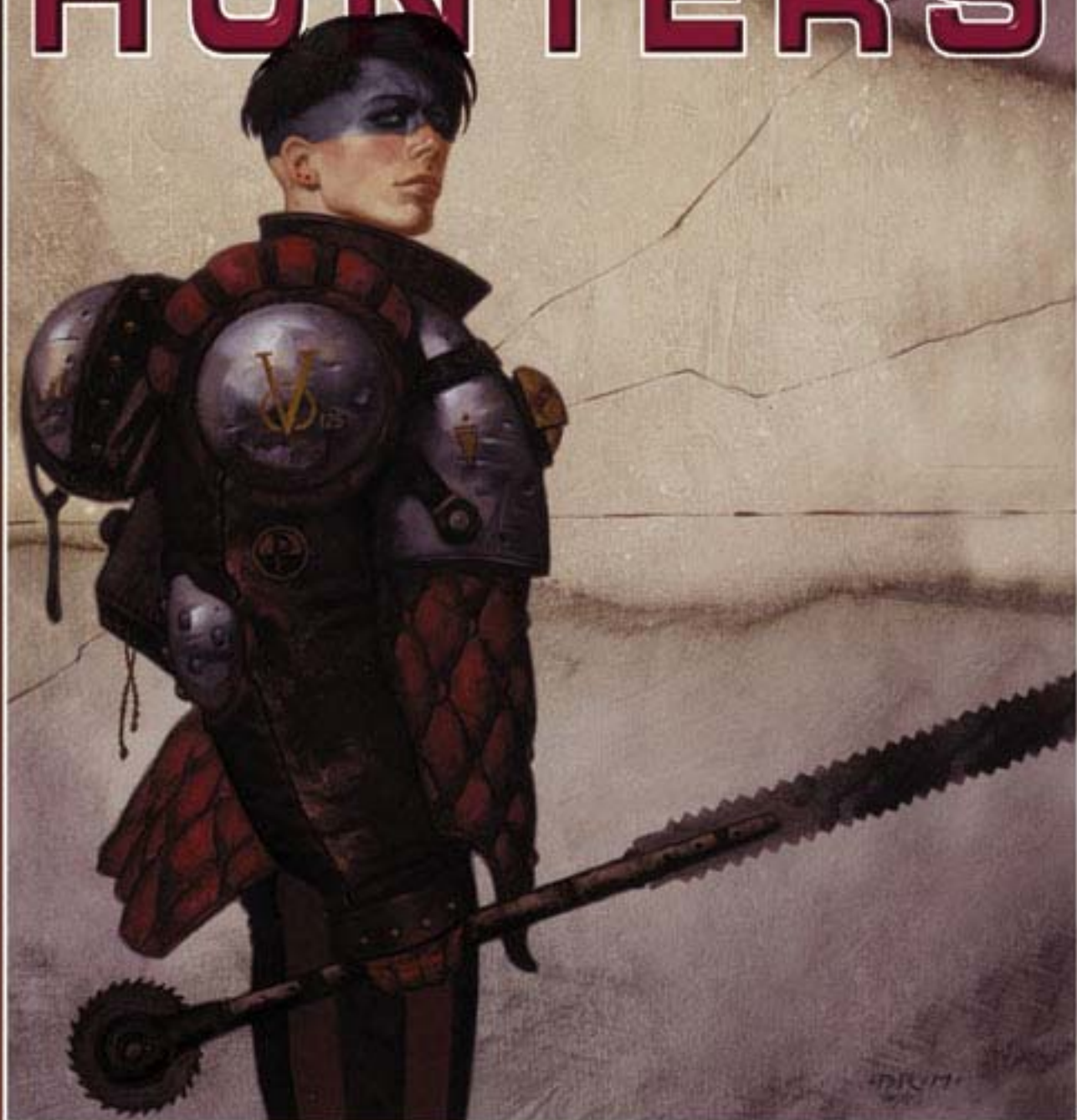


GURPS® *Traveller*®
HEROES 1

**BOUNTY
HUNTERS**



STEVE JACKSON GAMES



GURPS Traveller Heroes 1

Bounty Hunters

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First in a series of mini-books that spotlight interesting professions for adventure! *Bounty Hunters* gives templates for character design, and goes into detail about the risks and rewards of hunting criminals for money. Campaign ideas and adventure seeds are included, along with several completely worked out characters. This book will jump-start lots of *Traveller* adventures!

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1. THE PROFESSION

In simplest terms, a bounty hunter tracks down and detains another to collect a fee or bounty. Bounties may be placed by law enforcement agencies, corporations, individuals, military units, and more. They vary from simple payment for locating someone to contracts for assassination.

The Bounty Hunter

Bounty hunters come in a variety of races, genders, and personalities. Megacorporations employ repo men, passenger liners hire anti-hijacking teams, and freelancers stalk the Imperium in search of fugitives.

THE MORAL DILEMMA

At times, a bounty hunter may apprehend a target that claims innocence. A hardened hunter is likely to ignore such pleas, but a hunter with a conscience may find himself facing a moral dilemma. Is it up to the hunter to decide the guilt or innocence of his quarry? What steps should he take if he believes his captive is truly innocent?

These sorts of moral questions can be a good source of roleplay ideas and adventures, as well as fodder for internal character struggles. Even a hard-core mercenary may be affected by the pleadings of an innocent victim, or plagued by a nagging conscience should facts later reveal that his target was telling the truth.

FREELANCERS

Freelance bounty hunting offers substantial freedom, allowing characters to pick targets to suit their style. Locating a suitable bounty can be done by means of a good Reputation (where the hunter's services are directly requested), Contacts (bondsmen, law officers, registry clerks, etc.), special organizations (e.g., *Rim-Core Retrieval*, p. 00; *The Regina Free Rangers*, p. 00), or a high Research skill (searching shipping registries, court dockets, public notices, and other databases).

Freelance hunters operating within the Imperium may obtain an Imperial Bounty Hunting License (p. 00).

COMPANY MEN

Large corporations often retain bounty hunters to track down delinquent clients or to hunt down criminals preying on the company's assets. Such hunters may be called "internal security agents" or "collections officers," but the fact remains they hunt down and capture someone for a fee.

Small corporations usually cannot afford a large staff and so rely on freelance bounty hunters as needed. But multi-system and galactic corporations find it more efficient to maintain a diversified security force with key personnel stationed throughout their sphere of influence.

Bounties may be placed by a corporation for such things as violation of confidentiality, theft of proprietary information, theft of company property, and so forth. Some of these infractions (such as theft) may violate penal codes as well.

A hunter's duty in most cases of corporate bounties is the safe return of the target. What the corporation does with him once he's in their custody is usually none of the hunter's business.

Especially powerful corporations may have enough influence to allow their employees substantial leeway in working outside local laws. It is up to the GM to decide if any given corporation has such power, and just how far it extends.

Corporate bounty hunters are paid a salary (Cr35-60,000 a year) plus a fee or commission for the capture of criminals or the repossession of property (see *Repo Men*, p. 00). Most provide an expense account to cover incidental costs such as food, lodging, and basic transportation, but abuse of the account or unusual expenditures will be frowned upon.

SKIP TRACERS

Skip tracing is a very common form of bounty hunting. When a suspected criminal defaults on a bail bond (see p. 00), he becomes a "skip." If a bail bondsman cannot get the suspect to court within an allotted time, he loses money – often a lot of money. Rather than losing the entire bond, he relies on skip tracers – bounty hunters who

track down the skip and return him to the authorities for a percentage (25-50%) of the bond. Skip tracers usually have one or more bail bondsmen as Contacts or employers. See pp. 00-00 for more information.

REPO MEN

Hunters who specialize in repossession are called “Repo Men.” They may be freelancers or company men. Repossession is usually the final step in attempting to collect payment for an item purchased on credit. In the *Traveller* universe, this is usually a ship.

The most common employers for repo men are financial institutions. Such institutions share information amongst themselves in an attempt to screen applicants for credit, but on occasion – by accident or incident – the system fails. When a ship buyer skips out on his payments, lenders immediately put out a warrant for the return of the ship. Company men working in repossessions will usually be salaried (Cr50,000 a year) and given a commission for the successful return of the ship (1/2-2% of the value of the recovered ship). Freelancers are usually paid expenses plus a higher commission (2-5%).

For more details, see *Repossessions*, p. 00.

The Trade

Bounty Hunting is not simply a matter of bursting through the door of a rented room and hauling a fugitive to justice. It involves everything from computer research and “social engineering” to codes of conduct that govern bounty hunters in their interaction with everyone they meet.

GETTING A CONTRACT

The first step in bounty hunting is finding a contract. Some do so independently, others through an employer. Salaried hunters may be given a choice of contracts, but most are *assigned* a specific contract. Fortunately, such assignments usually include the latest information available on the target.

Bounty clearinghouses such as *Rim-Core Retrieval* (p. 00) provide freelance hunters with a source of bounties. Such organizations have benefits and drawbacks; see *Bounty Hunter Organizations* p. 00 for more information.

Imperial Registration

Imperially licensed hunters have the option of registering their intent to track down bounties issued by the Imperium. This can be done for a small fee (Cr20-50) at any Imperial court office by filing Form I-62962, entitled *Registration of Intent to Pursue* (commonly called an “IP” in the business; “RIP” by the more cynical). Imperial Court offices can generally be found at Type III or better starports.

Imperial registration legalizes the hunter’s pursuit. A properly filed IP will aid in dealing with Imperial authorities, but its use in circumventing planetary, regional, or local laws is less reliable. Registration also leaves a distinct computerized trail of the hunter’s efforts as he passes borders, uses Imperial communications channels, and so forth. Honest hunters will have no qualms about registering their bounties; those on the shadier side of the business may wish to avoid the attention.

Non-Imperial contracts may be registered through the Imperium, but any contracts that violate Imperial ordinances will be denied.

FINDING THE TARGET

Finding the target is often the most difficult part of a hunt. Most contractors provide information on the recent whereabouts of the target, ranging from excellent (“checked out of the Tysunn Residential Wing of the Question Industrial Complex on Gram, Sword Worlds, at 0935 local time”), to useless (“often runs trade routes in the Solomani Rim”).

In an effort to find their quarry, hunters search passenger manifests and border records, interview friends and acquaintances, stake out locations the target frequents, and more.

Such a search can become tedious if players are looking for gunslinging adventure. If they enjoy piecing together bits of information in a protracted manhunt, then the GM should oblige them. But if they prefer stun grenades and combat armor, then finding the target should be easier.

Computers

Travel records, customs records, expense reports, hospital visits, medical records, intercepted communications, and police records can provide a trail when tracking a suspect. Only the most cautious fugitive will be able to avoid leaving *some* kind of computer trail. Gaining access to such records may be difficult (or illegal) at times.

Some information (ship registries, basic police reports) may be readily available depending on local regulations. Medical records (from insurance companies, employers, hospitals), customs reports, border and checkpoint crossings, and detailed police accounts will be more difficult to find. Some information will not be available without illegally hacking into the proper database. The Research skill is used to find specific information once the database is located.

Because of the vast differences in laws and varying levels of “freedom of information,” the GM can limit (or provide) any information he chooses if it furthers the adventure.

People

Even the most hardened criminal has acquaintances: friends, loved ones, relatives, business partners, shipmates, henchmen, employers, and employees. Some - spurned lovers, double-crossed partners - may be inclined to disclose information freely; there’s always someone that did somebody wrong. For the target’s other associates, good “people skills” will be needed.

Bounty hunters specializing in “social engineering” need high levels in Acting, Carousing, Detect Lies, Fast-Talk, Psychology, Savoir-Faire, and/or Sex Appeal. Some hunters might include Interrogation and Intimidation in their “people skills.” Languages are always helpful.

ALL THE WORLD’S A STAGE

You don’t need make-up or a high-tech disguise kit; and almost nobody asks for ID. Just know how to read people and play on their weaknesses. I don’t know how many times I’ve been an old lover or a long-lost sister. Seems everybody is a sucker for a woman looking for her man. It’s just a good thing they don’t know why I’m looking for him.

A cop's always got to be a cop; but I can be anyone I want.

- Shae d’Linn, Retrieval Officer, Boone Security Services

Stakeouts

Once a target has been located, the surroundings should be scouted and staked out. Care must be taken not to alert the mark (or his friends or employees) until the bounty hunter makes his move. Stakeouts can be long, boring, and tedious. Night-vision gear, bugs, hidden cameras, and motion-activated sensors make the job easier, but nothing beats a good set of eyes when it comes to looking for a target.

Impulsive characters will have a difficult time staking out locations, and should roleplay their disadvantage appropriately.

CAPTURE

After hours, days, or weeks of effort, the time comes to take down a target. It may be a simple matter of escorting a peaceful skip to local authorities, but usually a fugitive on the run puts up some measure of resistance.

The hunter should make his move at a time and place of his choosing, rather than in response to the target’s actions. Choosing a takedown site is not always easy. Public places makes it easier for the hunters to blend in and make their move on cue, but innocent bystanders can become hostages or casualties. Quiet locations make the nab easier, but it may be difficult not to arouse suspicions too early.

Choosing the right location can mean the difference between success and failure. GMs should prepare a variety of locations the skip is frequents, as well as some alternate locations should the PCs shadow him to another locale. At the very least, a quick map can be drawn showing places of concealment and cover, as well as the major routes in and out of the area – many subjects will run rather than stay and fight.

PAYMENT

Imperial and other government bounties will generally be paid at the time of transfer. Small Imperial facilities may issue a payment voucher that the hunter can cash at a larger facility or at a large bank.

Corporate bounties and bail bond contracts will usually be paid by the issuer when the hunter shows evidence that the target was turned over to the proper authorities (see *Conveyance*, p. 00).

TEAMMATES

Some bounty hunters work with a partner; others are members of a team or an organization. PCs will usually be working in small groups by design, but even solo hunters may wish to have an NPC partner or two. A group of hunters can diversify their skills (e.g., computer skills, people skills, combat skills), making tracking and apprehending a target easier.

Additionally, nothing compares to working with someone you trust during a takedown. Teammates can watch

alternate exits, deal with henchmen, provide additional firepower, or simply cover your back.

BOUNTY HUNTER ORGANIZATIONS

There are a number of organizations dedicated to the business of bounty hunting. They range from small, guild-like groups of hunters to bureaucratic corporations like the *Regina Free Rangers* (p. 00) whose membership constitutes a veritable military police force.

Bounty clearinghouses specialize in collecting data on existing bounties, making it easy for anyone to access searchable lists of bounties. Such organizations may charge an annual fee for membership (Cr500 a year and up), a per-bounty fee for information (Cr5-Cr20 per bounty), a percentage of the bounty once it has been earned (usually around 15%), or some combination of all three.

These organizations may be open to anyone, but the most reputable require a bounty-hunting license at least. Some are more restrictive in their membership and may be by invitation only.

Bounty Hunters and the Law

The galaxy is a big place with a myriad of rules and regulations, many of which impact a bounty hunter's life – for better or for worse. The first thing a bounty hunter (and GM) must understand is that there is no *one* law for bounty hunting – nor for anything else in the galaxy. The variety and number of laws, regulations, ordinances, edicts, warrants, directives, decrees, and other rules is staggering.

Bounty hunters will find themselves dealing with the Imperium, the Zhodani Thought Police, Solomani Security, sector laws, system laws, planetary governments, regional officials, and even national governments on a balkanized planet. What follows is a broad overview of Imperial laws, with an emphasis on the spirit behind them rather than detailed laws for every deed. Similar laws will exist to a greater or lesser degree in other governments.

The Basics

The Imperium has many laws governing bounties and bounty hunting, but there are basic precepts involved in the spirit behind such laws. For example, laws governing the use of force are designed to protect non-violent criminals from meeting an untimely death at the hands of an ambitious bounty hunter or law enforcement agent. Laws against unlawful detainment protect innocents from being kidnapped. Laws prohibiting illegal entry protect citizens and their property. But all of the above are part and parcel of a bounty hunter's routine.

In general, bounty hunters must abide by the laws of the Imperium, regional governments, planetary or national governments, and so forth. Possession of an imperial license alleviates some of the restrictions as noted below and on p. 00 (*Imperial Licensing*).

From a practical standpoint, however (and in the interest of good gameplay), it is often necessary for a hunter to break laws to capture his prey. GMs needn't hamstring PCs by arresting their characters for every minor infraction, but blatant disregard for the laws – especially those protecting innocents and their property – will attract the attention of authorities and cannot be ignored. A hunter that roughs up a felon will probably get away with it; one that opens fire with automatic weapons in a crowded starport will pay the price.

USE OF FORCE

Laws regarding the use of force vary widely throughout the galaxy. Imperial law dictates that an Imperially licensed bounty hunter may use “reasonable and proper force” in apprehending his subject, but that expression has been the source of much debate – both in starport taverns and Imperial courtrooms.

In general, licensed bounty hunters can use force equal to that of their prey and in amounts sufficient only to guarantee his capture. For example, pursuing an unarmed subject would not warrant the use of deadly force. Shooting him to stop him from fleeing would be deemed “excessive” in almost any court in the galaxy, and his death could land the aggressive hunter in prison. Chasing him down on foot and tackling him - even if it resulted in injuries - would be ruled as “reasonable and proper force.”

Things change when a subject is armed. Whether he threatens the life of his pursuers or innocent bystanders, his use of a lethal weapon justifies using a similar weapon in return. When in doubt, hunters should return like for like – brawling for brawling, knife for knife, gun for gun – or be very careful to hide their use of force from witnesses.

BREAKING AND ENTERING

Imperial law gives license holders the right to enter private property during a hunt, if they have “substantiated reason” to believe the target is there. Destruction of property is *not* included in their rights; physical damage to doors, windows, or any other part of another's property may bring civil lawsuits.

Trespassing while searching for clues may or may not be acceptable, depending on local laws. Imperial law does not condone such actions, even for licensed hunters. This law is occasionally overlooked when the hunters are on good terms with local authorities.

Imperial Facilities

Breaking into military or other Imperial facilities is exempted from the “substantiated reason” clause. *No hunter – licensed or otherwise – may trespass on Imperial grounds or in Imperial facilities for any reason.* This includes military installations, research labs, government buildings, Imperial space stations, X-boat facilities, Imperial vessels, embassies, consulates, diplomatic vessels, etc. Violation of this rule will land the hunter in the hottest of water, and will result in the revocation of his license at the very least.

RESTRAINT

Physical detention of another is usually a violation of civil rights. Laws covering kidnapping and slavery may come into play, especially if the captive is innocent of wrongdoing. Imperially licensed hunters, however, are given the right to restrain a criminal while carrying out their duties.

For purposes of interpreting this law, a criminal can be any of the following:

Imperial criminals: This category includes persons wanted by the Imperium for a crime. This may include prison escapees, subjects of an arrest warrant, persons with a standing Imperial bounty for their capture, or anyone committing a felony within Imperial jurisdiction.

Bail jumpers: Failure to appear at a scheduled court date is an Imperial offense. Bail jumpers (“skips”) can be legally detained by a licensed bounty hunter. See *Bail Bonds*, p. 00, and *Skip Tracers*, p. 00 for more information.

Payment skips: Non-payment of installment loans results in ownership of the item reverting to the title-holder. Once such an event has occurred, the non-payer becomes guilty of theft of another’s property and can be legally detained by a licensed hunter.

Non-Imperial criminals: The capture and detention of a non-Imperial criminal can be a sticky matter. For example, if a local planetary government issues a bounty for the return of a local criminal, but he has not committed any Imperial crimes, hunters should keep a copy of the bounty or warrant on-hand at all times. The Imperium is willing to work in conjunction with planetary (or other non-Imperial governments) in such matters, so long as sufficient proof is available that the detainee is, indeed, wanted.

Conveyance

Once a subject has been detained, he must be turned over to a legal authority within a “reasonable period of time.” The definition of “reasonable” is open to debate, but a general rule is that transporting a criminal to the nearest appropriate facility is acceptable. Hauling him halfway across the galaxy (to hand him over to a loan shark, for example) is not. The local offices of an Imperial authority will provide a receipt of the transfer, including documentation of the subject’s identity.

Non-Imperial criminals may be extradited to the appropriate government, or permission may be granted for the hunter to transfer his quarry to the appropriate facility.

For bounties offered by private institutions, the law still requires the target be remanded to legal authorities, since most private bounties involve a criminal act of some kind.

IMPERIAL WARRANTS

In extremely rare cases, a well-known and reputable bounty hunter may be issued an Imperial Warrant to aid in capturing and returning a dangerous or important criminal. When issued, these warrants are tantamount to a *carte blanche* for the carrier, allowing him to sidestep limiting laws and bureaucracy.

Imperial Warrants are issued on a case-by-case basis and even then, *very* infrequently. Recipients always have a very high Reputation (+4) with the Imperium, and are known for their efficiency and professional conduct (Code of Honor and Honesty are helpful here, but good conduct through roleplay sessions is more important). Anyone abusing a warrant will find it revoked and will become an enemy of the issuer. Embarrassing a high public official is sure to bring his ire – something even the most powerful character should avoid.

Bounty hunters are issued warrants by sector dukes, archdukes, and the like. The Emperor has never been known to personally issue such a warrant.

LOCAL ORDINANCES

Pursuing a criminal from one part of the galaxy to another can cause many problems. Crossing political boundaries means crossing legal ones, and a target’s status as a criminal may even come into question.

Some planets do not have a solid extradition agreement with the Imperium, and may harbor fugitives in violation of Imperial Law. A hunter chasing an Imperial criminal to such a world may find himself bereft of rights

to investigate, pursue, or apprehend!

Veteran hunters say there are two ways around such difficulties:

1. Research local laws before you take action, and then work within them when you can. Enlisting the aid of local law enforcement is always helpful.
2. Ignore local laws and go about your business. Track down the target, apprehend him, and high tail it off the planet before anyone notices.

The second choice often works and may seem the easiest. But PCs should be aware that doing so means burning bridges behind them, making it difficult to return later.

ADVENTURE SEED: NOT IN *MY* SYSTEM!

During a routine hunt, the PCs find themselves tracking their quarry to Trent's Hope, a high-tech, but repressed world in the Client States. The world and the surrounding system are governed by strict laws, including the ban on possession of weapons by non-government personnel. Visitors to the system will be greeted by a pair of *Dragon-Class System Defense Boats* (p. GT144). They will be hailed, boarded, and searched; all weaponry will be confiscated and held for the duration of the visitors' stay. Those refusing the search or refusing to surrender their weapons will be turned away; aggressors will be fired upon. Due to the strict regime and harsh treatment, Trent's Hope has been given an Amber Zone rating.

Once planetside, the characters will find a repressed and militaristic police state. Random searches, requests for proper identification, detainment, and delays are all common. Stationary and floating video surveillance systems abound, and armored squads of police patrol the streets. PCs who violate planetary laws will be detained, interrogated, imprisoned, or even sentenced to death, depending on the severity of the offense. Police commanders are authorized to carry out executions on the spot if they deem it proper.

The ruling government does not recognize Imperial authority to any degree; licensed bounty hunters will have no more rights than any other visitor. All weapons and other confiscated items will be returned when the party leaves the system, assuming they do so legally. Trying to leave the system with an unwilling subject will be considered kidnapping.

Trent's Hope does *not* have an extradition treaty with the Imperium, nor will they consider the PCs' quarry a criminal unless he violates local laws.

Bounties, Bonds, and Contracts

Bounty hunters may find themselves pursuing contracts from bail bondsmen, law enforcement agencies, interstellar governments, and more. Several common variants of each contract are listed below, but GMs should flesh out any particular contracts before beginning an adventure.

DEAD OR ALIVE

Despite the popular misconception, most contracts do *not* make allowance for the return of a corpse. Dead criminals cannot be tried, dead debtors cannot repay loans, dead spies cannot reveal information about their employers... a "dead or alive" bounty is the exception rather than the rule.

In some instances, large governments may issue such a bounty on the most hardened escaped criminal, if such a criminal's liberty is endangering other's lives and if that criminal has already been tried and sentenced. These will be some of the most dangerous hunts a PC is likely to take. GMs who run such an adventure should set the bounty payment high, and make the target intelligent, capable, and *very* dangerous (for example, see *Vanko Yevheniy*, p 00).

Private "dead or alive" contracts exist, but often amount to little more than legalized assassination. See p. 00.

BAIL BONDS

Criminals are often released on bail pending a trial. Bail is money given to the court that allows the suspect freedom until his trial date, at which time the money is returned. For serious crimes, bail may be very high, and the suspect may not have sufficient funds. That is where a bail bondsman comes in.

For a fee, a bail bondsman (the generic term for any race or gender) provides a *bail bond* – a special contract that puts the suspect into the custody of the bondsman. The bail bond is, in essence, insurance given to the court system that the suspect will return for his trial. If the suspect appears at his court date, the bail bond is returned (or nullified) and everyone is happy.

But problems begin when a suspect skips his court date, for the bondsman will lose (forfeit) the bond. The courts usually give the bondsman a grace period to get his client to return, or the entire amount of the bail (often hundreds of thousands of credits) is lost.

At this point, the bondsman calls on skip tracers to track down the missing client (called a "skip"), and return

him to the court system as quickly as possible. Payment is usually a percentage of the bail bond which can range from a few thousand credits to as much as Cr100,000 or more. Insignificant bail amounts (less than Cr1,000) rarely require a bail bond, and even then it's not worth the bondsman's time to track down a skip for such a measly amount. (See *Skip Tracers*, p. 00).

Time is of the Essence

A skip tracer's worst enemy is usually not his quarry; it is time. The court systems allow bondsmen a limited amount of time to get the suspect to court before the bond is forfeit. This is usually 30-60 days, but at times a heavily burdened court may have limited dockets available and insist the skip be returned sooner.

Bail bondsmen keep close tabs on their clients. The moment one skips, the bondsman turns loose his dogs to bring the skip into custody. The quicker a hunter is to pick up the contract, the better the chance of snagging the suspect before he gets too far. Every hour the hunter delays reduces his chance of picking up the trail as more ships leave port, the skip's friends scatter, and recent hang-outs turn cold.

CRIMINAL BOUNTIES

Governments may issue rewards for anything from "information leading to arrest" of a subject to "Wanted: Dead or Alive." Most fall into the first category, and very few bounties will actually be issued requesting the death of a criminal (see *Dead or Alive*, p. 00). Criminals wanted for serious crimes (murder, treason, terrorism) bring a higher reward. Generally, the reward is commensurate with the risk; high-credit bounties will mean high-danger missions.

IMPERIAL LICENSING

Imperial licensing gives many advantages to bounty hunters operating within the Imperium and most neighboring client states. It is recognized, even if begrudgingly, by Imperial government officials and law enforcement personnel, but it does not give the holder diplomatic immunity, legal enforcement powers, or other special standing. (Though a bounty hunter's license does not really give him legal enforcement powers, it is treated as such in **GURPS** terms).

An Imperial license allows the licensee to go about his business without raising suspicion at customs checkpoints, aboard starliners, in areas with a high Control Rating, and so forth. Planetary and system governments within the Imperium often recognize the license, allowing the hunter to operate planetside with many of the same freedoms.

Specifically, a licensed bounty hunter is allowed to:

Detain any felon, fugitive, skip, or other person on whom a legal bounty has been issued. This would include the use of restraints.

Enter premises harboring such a person, so long as those premises are not exempted because of their sensitive nature (government installations, embassies, etc).

Contest such a person using appropriate force.

Eligibility and Requirements

An Imperial Bounty Hunting License is available to any Imperial citizen with a clean record. The applicant is required to file Form B-012787/H at any Imperial Court, and receive a passing grade on a basic computerized test of Imperial criminal law and bounty-hunting procedures. In game terms, anyone with either Law-10 *or* Professional Skill (Bounty Hunter)-10 will pass the test.

There is a Cr500 fee to file for the license, and a Cr100 annual renewal fee (for a total of Cr600 for the first year). The license can be revoked for violation of Imperial Law, or abuse of privileges.

This is a 5-point Advantage, and is treated as a version of Legal Enforcement Powers (see p. 00).

REPOSSESSIONS

Repossession may be done by company employees or freelance hunters. As employees of the corporation that holds the title to the missing ship, company men may legally take direct possession. Independent repo men do not have such a right; they are ordinary citizens reclaiming another's stolen property and are required to turn the vehicle over to local authorities as soon as reasonably possible.

Most cargo aboard the skipped vessel becomes the property of the title-holder. Cargo belonging to another company (such as cargo being shipped, or cargo that has been stolen) is returned to the rightful owner. Cargo value may or may not be included when calculating the repossession fee, depending on the contract.

Finding Ships

Tracking a stolen ship is best done via computer and legwork. Independent repo men can use Research to

search shipping registries found in type IV and V starports. There they will find ships in the subsector that have been posted *delinquent* by financial institutions. The registry includes the ship's name and last known location, a physical description, transponder codes, crew manifest (if known), the name of the institution seeking the vessel, and terms of the repo contract.

Whenever possible, the hunter should review the credit history and background information of the individual(s) responsible for taking the ship (company men will have access to this automatically). The background check may reveal regions of space the crew frequents, recurring business arrangements (e.g., lodging, ship maintenance), travel patterns, or even personal and business references.

ADVENTURE SEED: THE LADY VANISHES

The 200-ton Free Trader *Lady Godiva* is missing. A reputable trader named Siv Erissik purchased it on credit, but claims the ship was stolen two weeks ago. He refuses to make payments, and the lenders want their ship back. Tracking down Siv is easy; finding his ship is not. The lender will pay Cr250,000 for the safe return of the *Godiva*.

Siv claims pirates boarded his ship and stranded the crew. What Siv *doesn't* know is that the pirates were hired by a group of radical scientists experimenting with a damping field that warps the space around an object, rendering it invisible. Unfortunately, the generator for this "cloaking device" requires a starship jump engine to power it, and the scientists have been pilfering ships for nearly a year. In each previous trial, the device operated successfully for several hours. But with little warning, each ship vanished in a flurry of tachyons, leaving behind baffled researchers and nothing more.

Where do the ships go when they disappear? Are they compressed into some kind of microscopic black hole? Or are they still there, trapped forever in some kind of sealed pocket in space? Have they phased into an alternate universe? Traveled through time or space?

And more importantly, will the PCs be aboard the *Lady Godiva* when that ship vanishes too?

CORPORATE CONTRACTS

Corporations place bounties on industrial spies or criminals that prey on the company's assets. These bounties may or may not be recognized by the authorities as legal, depending on the corporation's reputation and political influence. Powerful corporations may be able to manipulate the local bureaucracy to create a legally binding bounty.

Possible targets include hijackers, eco-terrorists, spies, saboteurs, or former employees in violation of a non-competition clause.

Courier Services

With the vast distances that separate corporate offices, some corporations employ courier services to deliver sensitive or timely information via private dispatch. Such couriers generally do not run a regular route, so anyone intercepting such a courier is either looking for specific information or just plain lucky.

In either case, bounty hunters may be called in to track down the intercepting party and bring him to justice. Fees for such a capture depend on the value (both physical and time-value) of the item or information stolen, as well as its sensitivity to capture.

Freight Lines

Piracy is rampant in some parts of the galaxy, and corporations will pay handsomely to put an end to it. Corporate freight lines often place bounties on the heads of known pirates. Whether this bounty is legal or not is up to the GM. Legal bounties may often be issued in conjunction with Imperial bounties for known pirates.

Passenger Lines

The primary threat to passenger lines is hijacking and piracy. As with interstellar freight companies, passenger lines may post rewards for the capture of known hijackers. Besides paying a fee for completion of the bounty, some lines provide free passage aboard their ships for a reasonable duration, making it easier for ship-less PCs to travel.

Both passenger lines and freight lines have been known to hire undercover agents to work or travel aboard their ships in hopes of intercepting (and stopping) an act of piracy or hijacking.

ADVENTURE SEED: PRIDE OF VLAND

The starliner *Pride of Vland* is a favorite target for pirates these days. She has been stopped by an armed corsair four times in eight months. Each time, a group of armed men in lightweight battle dress board the ship, rob the passengers, and depart. Thus far, there has been no violence on the part of the bandits.

Her parent company is fed up. They suspect there is an insider aboard the *Pride*, probably a member of the command crew. The PCs are called in to solve the problem and given free passage aboard the liner for the next six

months. They're offered a reward of Cr5,000 per captured pirate and a bonus of Cr25,000 if they can root out any employees in cahoots with the attackers.

PRIVATE CONTRACTS

While governments and corporations are the primary source of bounties, some hunters prefer the high-stakes world of independent bounties issued by private parties. These bounties range from questionable to downright illegal.

Loan Sharks

Numerous private contracts are issued by independent loan companies and individuals (i.e., loan sharks). These creditors often hire independent muscle ("loan collection agents") to retrieve payment from delinquent debtors or to bring him to the lender for negotiation, interrogation, or punishment.

Contracts issued by loan sharks for collection of payment may be recognized by the law, but violence or capture of the debtor is not sanctioned.

Illegal Contracts

Finding illegal contracts can be done through Contacts or a good Reputation. Those who issue such contracts range from jilted lovers to angry business partners to shady megacorporations looking for plausible deniability in taking out a rival.

Unfortunately for the bounty hunter, issuers of illegal bounties often dislike loose ends, and the hunter himself may become a liability once the contract is complete. Veteran hunters secure their safety by making themselves more valuable alive than dead, or blackmailing their employers to prevent their own assassination.

Assassination

Imperial Law prohibits the issuance of a "contract for termination" by any individual party. Nevertheless, corporations, governments, and individuals continue to place "dead or alive" bounties on everyone from political agitators to corporate spies. Usually there is an attempt to steep the contract in legalese to legitimize it, but at times, black market bounties are offered for the assassination of a target, no questions asked.

Finding assassination contracts requires high Streetwise knowledge, appropriate Contacts, and/or a strong Reputation for taking on such tasks. Penalties for assassination are steep, both in and out of the Imperium.

ALIEN BOUNTIES

Extermination orders for non-sentient aliens are usually issued during, or shortly following, settlement of a newly colonized world. Rewards are usually paid for returning corpses or key body parts (pelts, tusks, horns, heads), and prices are highest during the initial stages. Once the alien population has been reduced to a non-threatening level, the price begins to drop and the bounties eventually cease altogether.

Alien exterminators need high skills in Tracking and Survival, as well as good combat skills since most "bug hunts" are initiated against dangerous predators. Especially skilled hunters often have a well-deserved Reputation, especially among colonists and the Scout Service. PCs choosing this career path may have a background in the Scouts.

ADVENTURE SEED: THE CASHEL WARRENS

Sheriff Malik Ra'id has a problem. The burgeoning frontier world of Caskel is home to an extensive mining operation in the Ironback Ridge. The nearby settlement is little more than a frontier mining town, and home to drifters, miners, belters, con-men, prostitutes, and ruffians from across the galaxy, all looking to make a quick buck.

The last three weeks have seen a series of grisly murders in the mines, most taking place deep within a newly discovered natural series of tunnels called The Warrens. Some say a race of predators calls the tunnels home, others chalk it up to claim-jumping and short tempers. Rumors circulating through Caskel City hint of everything from ancient curses to ghosts to a gateway to another dimension.

Whatever the truth, Ra'id has posted a Cr10,000 reward to anyone bringing back proof of whatever it is that's killing the miners, and 5 times that to anyone putting a stop to it. A handful of hunters have descended on the planet, including the bug hunter Jenna Maru, a female human with a perfect kill record and a reputation for being even more dangerous than her prey.

Can the PCs solve the mystery of the Warrens before Maru? Can they persuade her to work *with* them, or is she an enemy to be feared? What of the other hunters planning forays into the tunnels? And exactly what alien danger lies waiting in the dark...?

2. THE HUNTER

Bounty hunters in *GURPS Traveller* are 100-point heroes. They may be created from scratch, or they may be characters from other backgrounds that choose the life of a bounty hunter during the course of the campaign.

CHARACTER BACKGROUNDS

There are a number of reasons a person chooses to track down bounties. Characters retire from a particular line of work, the excitement of the chase lures others; even the need for revenge may start some down the path.

Administrative

Though it seems unlikely at first glance, bureaucrats and administrators often make top-notch bounty hunters, due to their ability to wade through information databases in search of clues. Players who choose this background will find their style of play much different from the typical bounty hunter, and GMs should provide plenty of opportunity for the “paper chaser” to stay involved in an adventure.

This type of character works best in conjunction with a bounty hunting team, including hunters willing to make the takedown. Throwing the non-combatant into a firefight now and then is sure to keep him on his toes!

Criminals

A criminal who has gone straight makes an interesting character background. Perhaps he learned his lesson in prison, or maybe he was innocent to begin with. Some criminals may be implanted with a high-tech cortex bomb or a virus, and ordered to track down a bounty to stay alive!

Note that characters with a criminal record are not eligible for an Imperial bounty hunting license.

Law Enforcement

Professional training and legal Contacts make former law enforcement personnel ideally suited to bounty hunting. Such a career change means the character can no longer enforce the law, though some bounty hunters behave that way. Many law enforcement agencies and personnel look down on bounty hunters, viewing them as a hindrance to proper legal procedures. Character from a law enforcement background may have Contacts or a Reputation (good or bad) within that community.

Military

Retired soldiers often put their skills to use in the private sector as bodyguards, security officers, and bounty hunters. Military training equips them for some of the tougher bounty hunting assignments such as tracking down fugitives, or returning escaped military prisoners.

Contacts in their previous branch of employment (marines, army, scouts, etc.) may make it easier to procure black market military hardware.

Vengeance

At times a *Traveller* character finds himself seeking revenge. Perhaps he was the victim of a crime, or one of his loved ones lost their life at the hands of a killer. Whatever the reason, hunting a criminal across the galaxy for personal reasons may be the start of a long career.

If the target of his vengeance is never dealt with, other bounties may crop up along the way, providing the PC with clues to his adversary or just some pocket money. Other times, confronting the villain and seeing him brought to justice still isn't enough to satisfy the desire for revenge, sending the character on a personal campaign to hunt down every criminal guilty of the same crime.

Such PCs should consider taking an Obsession, Compulsive Behavior, or Vow.

RACE

The majority of bounty hunters in the Imperium are humans, though other races occasionally support such a trade. The following is a very brief overview of some of the major races and their view of bounty hunting.

Aslan

Within the borders of the Aslan Hierate, bounty hunting (like military matters) is handled primarily by the males. Often it is the female that provides the bounty, or at the very least payment and contract details. Aslan living within the Imperium may become bounty hunters and would conform to the general guidelines provided elsewhere. Aslan Imperial citizens may acquire an Imperial bounty hunting license, if they meet its requirements. See *GURPS Traveller Alien Races 2* for more information.

Droyne

As a rule, GMs should not allow Droyne bounty hunters. At times, members of the warrior caste may be assigned roles similar to bounty hunters – that of tracking down and returning a lawbreaker – but this would only be one aspect of their overall assignment (that of guarding the community). Individual Droyne are not given this assignment; a group would be sent.

See *GURPS Traveller Alien Races 3* for details.

Hivers

GMs are discouraged from allowing players to create Hiver bounty hunters. Other races living within the borders of the Hive Federation may be used in a bounty hunting role; for example, Ithklur soldiers (p. T:AIII24) would make fearsome hunters. *GURPS Traveller Alien Races 3* examines the Hive Federation in detail.

K'kree

Due to the cultural nature of the K'kree, bounties and bounty hunting is all but unknown within the borders of the Two Thousand Worlds, while their inherent nature makes it next to impossible for a lone K'kree to survive outside the borders. Therefore, GMs should not allow K'kree bounty hunters regardless of the setting. See *GURPS Traveller Alien Races 2* for more information.

Vargr

Vargr bounty hunters are common both in and out of the Extents. Because of their relative lack of respect for authority, Vargr often push the limits of the law in hunting their prey and may be willing to take on shadier contracts. That is not to say that Vargr are anarchists bent on finding their quarry at any cost; some hold Imperial licenses and follow Imperial laws in their hunts, if only to limit their entanglement with such law.

Bounty hunting within the Extents is very common; the number of independent states makes it easy for criminals to flee beyond local law enforcement jurisdiction. The Vargr government provides no bounty-hunting license, but laws against the use of force, breaking and entering, and so forth, are often more lax than in the Imperium. However, unreasonable actions such as excess cruelty, unnecessary use of force, and killing a prey for no reason, would be dealt with accordingly.

GURPS Traveller Alien Races 1 contains more information on the Vargr.

Zhodani

The Zhodani do not use freelance bounty hunters, nor do they employ individuals for that exclusive purpose. Law enforcement is handled by the *Tavrchedl'* (Thought Police) and the *Tavrchedl' Drianafl* (Military Thought Police). Non-Zhodani bounty hunters following a target into the Consulate will have a difficult time to say the least. GMs should consult *GURPS Traveller Alien Races 1* for more details.

Advantages, Disadvantages, and Skills

As can be seen from Chapter One, there are a variety of styles of play involved in bounty hunting. What follows is selection of advantages, disadvantages, and skills that have direct bearing on *Traveller* bounty hunters.

ADVANTAGES

Ally Group

Criminals have cohorts, henchmen, thugs, and more, and bounty hunters would do well to follow suit. Hunters without PC companions may wish to work with the GM to create a small group of companions to aid them in covering alternate exits or to provide additional firepower during a takedown. See *Backup* on p. 00 for more information.

Contacts

Tracking down fugitives is made easier when a hunter has appropriate Contacts. Suggestions include starport personnel, bartenders, customs agents, passenger liner booking agents, media personalities, etc. Remember that

Contacts will only have information within their area of expertise, which may be limited to a particular region of space.

Legal Enforcement Powers (Bounty Hunter's License)

Bounty hunters do not have the ability to enforce the law. In most regions of space, however, they have nearly as much authority as the police force (such as the right to search, seizure, detention, use of force). Such powers are granted by possession of a license (see *Imperial License*, p. 00) and are listed in **GURPS** terms as "Legal Enforcement Powers (Bounty Hunter's License)."

Patron

Hunters who work as Company Men (p. 00) may take their employer as a Patron. Similarly, those belonging to an organization such as the *Regina Free Rangers* (p. 00) might do likewise. Patrons should never be allowed to overbalance a bounty-hunting campaign by providing information or equipment that removes the challenge of being a bounty hunter. They are best used by the GM to provide adventure seeds and to keep the game moving when the hunter has stalled.

Reputation

A positive Reputation among law enforcement personnel can be useful at any time, and may be used as a hook to bring in new contracts. Bounty hunters conforming to the Code of Honor (Bounty Hunter) may gain a positive Reputation from fellow hunters.

DISADVANTAGES

Code of Honor (Bounty Hunter)

This disadvantage varies in specifics from one hunter to the next, but in general has the following precepts: do not sabotage another hunter's operations; never attack a fellow hunter with deadly force; don't turn over fellow hunters to law enforcement agencies for minor infractions of the law; break only those laws necessary during your hunt. This is a -5 point disadvantage.

Delusion (I'm a Cop)

Bounty hunters are not law enforcers, but that does not prevent many from acting that way. The point value of this disadvantage varies, depending on how far the hunter carries his beliefs and how strongly he acts on them. Generally, it is a -5 point disadvantage, unless the hunter carries his actions to an extreme. Note that *real* cops will react negatively to those with this Delusion.

Enemy

Every successful bounty hunter has at least *some* enemies, though not all will be worthy of a **GURPS** disadvantage. Former captures are obvious possibilities, but they must be on the loose to qualify as an Enemy disadvantage. Other suggestions include friends and relatives of such persons, or antagonistic law enforcers.

Reputation

In especially civilized areas, and in many alien cultures, bounty hunting will be frowned upon and may carry a negative Reputation. Government and law enforcement personnel in tightly controlled societies may react negatively as well.

SKILLS

Acting

Acting can be useful for anything from interviewing friends and relatives to infiltrating a company or underworld organization. A disguise kit or voice modification unit (p. 00) may come in handy.

Administration

Skip tracers and repo men will find this skill useful in wading through the bureaucracy inherent in a corporate structure. This skill will make things easier both in securing contracts and getting payment upon completion.

COMBAT SKILLS

Not all bounty hunters are skilled in combat. Some make their living behind a computer or by tailing suspects and reporting their whereabouts to the proper authorities.

For hunters directly involved in capturing dangerous criminals, however, a variety of combat skills are recommended. Skills that will aid the hunter in subduing his prey will prove especially useful. Such skills include various hand-to-hand skills (Karate, Judo, Brawling), the use of non-lethal weapons (p. 00), and even low-tech items like bolas and nets.

Carousing

Carousing can be extremely useful during a hunt. It is not simply hanging out in the nearest starport bar and asking around. It may involve wining and dining a beautiful corporate executive to find a good contract (Sex Appeal may come in handy as well!) or hobnobbing with the government elite in an attempt to gather clues to the whereabouts of a high society con man.

Disguise

There are numerous levels of disguise in the *Traveller* universe, ranging from simple affectations (glasses, an alternate hairstyle, clothing changes) to deluxe, high-tech disguise kits and medical operations. Bounty hunters with a high Reputation may not wish to be recognized while tracking their targets, and infiltrating a high-security installation may require the use of Disguise, Forgery, and Acting to successfully pull it off. See p. 00 for sample disguise kits.

Fast Talk

Fast Talk can be used to talk a target into a more easily accessible location, bypass security guards to enter residential complexes, or sidestep a local police investigation. Due to the limitations of the skill, it cannot be used to procure a better contract since the issuer will have time to think the matter through before the contract is completed. However, locating *sources* of bounties might be made easier this way.

Forgery

There are times that passing as someone else is advantageous, and hunters on the shadier side of the law may use this skill to forge their own papers as much as to spot falsified ones elsewhere. Due to the complex nature of Imperial Identification Documents (pp. GT39-40), forging one successfully is very difficult (modifiers can range from 0 to -10, depending on the actual format of the document). Corporate IDs, planetary passes, or visitation visas, will be much easier (modifiers range from +5 to -5 at the GM's discretion).

Law

With the numerous laws, ordinances, regulations, and limitations in the known universe, bounty hunters may wish to specialize when taking this skill. Suggested specializations include criminal law, trade or commerce law, Imperial law, regional laws (such as laws common to the Spinward Marches), alien laws (K'Kree, Vargr, etc), and laws enforced by non-Imperial governments (Solamani, Zhodani, etc).

Research

Research is used to track stolen ships, find the last known location of an Imperial fugitive, and so forth. A Computer Operation roll is made first, followed by Research rolls to locate the actual data. Such rolls may be modified by the GM, depending on the availability of the info. Locating a particular person's credit history is easy (no modifier), tracking down the source of his last X-boat delivered communiqué is more difficult (-3 or more).

Remember, Computer Operation is only required to begin the search; it is the Research skill that is used to actually find the valuable data (see *Research*, p. B62).

Shadowing

Choosing when to strike can be as important as finding the target in the first place (see p. 00). Shadowing a victim through empty streets may be easy, but it is also easy to be discovered. Crowded areas, such as major starports, make shadowing more difficult, but reduce the chance of being made by your quarry. In either case, a hunter skilled in Shadowing will find his job much easier than one forced to take down the target at a moment's notice.

Streetwise

Haunting the streets in a search for a dangerous criminal can provide excellent roleplay opportunities. GMs should be careful not to let the Streetwise skill bypass the roleplay that should accompany a good hunt. Characters with Streetwise can combine this skill with the judicial use of Contacts to find a target's last known location, associates, suspected hangouts, etc.

Tactics

A group of bounty hunters working together should be allowed to use Tactics to fine-tune their plan of attack. Coordinating such an assault can be the high-point of an adventure and Tactics can give the PCs the edge; but it should not be used as a replacement for good planning on the part of the players themselves.

Tracking

On backwater planets or during bug hunts, a skilled tracker can be a hunter's best friend. GMs can use a PC's Tracking skill to point players in the right direction at times, but as a rule it is impossible to track someone through a civilized complex like a starport.

Character Types/Templates

In addition to the generic Bounty Hunter template found on p. GT89, the following templates can be used to create a more specialized bounty hunter. Bounty hunters who spend much of their time shipbound will want to include appropriate skills (e.g., Vacc Suit, Free Fall, etc).

BLACK OP

&N BSP;

&NBS P;

85 POINTS

This template represents hunters that specialize in assassination and other illegal operations. They're the toughest, most deadly hunters in the galaxy, but they live very dangerous (and often very short) lives. Black operatives may work for shady corporations or governments, or as independent assassins offering their skills to the highest bidder. See *Assassination* (p. 00) for more information on this dark side of bounty hunting.

Attributes: ST 11 [10]; DX 13 [30]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 20 points chosen from Alternate Identity [varies]; Combat Reflexes [15]; Composed [5]; Contacts [varies]; Danger Sense [15]; Fearlessness [2/level]; Fit [5]; Imperturbable [10]; Legal Enforcement Powers (Bounty Hunter License) [5]; Patron [varies]; Reputation [varies]; Single Minded [5]; Strong Will [4/level]; Toughness [10]; or Zeroed [10].

Disadvantages: A total of -30 points chosen from Bad Temper [-10]; Bloodlust [-10]; Callous [-6]; Code of Honor (never betray an employer) [-5]; Duty (to a Patron) [varies]; Enemy [varies]; Flashbacks [varies]; Greed [-15]; Loner [-5]; Nightmares [-5]; No Sense of Humor [-10]; Overconfidence [-10]; Reclusive [-10]; Reputation [varies]; or Stubbornness [-5].

Primary Skills: Beam Weapons (any) or Guns (any), both (P/E) DX [1]-15 (includes IQ bonus); Streetwise (M/A) IQ [2]-13; 2 points in Interrogation and/or Intimidation, both (M/A); and 3 points in Brawling (P/E), Judo (P/H) and/or Karate (P/H).

Secondary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Computer Operation (M/E) IQ [1]-13; Fast Talk (M/A) IQ-1 [1]-12; Research (M/A) IQ [2]-13; 2 points in Shadowing (M/A) and/or Stealth (P/A); and 2 points in Electronic Operations (Security Systems) and/or Lockpicking, both (M/A)

Background Skills: A total of 8 points in Acting (M/A); Carousing (P/A; based on HT); Criminology (M/A); Demolition (M/A); Disguise (M/A); Fast Draw (any) (P/E); Holdout (M/A); Language (any); Poisons (M/H); Tactics (M/H).

Customization Notes: Players aiming to create an assassin as opposed to a more generic black op should specialize in appropriate skills. In addition, high Stealth, and Acute Senses or Alertness will be helpful.

COMPANY MAN

;

& NBSP;

&NB

SP;

; 80 POINTS

This template represents salaried repossession officers, anti-espionage experts, and other types of corporate fixers. Both investigative and combat skills are included; the extent that any individual is skilled in combat will vary with his typical assignments.

Attributes: ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: Patron [25], and a total of 15 points chosen from Administrative Rank [5/level]; Ally Group (other corporate agents) [varies]; Claim to Hospitality (corporate offices) [varies]; Composed [5]; Contacts [varies]; Fit [5]; Legal Enforcement Powers (Bounty Hunter's License) [5]; Reputation [varies].

Disadvantages: Duty (Patron, 15 or less) [-15], and a total of -15 points chosen from Enemy [varies]; Greed [-15]; Honesty [-10]; No Sense of Humor [-10]; Reputation [varies]; Stubbornness [-5]; or Workaholic [-5].

Primary Skills: Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (includes IQ bonus); Computer Operation (M/E) IQ [1]-13; Research (M/A) IQ+1 [4]-14; Administration (M/A) IQ [2]-13.

Secondary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Fast Talk (M/A) IQ-1 [1]-12; Interrogation (M/A) IQ [2]-13; Streetwise (M/A) IQ-1 [1]-12; and 1 point in Brawling (P/E), Judo (P/H), Karate (P/H), or Wrestling

(P/A).

Background Skills: A total of 6 points in Carousing (P/A; based on HT); Criminology (M/A); Electronic Operations (Security Systems) (M/A); Holdout (M/A); Language (any); Lockpicking (M/A); Shadowing (M/A); or Stealth (P/A).

Customization Notes: Repossession specialists should look at the “repo man” Template (p. 00) for additional suggestions to round out a company repo man. The Patron and Duty (Patron) are listed as suggestions; the GM and player should work together if a Patron of another size is preferred, or if the character will not be on duty most of the time.

FREELANCE BOUNTY HUNTER &N BSP; &NBS P; 75 POINTS

Freelancers make up the bulk of the bounty hunting force in the galaxy and run the gamut from an honest would-be cop to a near-criminal vigilante.

Attributes: ST 11 [10]; DX 12 [20]; IQ 12 [20]; HT 10 [0].

Advantages: A total of 25 points chosen from Acute Senses (any) [2/level]; Alertness [5/level]; Combat Reflexes [15]; Composed [5]; Contacts [varies]; Danger Sense [15]; Fearlessness [2/level]; Intuition [15]; Legal Enforcement Powers (Bounty Hunter’s License) [5]; Reputation [varies]; Single-Minded [5]; Strong Will [4/level]; or Toughness [10 or 25].

Disadvantages: A total of -25 points chosen from Bad Temper [-10]; Bully [-10]; Callous [-6]; Code of Honor (Bounty Hunter’s) [-5]; Delusion (“I’m a cop!”) [-5 to -15]; Enemy [varies]; Greed [-15]; Honesty [-10]; Intolerance (Criminals) [-5]; Jealousy [-10]; Loner [-5]; No Sense of Humor [-10]; Overconfidence [-10]; Reputation [varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-12; Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (includes bonus for IQ); Streetwise (M/A) IQ [2]-12; Research (M/A) IQ [2]-12; and a total of 4 points in Blackjack (P/E), Brawling (P/E), Judo (P/H), Karate (P/H), and/or Wrestling (P/A).

Secondary Skills: Computer Operation (M/E) IQ [1]-12; Shadowing (M/A) IQ-1 [1]-11; Stealth (P/A) DX-1 [1]-11.

Background Skills: A total of 12 points in Carousing (P/A; based on HT); Criminology (M/A); Electronic Operations (Security Systems) (M/A); Fast Talk (M/A); Holdout (M/A); Intimidation (M/A); Language (any); Lockpicking (M/A); or Tracking (M/A).

Customization Notes: Freelance bounty hunting comprises a diverse group of people, and this template allows for much personalization. Players may wish to combine this template with others (such as the repo man or black op) to create a freelance hunter with a special field of operation.

REPO MAN ; & NBSP; &NB SP; ; 80 POINTS

Repossessing a stolen ship requires a large variety of skills. Many repo experts work as a team, eliminating the need for any one character to be spread too thin. Repo men may be corporate employees or freelancers. See p. 00 for more information.

Attributes: ST 10 [0]; DX 12 [20]; IQ 14 [45]; HT 10 [0].

Advantages: A total of 20 points chosen from Combat Reflexes [15]; Contacts [varies]; Intuition [15]; Language Talent [2/level]; Legal Enforcement Powers (Bounty Hunter’s License) [5]; Patron [varies]; Reputation [varies]; Single-Minded [5]; or Strong Will [4/level].

Disadvantages: A total of -20 points chosen from Bad Temper [-10]; Code of Honor (Bounty Hunter’s) [-5]; Enemy [varies]; Greed [-15]; Honesty [-10]; Reputation [varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (Galaxy) (M/H) IQ-1 [2]-13; Free Fall (P/A) DX-1 [1]-11; Piloting (Starship) (P/A) DX-1 [1]-11; Research (M/A) IQ [2]-14; Vacc Suit (M/A) IQ-1 [1]-13

Secondary Skills: Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (includes bonus for IQ); Electronic Operations (Security Systems) (M/A) IQ-1 [1]-14; Streetwise (M/A) IQ-1 [1]-13.

Background Skills: A total of 5 points in Administration (M/A); Area Knowledge (any) (M/E); Brawling (P/E); Carousing (P/A; based on HT); Language (any); Lockpicking (M/A); or Merchant (M/A);

Customization Notes: A group of repo men working together will want to cover the requisite skills for operating a starship once they’ve captured it - Piloting, Electronic Operation (Sensors), and so forth. The character outlined in this template is not geared toward violent confrontation so much as stealth and guile in his efforts to return starships to their rightful owners. Players looking for more combat should either increase their combat skills or choose another template.

SKIP TRACER

&N BSP;

&NBS P;

&N

BSP; 70 POINTS

Skip tracers work in conjunction with bail bondsmen, tracking down and returning those who skip bail. They specialize in research and people skills, and have limited combat abilities relative to some bounty hunters. This does not mean, however, they are pacifists. Many of their targets are hardened criminals more than willing to use force to maintain their freedom.

Attributes: ST 10 [0]; DX 12 [20]; IQ 13 [30]; HT 10 [0].

Advantages: A total of 20 points chosen from Acute Senses (any) [2/level]; Alertness [5/level]; Charisma [5/level]; Contacts [varies]; Intuition [15]; Legal Enforcement Powers (Bounty Hunter's License) [5]; Reputation [varies]; Single-Minded [5]; or Strong Will [4/level].

Disadvantages: A total of -20 points chosen from Bad Temper [-10]; Callous [-6]; Code of Honor (Bounty Hunter's) [-5]; Delusion ("I'm a cop!") [-5 to -15]; Enemy [varies]; Greed [-15]; Honesty [-10]; Jealousy [-10]; Overconfidence [-10]; Reputation [varies]; or Stubbornness [-5].

Primary Skills: Area Knowledge (any) (M/E) IQ [1]-13; Streetwise (M/A) IQ [2]-13; Research (M/A) IQ [2]-13; and a total of 4 points in Blackjack (P/E), Brawling (P/E), Judo (P/H), Karate (P/H), and/or Wrestling (P/A).

Secondary Skills: Beam Weapons (any) or Guns (any), both (P/E) DX [1]-14 (includes bonus for IQ); Computer Operation (M/E) IQ [1]-13; Fast Talk (M/A) IQ-1 [1]-12; Shadowing (M/A) IQ-1 [1]-12.

Background Skills: A total of 7 points in Acting (M/A); Administration (M/A); Carousing (P/A; based on HT); Electronic Operations (Security Systems) (M/A); Language (any); Law (M/H); Lockpicking (M/A); Stealth (P/A); or Tracking (M/A).

Customization Notes: Skip tracers that work primarily with a single bail bondsman may wish to take him as a low-level Patron.

Tools of the Trade

The *Traveller* universe is full of high-tech gadgets to make a hunter's life easier. GMs will find countless items in *GURPS Ultra-Tech*, *Ultra-Tech 2* and even *High-Tech* to keep a campaign going full swing.

WEAPONS

Stun Weapons

There are a number of ways to bring a target to his knees without doing permanent harm. Most stun weapons are rare, expensive, and available only at high Tech Levels. This includes nerve guns (p. UT56), paralysis guns (p. UT56), electron pistols set to "stun" (p. UT57), hypnagogic projectors (p. UT58), and neural blasters (p. UTT58). None of these are available until TL 12, and then only at 10 times listed cost.

Electrical stun weapons provide an alternative to neural and sonic stunners. At TL9, such a weapon is not restricted by wires running from the gun to the victim. Rather, it fires an independent power cell that releases electrical energy for up to three minutes after impact. General information on electrical stunners is found on p. HT100; specific stats for the TL9 version can be found in the weapons table on p. 00.

Tanglers

Rather than trying to stun a victim, some hunters opt to capture them using a tangler weapon. Basic information on tanglers is found on p. UT51, and two popular models (a pistol and a rifle) are listed in the weapon table on p. 00. Both weapons use the Guns (Tangler) skill.

Grenades

Stun grenades (also called "flash-bangs" or "stun munitions") are a popular alternative to the weapons listed above. Tossing a stun grenade through a window or partly opened door, then following up with a team of hunters gives the attackers sufficient time to subdue the room's occupant with little difficulty. Details on stun munitions are found on p. SO105 and UTT65.

Other useful grenades include the tangler grenade (p. UTT66) and the sonic stun grenade (p. UTT66). Like other sonic stun weapons, the sonic stun grenade is not available until TL12, and at 10 times cost.

Grenade Launchers

Most bounty hunting is done at close range – inside ships, motel rooms, taverns. But for the hunter looking to add range to his firepower, an under-barrel grenade launcher is just the thing. The model listed on p. 00 fires a

35mm grenade designed exclusively for use in such a weapon. Various ordnances are available (flash-bang, fragmentation, smoke, etc); all prime on launch and explode on impact.

These launchers mount under the barrel of a long-barreled weapon and are fired by a separate thumb switch. Firers holding the weapon with two hands can fire both the weapon and the launcher simultaneously; recoil is cumulative.

Under-barrel launchers cannot be attached to beam weapons due to cabling and electronics, nor can a bipod be installed on any weapon with an under-barrel launcher.

SURVEILLANCE

Collecting information can be tedious and difficult, but there are a number of items every bounty hunter should have in his arsenal, including communication taps, laser mics, and bugs (p. UT84); bug sniffers and stompers (p. UT90); and EMESCAT gear and keyboard bugs (p. UTT84).

Fiber Optic Scopes. This stiff 1/4" cable can be snaked around corners, through ventilation ducts, or slipped through open windows to provide transmission of a video image to a suitable viewer (e.g., HUDs, video recorders, computers). Fiber optic line may be of any length, and costs Cr100 per foot.

FORGERY, ACTING, AND DISGUISE

Pretending to be someone you're not is a common occurrence for private investigators, journalists, and bounty hunters.

Forgery Kits. Forgery kits run the gamut from simple makeshift art supplies (Cr25) to full-scale computerized labs for forging retinal scans, data chips, and more (Cr250,000 and up). Most street-level forgers get by with a basic kit capable of modifying existing documents (+1 modifier to Forgery rolls) and creating reasonable facsimiles from scratch (-1 to skill rolls). Such kits are illegal almost everywhere, but can be found on the black market for around Cr1,000. They're good for 5 uses (regardless of success or failure), and then must be refilled at a cost of Cr250.

Disguise Kit. Like forgery kits, disguise kits vary in quality, weight, price, and usefulness. A basic briefcase sized kit containing makeup, wigs, beards, false noses, etc., can be purchased for around Cr300. It weighs 10 lbs., and provides a +2 on any Disguise roll. Higher TL kits provide increasing bonuses: TL11 kits provide +3 on Disguise rolls and cost Cr3,000. TL12 kits give +4 for a cost of Cr7,500. TL11 and TL12 kits may be illegal on some worlds.

Voice Modification Units

Small external units that attach to the wearer's throat can modify the pitch and tone of his voice enough that it will not be easily recognizable to those around him. Such a unit may add +1 to Disguise or Acting rolls at the GM's discretion. Such an item is obvious unless it is concealed under clothing (+5 to Holdout). At TL10 and up, a decorative choker can be fashioned to conceal the VMU, though a successful Vision-5 roll will alert others to something odd about the jewelry. Basic voice modifiers cost Cr1,000; TL10 disguised VMUs cost Cr5,000 and up, depending on the craftsmanship.

MISCELLANEOUS

There are numerous other tools and gadgets available in *GURPS High-Tech, Ultra-Tech* (pp. UT82-71), *Ultra-Tech 2* (pp. UTT78-86), *Special Ops, Espionage* (pp. E45-64), and more.

Specific examples applicable to a bounty hunting campaign include handcuffs, (p. UT91), cufftape (p. UTT82), sonic pacifiers (available at TL12 and for 10 times cost; p. UTT82), stun batons (p. UTT65), biobeacons (p. UTT40), and so forth.

WEAPONS

Weapon	ST	Rcl	;	& nbsp;	& nbsp;	& nbsp;	Malf	Damage	SS	Acc	1/2D	Max	Wt.	AWt.	RoF	Shots		
Electrical Stun Gun	7	-1					crit.	Special	14	2	-	10	1	0.1	1	2		
Tangler Pistol	12	-4					crit.	Special	11	1	-	12	3	0.5	1	1		
Tangler Rifle	3	12	-4				crit.	Special	14	2	-	25	5	0.5	1			
Under-barrel Grenade Launcher							crit.	Special	12	6	12*	500	4	0.5	1	3	11	-1
								CR1000								7		

*This is the minimum distance for the grenade to have time to arm. If it strikes any object short of this distance, it will not detonate. An internal safety prevents the grenade from arming after such an event. Once fired, even if it did not detonate, the grenade is no longer suitable for use.

3. CAMPAIGNS AND ADVENTURES

Every *Traveller* campaign has its own feel, and GMs may wish to integrate the information in this supplement into their campaign. Others may choose to start a campaign that revolves around exclusively bounty hunting PCs, starting the group out from scratch.

REALISTIC BOUNTY HUNTING

The truth about bounty hunting is that it entails hours of paperwork, computer work, long-distance communications, interviews, and other tedious work, followed by a few brief moments of excitement when making the capture. In order to provide better gameplay, GMs wishing to run a realistic campaign should provide lots of interplay between PCs and NPCs (friends, relatives, henchmen, law enforcement personnel) prior to attempted captures.

Realistic campaigns will include a mix of bounty types, but the largest percentage of bounties in the galaxy will be repossessions, bail skips, payment skips, and so forth. Most dangerous criminals and fugitives will be handled by conventional law enforcement agencies.

Adventure Seed: The Dogs of War

Jack “Brass” Brady is a burly rifleman who has spent 15 years with *The Marienburg Free Rifles*, a well-known mercenary company. Recently Brady roughed up a prostitute and resisted arrest at an Imperial starport, before being detained by the Imperium. He was arraigned and released on Cr50,000 bail.

Brady’s bail bondsman, a greasy one-eyed human named Fritz, is starting to sweat. He hasn’t heard a peep from his client in days, and Brady’s court date is fast approaching. The PCs are offered 50% of the bail fee (Cr25,000) to travel to Solomani space and fetch Brady from the midst of his current assignment – suppression of a rebel uprising on a dangerously unstable Solomani world. The capture has got to be quick to beat the upcoming court date, or Fritz loses his 50K.

GMs should choose a starting location for the PCs that makes it possible for them to travel to the war-torn world and back within an allotted time (2 weeks, 30 days, 6 weeks – whatever their ship will handle), leaving them only a day or two to find Brady and turn him over to Imperial authorities. They will face not only the dangers of a planet at war, but perhaps interdiction forces, antagonistic SolSec agents, and a mercenary company that is not about to hand over one of its own without some resistance.

CINEMATIC CAMPAIGNS

Cinematic bounty hunting campaigns do not have to include the use of *GURPS cinematic rules*. Rather, a cinematic campaign, in this sense, is a dramatic, action-oriented campaign – probably more in line with most players’ expectations.

Cinematic bounty hunting emphasizes tracking down dangerous criminals and fugitives from justice, since traditional law enforcement is spread too thin to deal with every lawbreaker and escapee. Private bounty hunters take up the slack, tracking not only skips and repossessed ships, but also fugitives from justice and high-profile criminals.

The Lone Wolf

A staple of sci-fi films is the lone character that faces and overcomes overwhelming odds. GMs may find that a cinematic bounty hunting campaign is ideally suited to solo adventures, allowing the PC to face down hardened criminals on distant planets and emerge battered, but triumphant. Lone wolf PCs may start the adventure with a sidekick (or even an ally group), but it’s likely they will be among the casualties during the course of the adventure.

GMs may allow the PC to start at a higher point value (150 points or more) or encourage the use of advantages such as Hard to Kill to give him a better chance of survival.

Adventure Seed: Frontier Justice

When Abbot Soone escaped from the Imperial prison world of Torment (0721/Darrian), local officials worked to keep the news quiet. Soone is one of the most dangerous psychopaths in the Rim. Instead of risking social and governmental backlash by announcing his escape, prison officials contacted one person to quietly bring him down: the PC.

Soone was last seen heading toward the Vanguard Reaches and will be found on some lawless frontier world in that region. Torment officials have made it clear they don't care if Soone is returned in one piece or many, but they will only make payment on absolute proof of his termination – a severed thumb won't do the trick, but a severed head would do nicely. They will give the lone wolf hunter C75,000 on completion of the job, but he must work quickly and quietly. If Soone kills any civilians before the PC stops him, payment will be cut in half. If the media is alerted to Soone's liberty, the prison will revoke the exclusive contract and put a wide-scale bounty on his head for Cr25,000.

SCUM AND VILLAINY

At the extreme end of the campaign styles spectrum lies the gritty, violent world of the “super” bounty hunters. Characters will face the most dangerous criminals and the deadliest of worlds; death is a daily reality and PCs are not immune.

Targets in this style campaign will be high-point criminals, escapees from maximum-security prisons, killers, and assassins. Heroes should be armed to the teeth and armored with the best equipment, since their enemies may be toting PGMPs and wearing powered combat armor!

Adventure Seed: Family Feud

After chasing a felon to the Five Sisters Subsector at the very edge of Imperial space it's time for a well-deserved rest, and the seedy freeport at Jinx (0440/Five Sisters) is an ideal place to re-supply before moving on. While the PCs recharge their spirits in one of the numerous taverns, a dark-haired teen bursts through the doors, races through the bar and out the back. She is followed by two men in light combat armor, plainly intent on doing her harm. When the heroes investigate (and deal with the pair of pistol-armed thugs), she tells them her story.

She has fled her homeworld of Emape (0133/Five Sisters) in search of mercenaries (or bounty hunters) to return with her to rescue her brother from a planetary mob that has holds him captive after killing her father and destroying much of her family's assets. Her mother is offering Cr20,000 to anyone willing to return the kidnapped young man, and an additional Cr2,000 for every member of the enemy mob that is killed in the process.

What she *doesn't* tell the PCs is that this hit and kidnapping is only the latest in a series of attacks between these feuding mob families, both of which control large portions of the lawless world. Her mother refuses to use any of her own enforcers in the rescue attempt because she cannot afford to leave her family vulnerable to a second attack.

The son is being held in a fortress-like compound in a mountainous region of the planet reachable only by foot or a heavily guarded landing pad. See *GURPS Traveller Behind the Claw* for information on Jinx and Emape.

THE OTHER SIDE OF THE COIN

Some *Traveller* campaigns find players on the shady side of the law, in the form of smugglers, pirates, or other (often good-hearted) criminals. GMs may wish to use *Bounty Hunters* as a sourcebook in such a campaign, keeping the PCs on their toes as the bounty on them slowly grows and the caliber of hunter that tracks them increases.

GMs who wish to use bounty hunters against criminal PCs should keep the bounty quiet, and spring a hunter or two on the players without warning. Figuring out who's trying to capture or kill them and why can be an exciting adventure unto itself.

Adventure Seed: The Tables Turn

During the course of routine skip traces or fugitive hunts, the PCs will probably find themselves breaking local laws from time to time; it is an inevitable fact of bounty hunting in a fractured galaxy. Unbeknownst to them, however, they recently violated a holy edict while carrying out their duties on a day of rest. Though it is a seemingly insignificant violation from their point of view (they may not even know they were guilty), it is a high act of irreverence to a local goddess – one punishable by death.

Within days, a group of adepts has been dispatched to track down the PCs and bring them to justice. It is preferable to return them to the scene of the crime and allow the “most holy celebrant” to execute the punishment in the form of their sacrificial death. But if necessary, the assassins will kill one or more PCs to even the odds before capturing the remainder.

This adventure will work best if the PCs are unaware of their crime until they are viciously attacked by a band of zealots. The assassins should be armed and armored based on the relative strength of the PCs. The object is a fair

fight and a fun adventure, not the simple slaughter of either side.

4. FRIENDS AND ENEMIES

Bounty hunting often attracts loners, but other beings are the stock in trade of a successful hunter. Even the most anti-social bounty hunter will deal with his share of defaulting ship owners, imperial criminals, and rival hunters.

Skips and Other Targets

The following characters represent a cross-section of bounties available in the *Traveller* universe. GMs can use them as-is, or tailor them to fit his campaign.

TRAV MCKINNON 150 POINTS

Human (mixed) male; age 29; 5' 10", 155 lbs; brown hair and goatee, green eyes.

ST 10 [0]; **DX** 11 [10]; **IQ** 14 [45]; **HT** 10 [0].

Basic Speed 5.25; Move 5; Dodge 5

Advantages: Ally Group (four 75-point bodyguards, 15 or less) [30]; Appearance (Attractive) [5]; Charisma (+2) [10]; Common Sense [10]; Eidetic Memory [30]; Intuition [15]; Strong Will (+1) [4].

Disadvantages: Callous [-6]; Careful [-1]; Enemy (Insurance Investigators/Bounty Hunters, 6 or less) [-5]; Greed [-15]; Miserliness [-10].

Quirks: Snappy dresser; Fastidious; Rarely carries a weapon; Quick to smile [-4 total].

Skills: Acting-17 [4]; Administration-13 [1/2]; Area Knowledge (Imperium)-14 [1/2]; Bard-14 [1]; Brawling-10 [1/2]; Carousing-11 [4]; Computer Operation-15 [1]; Dancing-10 [1]; Detect Lies-13 [1]; Diplomacy-16 [4]; Disguise-14 [1]; Fast-Talk-15 [2]; Forgery-14 [2]; Gambling-14 [1]; Guns (Pistol)-12 [1/2] (Includes +2 bonus for IQ); Holdout-14 [1]; Law-13 [1]; Leadership-15 [2]; Psychology-13 [1]; Research-14 [1]; Savoir-Faire-15 [1]; Streetwise-14 [1].

Languages: Galanglic (native)-14 [0]; Vilani-13 [1/2]; Zhodani-13 [1/2].

Equipment: McKinnon carries little equipment as a matter of course. When armed, he carries a very expensive, custom-made body pistol (p. GT110, GT114) fitted in a custom tailored pancake holster giving the pistol and holster a total Holdout modifier of +3, but it is impossible to Fast-Draw. He also has carries a small, rough stone that he absently turns over and over in his hands; its significance is unknown.

Quote: "Of course it's legit."

McKinnon's Story

Ten years ago, Trav McKinnon was a two-bit con man, haunting the Spinward Marches, bilking unsuspecting folk out of their money and possessions. Eighteen months ago, McKinnon used a "creative" credit history to purchase a 100-ton *Suliaman* courier that he christened *Lack of Sleep*. He used the ship to engage in legitimate trade, making excellent use of limited cargo space by trading only high-value goods. Despite his treachery in attaining the ship, he never missed a payment. It appeared Trav McKinnon had turned legit.

Six weeks ago, McKinnon filed an insurance claim with Galactic Surety, LIC, citing the ship's destruction by pirates near the Vargr Extents. GS sent an adjuster to examine debris from the ship, and although the investigation proved inconclusive, GS honored the claim. Recently, however, they received an anonymous communiqué claiming that the *Lack of Sleep* was not destroyed. They say it was refitted, had its transponder changed, and was renamed *Long Shot*. A *Suliaman* ship named *Long Shot* is being brokered somewhere in the Antares Main, but GS can't spare any employees to investigate this dubious rumor.

A Cr25,000 fee is offered to anyone that can prove whether or not the *Long Shot* is the renamed *Lack of Sleep*, and another Cr100,000 for her return if the rumor proves true. McKinnon is a shrewd operator and not easily duped; he is an expert at social engineering and surrounds himself with skilled bodyguards ready to use deadly force when his words fail.

McKinnon makes a slippery villain who is difficult to imprison due to the nature and complexity of his scams. Even if the PCs return the ship to GS, McKinnon may well go free due to some legal loophole he has conveniently

engineered.

Adventure Notes

McKinnon can be played as a wise-cracking scoundrel with a heart-of-gold or a downright nasty con man with a violent streak that runs just below his cultured surface. If he is to be a recurring villain, GMs may wish to raise the level of his Law and Fast Talk skills (to provide getaways) as well as adding Hard to Kill to keep him alive. As McKinnon re-appears in subsequent adventures, it's likely he'll adopt a number of Alternate Identities (p. CI20).

RHIANNON GAULT

&NB

SP; &NB □ @SP; ; 150 POINTS

Human (mixed) female; age 25; 5' 7", 125 lbs; short blonde hair, pale blue eyes.

ST 9 [-10]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 12 [20].

Basic Speed 6.50; Move 6; Dodge 6

Advantages: Alertness +1 [5]; Appearance (Attractive) [5]; Fearlessness +3 [6]; Fit [5]; High Pain Threshold [10]; Luck [15]; Pitiabile [5]; Strong Will +3 [12]; Toughness (DR 1) [10].

Disadvantages: Enemy (Bounty Hunters, 6 or less) [-5]; Flashbacks [-5]; Guilt Complex [-5]; Loner [-5]; Nightmares [-5]; Obsession (Destroy Sternmetal Horizons, LIC) [-15].

Quirks: Blames herself for the death of her friends; Tries not to injure non-Sternmetal employees; Chews her bottom lip when indecisive; Never carries a weapon; Misses her home [-5 total]

Skills: Area Knowledge (Client States)-12 [1/2]; Area Knowledge (Imperium)-12 [1/2]; Brawling-13 [1]; Camouflage-13 [1]; Cartography-12 [1]; Climbing-13 [2]; Demolition-16 [8]; Ecology-13 [4]; Electronic Operation (Security Systems)-15 [6]; Fast-Talk-11 [1/2]; First Aid-14 [2]; Gardening-13 [1]; Hiking-12 [2]; Leadership-11 [1/2]; Lockpicking-13 [2]; Meteorology-11 [1/2]; Naturalist-10 [1/2]; Planetology (Earthlike)-12 [1]; Research-13 [2]; Running-10 [1]; Scrounging-15 [4]; Stealth-14 [4]; Streetwise-11 [1/2]; Survival (Forest)-13 [2]; Swimming-13 [1]; Throwing (Grenade)-13 [1]; Tracking-11 [1/2];

Languages: Galanglic (native)-13 [0].

Equipment: Rhiannon never carried any personal weapons, but is rarely without a small tool kit and several odds and ends related to her demolitions (blasting caps, primacord, timers, and so forth). When on a raid, she wears black combat infantry dress (p. UT73). The only offensive weaponry she ever uses are grenades, and then usually only for inflicting collateral damage on Sternmetal property.

Quote: "They're destroying the galaxy one tree at a time."

Rhi's Story

Rhiannon Gault is a dangerous, if well-intentioned criminal. Raised on a bucolic world in the trailing Client States, she grew up wild and carefree until Sternmetal Horizons, LIC purchased mining rights to her homeworld and began stripping it of its forests. Together with a small group of friends, Rhiannon protested Sternmetal's operations, but to no avail. They tried sit-down strikes and eventually sabotage of Sternmetal's operations. During a nighttime raid against the mines, Sternmetal security opened fire on the small group, killing her friends and wounding Rhiannon in the left arm (she still bears the scars today). She fled the planet and sought refuge among the stars where she maintains a personal crusade against Sternmetal Horizons down to this day.

In the four years that have passed, Rhiannon has worked with various terrorist groups from time to time, but she rarely stays in one place very long. She is obsessed with the destruction of Sternmetal, planning sabotage and assaults against their assets throughout the Imperium, though in reality what drives her is guilt at the death of her friends. She was the instigator of the raids on her homeworld she blames herself for their death; she is desperately seeking absolution for her crime.

Sternmetal Horizons has placed an Imperially registered Cr75,000 bounty for her capture.

Adventure Notes

Rhiannon Gault is a dangerous opponent, primarily due to her fanatical approach. She is fearless to the point of foolishness, making her unpredictable and difficult to apprehend. She has the best of intentions and a heart of gold, but GMs may choose to make her less likeable and sympathetic, painting her as a ruthless terrorist. If she is to be played this way, drop Pitiabile, Guilt Complex, Flashbacks, and Nightmares, and add Paranoia.

TYLENE REID

&NBS P;

&N

BSP; &NBS P; 170 POINTS

Human (Terran) female; age 30; 5' 8", 130 lbs; pale skin, black hair, green eyes, several small tattoos.

ST 10 [0]; **DX** 13 [30]; **IQ** 13 [30]; **HT** 11 [10].

Basic Speed 6.00; Move 6; Dodge 6

Advantages: Acute Hearing (+2) [4]; Ally Group (two 100-point henchmen, 12 or less) [40]; Appearance (Attractive) [5]; Composed [5]; Contact (Shady Imperial Marine NCO, skill-15, 9 or less) [2]; Danger Sense [15]; Luck [15]; Zeroed [10].

Disadvantages: Addiction (*Rush Hour*, p. UTT90) [-5]; Enemy (Bounty Hunters, 9 or less) [-10]; Insomniac [-10]; Intolerance (Solomani Security) [-5]; Light Sleeper [-5]; Workaholic [-5].

Quirks: Won't admit she's addicted; Up all night, sleeps during the day; Very specific about weapons terminology; Enjoys the weight of a heavy rifle; Considers herself an entrepreneur, not a criminal [-5 total].

Skills: Area Knowledge (Solomani Rim)-13 [1]; Area Knowledge (Dublin)-13 [1]; Area Knowledge (Terra)-13 [1]; Area Knowledge (Old Expanses)-14 [2]; Armoury (Small Arms)-13 [2]; Armoury (Combat Armor)-11 [1/2]; Brawling-13 [1]; Carousing-11 [2]; Climbing-11 [1/2]; Demolitions-11 [1/2]; Detect Lies-13 [4]; Filch-11 [1/2]; Forgery-10 [1/2]; Gunner (Machine Gun)-13 [1/2]; Guns (Pistol)-14 [1/2]; Guns (Rifle)-15 [1] (all guns skills include +2 bonus for IQ); Knife-13 [1]; Leadership-13 [2]; Lockpicking-11 [1/2]; Merchant (Small Arms, Combat Armor)-20/13 [6]; Pickpocket-10 [1/2]; Savoir-Faire-13 [1]; Savoir-Faire (Military)-12 [1/2]; Sex Appeal-12 [4]; Streetwise-18 [12]; Survival (Urban)-13 [2].

Languages: Irish (native)-13 [0]; Galanglic-12 [1].

Equipment: Ty has access to nearly any personal weapon in the *Traveller* universe, and GMs may choose to arm her with whatever is appropriate for a particular scene. In general, however, she favors her worn, but well-maintained, Instellarms ACR Model 75, favoring the weight and feel of it over a smaller weapon. The rifle is fully decked out with accessories and is customized to fit her grip and arm length, giving it a +1 Acc bonus in her hands. A Blackhawk Arms grenade launcher is mounted under the barrel, but usually not loaded. For stats, use the 7mm ACR loaded with solid ammo (p. GT114) together with stats for the M203 grenade launcher (p. HT121 and HT126). She also carries a standard 9mm auto pistol in a shoulder harness, but makes no attempt to conceal it.

Quote: "You call that a gun? *This* is a gun..."

Tylene's Story

Tylene Reid spent the first half of her life on Terra. Orphaned at 14, she grew up on the streets of Dublin where she learned to live by her wits. She eventually hopped a tramp freighter out of the Rim, sidestepping the Solomani Security forces seeking to question her about the death of a SolSec monitor. Today she haunts the Old Expanses, dealing in black market military hardware.

Unfortunately for Ty, equipment used in a political assassination was traced back to her, and she is now the target of a man-hunt fueled by a Cr50,000 bounty for her capture. Authorities believe she has a source in the Imperial Marines and they wish to interrogate her; she is worth nothing to them dead. Hunters providing proof of her arrangements with the Marines (including the name of her contact there), will be given a Cr20,000 bonus.

She is usually within earshot of a pair of handpicked mercenaries armed with the latest hardware.

Adventure Notes

Tylene can be used as a simple bounty, sending the PCs scouring the underworld of black market arms dealers in search of their prey. It's possible, however, that she may become (or may already be) the PCs' ally and a source of illegal military hardware. GMs should use this angle to their advantage, especially if any of the hunters have a Code of Honor (Never Betray a Friend), Obsession (Never Give Up a Hunt), Intolerance (Criminals), or similar disadvantage that would create an internal conflict.

For an added twist, it's possible for SolSec to catch wind of the search, and add a bounty of their own for her suspected part in the assassination of a SolSec monitor many years ago.

**GERFIKH ; & NBSP; &NB
SP; ; & NBSP; 175 POINTS**

Vargr male; age 48; 5' 6", 145 lbs; reddish-brown fur streaked with gray, light brown eyes.

ST 10 [10]; DX 13 [20]; IQ 12 [20]; HT 11 [10].

Basic Speed 5.50; Move 10; Dodge 5

Advantages: Acute Smell/Taste (+3) [0]; Acute Vision (+1) [0]; Ally Group (five 100-point criminals, 15 or less) [60]; Charisma +2 [10]; Claws (+2 damage) [0]; Combat Reflexes [15]; Enhanced Move 1 [0]; Fearlessness (+2) [4]; Fur (DR 1) [0]; G-Experience [10]; Military Rank (Rank 4) [20]; Teeth [0].

Disadvantages: Callous [-6]; Cannot Kick [0]; Curious [0]; Easy to Read [0]; Enemy (Bounty Hunters, 6 or less) [-5]; Enemy (Imperium, 6 or less) [-20]; Proud [0]; Reduced Fatigue (-1) [0]; Reduced Hit Points (-1) [0]; Reputation (Killer; -4 to Imperial military personnel, all the time) [-10]; Reputation (Vargr; -2 to everyone, all the time) [0]; Selfish [-5].

Quirks: Enjoys being a pirate; Paces when agitated; Early riser; Hates being planetbound [-4 total].

Skills: Area Knowledge (Vargr Extents)-15 [6]; Area Knowledge (Spinward Marches)-12 [1]; Astrogation-12 [2]; Brawling-15 [4]; Electronic Operations (Security Systems)-11 [1]; Free Fall-14 [4]; Guns (Pistol)-16 [2] (includes IQ bonus); Heraldry (Ship's Markings)-12 [2]; Interrogation-11 [1]; Intimidation-14 [4]; Leadership-13 [4]; Merchant-12 [2]; Piloting (Starship)-12 [1]; Streetwise-12 [2]; Tactics-13 [6]; Vacc Suit-13 [4].

Languages: Vargr (native)-12 [0]; Galanglic-10 [1/2].

Equipment: Since his return to Vargr space, Gerfikh has managed to pick up a battered 9mm auto pistol; the other escapees have picked up various weapons suited to their skills (mostly slug-throwers – pistols, carbines, shotguns, and other short-barreled weapons for ease of use in confined spaces). As time goes on, their gear will improve, depending on how long it takes the PCs to track them down. If they manage to liberate the Corsair (see story below), they will be able to outfit themselves with top-notch combat gear, but will continue to favor short, manageable weapons.

Quote: “As if a pup like you knows anything about anything...”

Gerfikh's Story

Gerfikh is the quintessential Vargr pirate, having spent most of his life shipboard, raiding one trade route or another. Two months ago, Gerfikh and his crew were captured by an Imperial patrol, tried, and found guilty of piracy. Due to a faulty grav generator, the prison transport made an unscheduled stop at a Scout base for repairs, where the prisoners escaped, leaving a mix of prisoners and guards wounded, and 2 guards dead. Gerfikh and a handful of the escapees commandeered a *Suliaman-II* Seeker and vanished into the Vargr Extents.

The Imperium has offered a Cr75,000 bounty on Gerfikh, and a Cr20,000 bounty on each of his five cohorts. The Imperial Scout Service has added to the contract, offering an additional Cr100,000 for the return of the Seeker.

The group is now in Vargr space. GMs should play up the difficulties involved in dealing with Vargr culture, and the problems involved in spotting one particular Vargr in the masses that reside there. The heroes will be better off trying to find the ship; a *Suliaman-II* will stand out in Vargr space more than any particular Vargr.

GMs should flesh out Gerfikh's Ally Group (the five who escaped with him) since they may influence the success or failure of a capture attempt. If any are non-Vargr, they may stand out in some areas, making the PCs' search a little easier.

Adventure Notes

If Gerfikh discovers he is being hunted, he will sell off the *Suliaman* and switch to travel by commercial means. His priority is to locate his old Corsair (captured when he was) and liberate it from the Imperial Navy. It's exact whereabouts are up to the GM; it is probably being held in a Naval impound facility under high security.

ANNA CAIRISTIONA &NB SP; ; & NBSP; 275 POINTS

Human (mixed) female; age 29; 5' 9", 130 lbs; hair and eye color varies.

ST 10 [0]; **DX** 13 [30]; **IQ** 15 [60]; **HT** 13 [30].

Basic Speed 6.50; Move 6; Dodge 6

Advantages: Absolute Timing [5]; Alertness +1 [5]; Appearance (Attractive) [5]; Charisma +1 [5]; Combat Reflexes [15]; Danger Sense [15]; Fashion Sense [5]; Fit [5]; Imperturbable [10]; Intuition [15]; Luck [15]; Strong Will +1 [4]; Wealth (Very Wealthy) [20].

Disadvantages: Callous [-6]; Careful [-1]; Enemy (Imperium, 6 or less) [-20]; Enemy (Bounty Hunters, 9 or less) [-5]; Greed [-15].

Quirks: Avoids routines; Maintains numerous caches of IDs, weapons, and credits for emergencies; Never takes chances; Avoids Zhodani space whenever possible; Prefers public transportation [-5 total]

Skills: Acting-17 [6]; Area Knowledge (Imperium)-14 [1/2]; Area Knowledge (Solomani Rim)-15 [1]; Carousing-13 [2]; Climbing-12 [1]; Computer Operation-15 [1]; Demolitions-15 [2]; Detect Lies-13 [1]; Diplomacy-13 [1]; Disguise-17 [6]; Drive (Ground Car)-12 [1]; Electronic Operations (Security Systems)-16 [4]; Erotic Art-14 [6]; Escape-13 [2]; First Aid-14 [1/2]; Forgery-15 [4]; Garrote-14 [2]; Guns (Pistol)-16 [2]; Guns (Rifle)-16 [2] (gun skills include IQ bonuses); Holdout-16 [4]; Karate-12 [4]; Knife-14 [2]; Knife Throwing-14 [2]; Lip Reading-13 [1/2]; Lockpicking-13 [1/2]; Poisons-14 [2]; Research-15 [2]; Savoir-Faire-15 [1]; Savoir-Faire (Military)-15 [1]; Sex Appeal-14 [2]; Stealth-13 [2]; Streetwise-14 [1]; Survival (Urban)-13 [1/2]; Tactics-15 [4].

Languages: Galanglic (native)-15 [0]; Vilani-13 [1/2]; Zhodani-13 [1/2]; Gvegh (Vargr)-13 [1/2];

Equipment: Anna uses a variety of equipment for her assassinations ranging from a garrote concealed within the hem of her clothing to high-powered sniper rifles to incendiary charges that leave nothing but ashes. She usually travels unarmed, so as to avoid complications at routine border checks, but favors any number of weapons when necessary. She is never far from a full disguise kit, and generally ships her operational gear in Stealth Luggage (p. UTT86). She is very wealthy, and spares no expense to hide her identity and her

equipment, completely abandoning it if necessary, even if it means substantial financial loss.

Quote: “I think you have me confused with someone else.”

Anna’s Story

This striking woman is as beautiful as she is deadly. An expensive assassin, she is unaffiliated with any organizations, and works for the highest bidder. She travels under many identities, though her real name is Anna Cairistiona – a fact few people in the Imperium know. There is a standing Cr125,000 Imperial bounty for her capture, and many corporations and small governments offer lesser rewards for her delivery or even death (the highest “wet” bounty is offered by Solomani Security and is set at Cr25,000).

She specializes in political assassination, though in the past she has brought down CEOs, military officers, religious leaders, and more. She turns down no contract if the price is right. Her fees begin at Cr100,000, depending on the difficulty of the kill. Rumor has it she was once paid Cr1,000,000 for the assassination of a troublesome, but well-protected Duke. Officially, he died in his sleep.

Adventure Notes

Anna Cairistiona is a brilliant, hard-to-catch killer. She travels under numerous Temporary Identities (p. CI20), changing them regularly, and never stays in one place for more than a few days, except during a hit. She is meticulous and patient, willing to wait for precisely the opportunity to make her move.

Often she impersonates a local, leaving clues pointing toward that innocent as the assassin. Rarely does anything come of the frame-up, but it steers the investigation away from her long enough for her to escape. Once she has made a hit using an alternate identity - real or falsified - she drops it permanently, never using it again.

VANKO YEVHENIY

&N BSP;

&NBS P;

400

POINTS

Genetically engineered human male; apparent age 25; 6’ 2”, 240 lbs; a strapping physical specimen with military cut black hair and gray eyes.

ST 15 [60]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 14/18 [45].

Basic Speed 7.00; Move 7; Dodge 7

Advantages: 3D Spatial Sense [10]; Absolute Timing [5]; Alertness +3 [15]; Ambidexterity [10]; Cast Iron Stomach [15]; Catfall [10]; Combat Reflexes [15]; Damage Resistance (DR 5) [15]; Decreased Life Support [10]; Discriminatory Smell [15]; Disease Resistant [5]; Eidetic Memory [30]; Extra Hit Points +4 [20]; Filter Lungs [5]; Hard to Kill +2 [10]; High Pain Threshold [10]; Imperturbable [10]; Night Vision [10]; Psionic Resistance +2 [4]; Rapid Healing [5]; Regeneration (Slow) [10]; Resistant to Poisons [5]; Strong Will +5 [20]; Temperature Tolerance (-7 to 132°) [3]; Very Fit [15].

Disadvantages: Amnesia [-10]; Bloodlust [-10]; Callous [-6]; Clueless [-10]; Delusion (Behind Enemy Lines) [-5]; Enemy (Imperium, 9 or less) [-40]; Enemy (Bounty Hunters, 9 or less) [-10]; Flashbacks [-5]; Killjoy [-15]; Low Empathy [-15]; Migraine [-5]; Nightmares [-5]; No Sense of Humor [-10]; Obsession (Destroy Military and Industrial Complexes) [-10]; Stubbornness [-5]; Unusual Biochemistry [-5]; Workaholic [-5].

Quirks: Rarely speaks; Immodest; No fashion sense; Mildly paranoid [-4 total]

Skills: Acrobatics-12 [1]; Area Knowledge (Imperium)-13 [1/2]; Armoury (Small Arms)-13 [1]; Battlesuit-14 [1]; *Beam Weapons (Pistol)-17 [2]; *Beam Weapons (Rifle)-17 [2]; Breath Control-13 [4]; Camouflage-14 [1]; Cartography-14 [1]; Climbing-15 [4]; Computer Operation-14 [1]; Demolitions-20 [8]; Driving (Ground Car)-13 [1]; Electronic Operations (Security Systems)-18 [6]; Escape-15 [4]; Fast-Draw (Pistol)-14 [1]; Fast-Draw (Rifle Clip)-14 [1]; First Aid-15 [2]; Forgery-15 [4]; Free Fall-14 [2]; *Gunner (Machine Gun)-15 [1]; *Guns (Pistol)-16 [1]; *Guns (Rifle)-18 [4]; Holdout-15 [2]; Intelligence Analysis-15 [4]; Interrogation-16 [4]; Intimidation-16 [4]; Judo-14 [4]; Jumping-15 [2]; Karate-15 [8]; Knife-15 [2]; Knife Throwing-15 [2]; Lip Reading-13 [1]; Lockpicking-16 [4]; Motorcycle-14 [1]; NBC Warfare-14 [2]; No-Landing Extraction-14 [2]; Parachuting-14 [1]; Piloting (Contragrav)-13 [1]; Piloting (Spaceship)-14 [2]; Running-14 [4]; Savoir-Faire (Military)-13 [1/2]; Stealth-16 [8]; Survival (Urban)-16 [4]; Swimming-13 [1/2]; Tactics-15 [4]; Throwing (Grenade)-15 [4]; Vacc Suit-14 [2].

*Includes IQ Bonus

Languages: Galanglic-13 [0]; Vilani-11 [1/2].

Equipment: While in public, Vanko wears ballistic cloth (p. GT117) and carries a concealed 7mm Auto Pistol. If encountered in such a relatively vulnerable state, he will flee rather than stand and fight. During assaults he wears custom fitted Infantry Combat Armor (p. UT74) and helmet (p. UT75) and packs a 20mm Light Assault Gun loaded with APDS (p. GT115) or similar long arm, as well as a backup weapon and numerous grenades, throwing knives, and more. GMs should feel free to equip him as necessary for a particular mission; whatever he is missing, he simply steals.

Quote: “...”

Vanko's Story

Vanko Yevheniy is a genetically engineered soldier. His training includes sabotage, assassination, terrorism, reconnaissance, hostage rescue, and more. He is a one-man killing machine, created with independent thought and initiative.

Vanko escaped from a top-secret geneering project called *Charybdis*. Initially, his existence was kept quiet, and military personnel were dispatched to retrieve or terminate him. Unfortunately they did not prove up to the task, and the press caught wind of the story. At this point, the Imperium released information to select independent hunters (Reputation 2 or better), offering a Cr250,000 reward for his return, or Cr100,000 for his corpse.

Vanko has no moral sense; he is callous to the ultimate degree. As he wanders Imperial space, he seeks military and industrial targets and destroys them. He is *not* a robot; he is flesh and blood. But his bioengineering has turned him into the most dangerous man in the Imperium.

The GM should decide the truth behind Vanko's origin. He may have escaped from an Imperial Research Station; his mental implanting is incomplete and he sees every military or industrial complex as a viable target. He believes he is behind enemy lines, and will act as though he is in a hostile environment. While traveling, he will do his best to pose as an Imperial soldier on leave, using whatever Temporary Identities he can buy or create.

Alternately, he may be a bio-weapon created by the Solomani and sent to wreak havoc on the Imperium. This plot thread has many implications for future adventures. Is Vanko Yevheniy the only such creation? How many more "super soldiers" will the Solomani send? What is their ultimate intention? Could this be the first wave of a new war between the Imperium and the Solomani?

Adventure Notes

GMs are encouraged to let the heroes encounter Vanko while on another mission. Their initial run-in will leave them reeling, and probably curious as to his origins; revenge is always a good motivator for action! With some investigation and good military Contacts, the PCs should be able to uncover enough information to set about trying to capture or kill him.

Regardless, Vanko Yevheniy is one of the toughest contracts they will encounter.

Bounty Hunters and Rivals

The following NPCs can be used by the GM to help or hinder PCs in their hunts. Some will be generally helpful and friendly, others blatantly nasty to their rivals. They may also be sent after criminal PCs. In either case, the GM should modify them as he sees fit.

LUC REVIS **&NB SP;** **;** **& NBSP;** **&NB**
SP; **100 POINTS**

Human (Terran) male; age 27; 5' 10", 170 lbs; black hair, brown eyes, clean shaven.

ST 11 [10]; **DX** 12 [20]; **IQ** 13 [30]; **HT** 10 [0].

Basic Speed 6.00; Move 6; Dodge 6

Advantages: Alertness (+1) [5]; Appearance (Attractive) [5]; Charisma +2 [10]; Contact (Planetary Law Daredevil [15]; Enforcement Sergeant, skill-15, 6 or less) [1]; Luck [15]; Strong will +1 [4].

Disadvantages: Impulsive [-10]; Lecherousness [-15]; Odious Personal Habit (Sarcastic) [-5]; Overconfidence [-10]; Reputation (-2 to Law Enforcement Personnel, 10 or less) [-2].

Quirks: Laughs at his own jokes; Calls his pistol "Betty"; Constantly combing his hair; Wears gloves; Thinks women adore him [-5 total].

Skills: Area Knowledge (Imperium)-13 [1]; Area Knowledge (Terra)-13 [1] Brawling-12 [1]; Carousing-10 [2]; Climbing-10 [1/2]; Criminology-13 [2]; Demolitions-11 [1/2]; Fast-Talk-14 [4]; Forgery-10 [1/2]; Guns (Pistol)-15 [2](includes +2 bonus for IQ); Knife-11 [1/2]; Law-12 [2]; Lockpicking-11 [1/2]; Merchant-11 [1/2]; Sex Appeal-11 [4]; Streetwise-14 [4]; Survival (Urban)-11 [1].

Languages: Galanglic (native)-13 [0].

Equipment: This young man relies on his wits more than violence. He carries "Betty," a generic 9mm auto pistol in a side holster, and owns no other weapons. Should he lose this weapon, any new sidearm he picks up will adapt the same name.

Quote: "So the guy starts yelling, 'Shoot the dog! Shoot the dog!'"

Luc's Story

Luc Revis is a newcomer to bounty hunting. A former law enforcement officer, his wisecracks and blatant disregard for procedure landed him a dishonorable discharge eight months ago. Since that time he's turned to

private investigation and bounty hunting (he's currently waiting on approval of his Imperial Bounty Hunter's License). He can be used as anything from an annoyance to a moderately helpful ally, but it's unlikely he'll interfere with the PCs to any real degree.

TATE GABRIEL & NBSP; &NB SP; ; 150 POINTS

Human (mixed) female; age 24; 5' 4", 115 lbs; shoulder-length blonde hair, brown eyes.

ST 11 [10]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 11 [10].

Basic Speed 6.25; Move 6; Dodge 6

Advantages: Alcohol Tolerance [5]; Appearance (Attractive) [5]; Charisma +1 [5]; Danger Sense [15]; Legal Enforcement Powers (Bounty Hunter's License) [5]

Disadvantages: Bad Temper [-10]; Honesty [-10]; Miserliness [-10]; Stubbornness [-5]; Secret (Grew up poor and homeless) [-5].

Quirks: Checks herself out in mirrors; Pushes unruly hair behind her ears when flirting; Loves a good steak; Dislikes startling noises (including gunfire); Never talks about her past [-5 total].

Skills: Acting-11 [1/2]; Area Knowledge (Imperium)-13 [1]; Area Knowledge (Frontier)-14 [2]; Carousing-12 [4]; Computer Operation-13 [1]; Detect Lies-13 [4]; Drive (Ground Car)-12 [1/2]; Electronic Operations (Security Systems)-12 [1]; Escape-12 [1/2]; First Aid-13 [1]; Forgery (Detection Only)-16/10 [1]; Holdout-14 [4]; Karate-13 [2]; Knife-16 [4]; Knife Throwing-13 [1/2]; Law-10 [1/2]; Lockpicking-11 [1/2]; Professional Skill (Bodyguard)-11 [1/2]; Professional Skill (Bouncer)-12 [1]; Research-12 [1]; Savoir-Faire-13 [1]; Sex Appeal-16 [10]; Stealth-15 [4]; Streetwise-16 [8]; Survival (Urban)-14 [4]; Tactics-10 [1/2]; Wrestling-14 [2].

Languages: Galanglic (native)-13 [0].

Equipment: Tate is almost never armed, and when she is, it's with a concealable ceramic knife. She prefers open-handed combat and never uses a gun. She owns a pair of black metal handcuffs she calls her "toys." More than one unsuspecting skip has found himself regretting letting her use them on him...

Quote: "What's the matter, don't you wanna play?"

Tate's Story

Tate grew up on the streets, eventually working as a bouncer in a two-bit tavern in the dregs of some distant frontier planet. In the three years since, she's climbed from bouncer to bodyguard to freelance bounty hunter. She is not proud of her humble beginnings, and puts on quite a show to keep anyone from seeing the street girl behind the seductive freelancer she has become today. She is unusually tough for her size, a fact she uses to her advantage when seducing a target before slapping restraints on him.

Tate's *modus operandi* is to seduce her prey, lure him to a quiet location, cuff him, and then haul him to justice.

RENZO TA'RIK &N BSP; &NBS P; 200 POINTS

Human (Solomani) male; age 34; 5' 10", 175 lbs; black hair and goatee, brown eyes.

ST 11 [10]; **DX** 14 [45]; **IQ** 13 [30]; **HT** 14 [45].

Basic Speed 7.00; Move 7; Dodge 7

Advantages: Acute Vision +1 [2]; Ambidexterity [10]; Combat Reflexes [15]; Composed [5]; Contacts (Many and varied; GM's choice of 10 points worth) [10]; High Pain Threshold [10]; Legal Enforcement Powers (Imperial Bounty Hunter's License) [5].

Disadvantages: Callous [-6]; Enemy (SolSec, 6 or less) [-15]; Loner [-5]; Secret (Former SolSec Agent) [-10].

Quirks: No sense of humor while on a hunt; Likes Vilani beer; Prefers "wet work" to capture bounties; Runs daily; Uses two weapons at once [-5 total]

Skills: Acrobatics-11 [1/2]; Area Knowledge (Imperium)-12 [1/2]; Area Knowledge (Solomani Sphere)-15 [4]; Armoury (Small Arms)-11 [1/2]; Brawling-13 [1]; Climbing-12 [1/2]; Computer Operation-13 [1]; Demolitions-12 [1]; Electronic Operations (Security Systems)-13 [2]; Criminology-12 [1]; Escape-13 [1]; Fast-Draw (Pistol)-14 [1]; Fast-Talk-12 [1]; Free Fall-13 [2]; *Guns (Pistol)-18 [4]; *Guns (Tangler)-16 [1]; Holdout-16 [4]; Interrogation-13 [2]; Intimidation-13 [2]; Law-11 [1]; Lockpicking-12 [1]; Piloting (Contragrav)-13 [1]; Research-13 [2]; Savoir-Faire-13 [1]; Stealth-15 [4]; Streetwise-15 [6]; Survival (Urban)-11 [1/2]; Swimming-14 [1]; Tactics-13 [4]; Vacc Suit-13 [2].

*Includes IQ Bonus

Languages: Galanglic-13 [0]; Vegan-11 [1/2].

Equipment: Renzo prefers the pair of customized, gold-plated 9mm auto pistols he wears on either hip. He

generally wears combat infantry dress (p. UT73) and keeps a Tangler handy when he's forced to take down a target peacefully.

Quote: "I don't wanna talk about it."

Renzo's Story

Rumors was once a top SolSec agent, but stepped on the wrong political toes and became an enemy of the State. He fled the Solomani Sphere four years ago and hasn't been back since. He makes a good living as a bounty hunter, working alone most of the time. He will be amiable enough to the PCs, but will not become a permanent ally. He is quiet about his past, and will become angry if pushed.

Employers and Other Agencies

The galaxy is a vast place and numerous organizations exist to help bounty hunters. Those that follow are samples of the numerous resources available. GMs can adapt these to their campaign, or use them as models for creating organizations of their own.

RIM-CORE RETRIEVAL

With offices scattered throughout the Imperium, Rim-Core Retrieval specializes in providing information on bounties, contracts, and repossessions. Each local office specializes in contracts within that sector, though the complete databases are updated occasionally via X-boat communication.

Anyone with an Imperial license is allowed to search the Rim-Core archives at the rate of Cr200 per hour. In game terms, PCs can make one Research roll per hour to come up with a list of bounties that meet their parameters (distance, value, type of bounty, etc). Each additional parameter beyond the first gives a -1 penalty to the Research roll.

Additional data on a particular bounty is often available for an additional fee. Information on any given target (last known location, communication records, known associates, etc.) may or may not be available at the GMs discretion. A Cr500 fee is paid up-front for a detailed search. Once the information is compiled and collated (it takes about an hour), a complete report is provided to the hunter. The GM should use this as an opportunity to provide clues to the players to point them in the right direction.

THE REGINA FREE RANGERS

The Free Rangers are the most well known bounty hunting organization in the Spinward Marches. Membership is free, but by invitation only. In order to be extended an invitation, a bounty hunter must be Imperially licensed and have a Reputation of +2 or more.

Members are given access to an extensive database of information on bounties and contracts (as per Rim-Core Retrieval, above); such information is limited to contracts within the Spinward Marches. Additionally, membership includes the following:

Reputation. Regina Free Rangers are known for excellent work and high ethics. Membership in the Rangers gives a +1 Reputation to civilians and law enforcement personnel in the Marches. It also incurs a -1 Reputation to rival bounty hunters (Rangers are looked upon by them as cliquish and arrogant).

Claim to Hospitality. There are a number of guild houses scattered throughout the Spinward Marches where a hunter can seek refuge or aid. Basic weapons, equipment, and ammunition are available at each location for standard fees.

Patron. The Free Rangers acts as a Patron to its members. Abuse of this privilege may result in revocation of membership.

Duty. Each Ranger is expected to come to the aid of the organization or other Rangers when asked.

Honesty. Free Rangers are forbidden to engage in illegal activities.

Membership in the Rangers is free, unless the recipient already has the Honesty disadvantage; in that case membership is a 10-point advantage.

ANTARES RECOVERY

Antares Recovery specializes in repossessing past due or stolen ships, and maintains a highly-skilled staff of researchers and field specialists. A fleet of fast (Jump-4) 100-ton transports delivers the field agents anywhere in the galaxy, making repossession quick and efficient.

PCs working for AR can use the Repo Man template (p. 00) to create a suitable character. Field agents will specialize in combat, since tracking the ship is done by AR researchers. At times, however, field agents will find their intelligence faulty and will be forced to do some legwork themselves. Employees are salaried (Cr50,000 a

year) and given a per-contract bonus (Cr5,000 to Cr25,000 depending on the value of the vessel and the difficulty of the operation). Basic expenses (food, lodging, medical, travel) are covered by an expense account. AR field agents always work in teams.