darrian	Discharge date 098-1118			

ATTRIBUTES

Strength	Dexterity	Intelligence	Health	Speed	Move	Dodge	Encumbrance	Hits	Fatigue	Thrust	Swing
8	11	12	10	5.25	5	5				1d-3	1d-2

SKILLS AND OTHER INFORMATION

Skills	Level	Skills	Level	Advantages, Disadvantages and Quirks
Administration [1]	11			Absent mindedness [-15]
Biochemistry [16]	14			Ambidexterity [10]
Biology [8]	14			Good reputation (+2 for Darrian) [3]
Chemistry [8]	14			Insatiably curious [-15]
Computer operation [4]	14			Lightning calculator [5]
Free fall [0.5]	9			Mathematical ability [10]
Genetics [16]	14			Motion sickness [-10]
Guns (pistol) [1]	13			Quirk (always carries a book) [-1]
History (Aslan) [2]	11			Quirk (hair is always messy) [-1]
History (Darrian) [2]	11			Quirk (looks down her nose) [-1]
History (Imperial) [2]	11			Quirk (snob) [-1]
Language (Galanglic) [8]	15			Quirk (spouts outlandish theories) [-1]
Physician [6]	13			Single-minded [5]
Research [4]	13			
Savior-faire (academia) [2]	13			
Teaching [6]	14			
Vacc suit [0.5]	10			
Writing [4]	13			
Xenobiology [6]	14			

POSSESSIONS			Name Bareki Yundis Laris		
Item	Cost	Weight	Speed or Range	Size	Measurement
100 Chem rounds	Cr5	.9 lbs	15	-15	1/10"
Cloth armor vest	Cr210	3.0 lbs	14	-14	1/5"
Reflec armor	Cr300	2.0 lbs	13	-13	1/3"
Snub Revolver	Cr280	1.0 lbs	12	-12	1/2"
Com Scrambler	Cr500	.3 lbs	11	-11	2/3"
Computer, personal	Cr1,000	2.0 lbs	10	-10	1"
Medium communicator with headset (500 mile range)	Cr200	1.0 lbs	9	-9	1 1/2 "
Nice casual Darrian clothes	Free	1.0 lbs	8	-8	2"
Pocket Pack (pen-light, Swiss Army knife, tape, candy-bar)	Cr20	.5 lbs	7	-7	3"
			6	-6	6"
			5	-5	12"
			4	-4	1 1/2 ft
			3	-3	2 ft
			2	-2	1 yd
			1	-1	1 1/2 yd
			0	0	2 yd
			-1	2	3 yd
			-2	2	4 1/2 yd
			-3	3	7 yd
			-4	4	10 yd
			-5	5	15 yd
			-6	6	20 yd
			-7	7	30 yd
			-8	8	45 yd
			-9	9	70 yd
			-10	10	100 yd
			-11	11	150 yd
			-12	12	200 yd
			-13	13	300 yd
			-14	14	450 yd
			-15	15	700 yd
			-16	16	1,000 yd
			-17	17	1,500 yd
			-18	18	2,000 yd
			-19	19	3,000 yd
			-20	20	4,500 yd
			-21	21	7,000 yd
			-22	22	10,000 yd
	Totals	Cr2,515	10.7 lbs		
	Credits	Cr12,485			

WEAPONS AND ARMOR											
Body Protection	Head	Body	Arms	Legs	Hands	Feet	Armor Worn				
Cr/Imp (Engy)	PD	0	2/1 (6)	0 (6)	0 (6)	3	Reflec under jumpsuit and Ballistic cloth				
Cr/Imp (Engy)	DR	0	16/2 (2)	0 (2)	0 (2)	4	vest				
Weapon	Type	Damage	Snapshot	Accuracy	Half Damage	Max. Range	Rate of Fire	Shots	Recoil		
Snub Revolver (Chem)	Spcl.	Spcl.	9	2	80	1100	3~	6	-1		
Snub Revolver (HE)	Exp.	1d	9	2	80	1100	3~	6	-1		
Snub Revolver (HEAP)	Exp.	2d(10)	9	2	80	1100	3~	6	-1		